# **3.3 Register for Meal Payment Options**

## 3.3.1 Description and Priority

A cafeteria patron who has been verified may attempt to register for payroll deduction so that they don’t have to pay with cash and so that they are able to have orders delivered to them as opposed to going to the pickup location. Priority = Medium.

## 3.3.2 Stimulus/Response Sequences

**Stimulus**: Patron requests for delivery.

**Response**: System alerts patron if they have yet to register for payroll deduction.

**Stimulus**: Patron requests to be registered for payroll deduction.

**Response**: System queries patron for payroll details.

**Stimulus**: Patron submits payroll details

**Response**: System validates and accepts payroll details and the patron is now registered for payroll deduction and as a result can now request for meal delivery.

## 3.3.3 Functional Requirements

|  |  |
| --- | --- |
| MealPay.Register:  MealPay.Register.Query:  MealPay.Register.Validate:  MealPay.Register.Ok | The system shall let a patron that is logged into the Cafeteria Ordering System, register for payroll deductions.  The system shall prompt the patron for further details pertaining to the payroll.  The system shall verify and validate that the details the patron entered are correct.  Once the system validates and verifies the supplied information, the patron’s deduction status shall be set accordingly. |

# **3.4 Request Meal Delivery**

## 3.4.1 Description and Priority

Once a patron has registered for payroll deduction successfully, they should be able to request for delivery. Priority=Medium.

## 3.4.2 Stimulus/Response Sequences

**Stimulus:** The patron, once on the order confirmation screen, shall request for their order to be delivered.

**Response:** The system shall check to see if the patron has set any locations prior to making the order. The system will allow patrons to set different locations for each order.

**Stimulus:** The patron will select a delivery location from a list of his previous delivery locations or define a new location for this order.

**Response:** The system will check to see if the location the patron has set is on campus. Once verified, the delivery instructions are generated and sent to the meal deliverer

## 3.4.3 Functional Requirements

|  |  |
| --- | --- |
| MealDelivery.Request:  MealDelivery.Request.No: | The system shall let a patron request for their order to be delivered.  The system shall confirm if the Patron is registered for payroll deduction. If the patron is not registered inform the user that they cannot have food delivered and must head to the pick-up locations to pick up their food. |
| MealDelivery.Confirm.Location:  MealDelivery.Confirm.Location.No:  MealDelivery.Confirm.Location.Ok: | If the Patron is confirmed for payroll deduction, the system shall query the Patron for delivery details.  If the system found that the delivery details are incorrect, alert the Patron of the invalid details and return to the previous page.  Once the delivery details are confirmed, the system shall accept the delivery request. |
| MealDelivery.Delivery.Instructions:  MealDelivery.Delivery.Instructions.Send: | Once the Patrons delivery request is accepted, the system shall generate the associated delivery instructions.  Once the delivery instructions are generated, the system shall send the delivery instructions to the meal deliverer. |

# **3.5** **Create, View, Modify, and Delete Cafeteria Menu**

## 3.5.1 Description and Priority

The menu manager should be able to create, update and delete menus. He should be able to add both regular food items as well as define the specials for any given day’s menu. Priority = High.

## 3.5.2 Stimulus/Response Sequences

**Stimulus:** Menu manager requests to create a menu.

**Response:** The system queries the manager for menu details and the list of food items that is to be put on the menu for that particular day.

**Stimulus:** The menu manager requests to update a particular menu.

**Response:** The system queries the manager for the updated menu details.

**Stimulus:** The menu manager requests to delete a particular menu.

**Response:** The system queries the menu manager for which particular menu is to be deleted.

## 3.5.3 Functional Requirements

|  |  |
| --- | --- |
| Menu.Create.Request:  Menu.Create.Assign:  Menu.Create.Assign.Specials:  Menu.Create.Date.Set: | The system shall allow the Menu manager to request to create a menu.  Once the System accepts the Menu Managers request, it shall allow the menu manager to assign food items to the menu.  The system shall allow the menu manager to set specials for that particular menu.  The system shall allow the menu manager to set a specified date for that particular menu. |
| Menu.Update.Request:  Menu.Update.Assign:  Menu.Update.Assign.Specials: | The system shall allow requests to Up date menus from the menu manager.  Once the update request is accepted, the system shall allow the Menu Manager to update the list of food items on a given menu.  The system shall allow the Menu Manager to update any particular menu’s specials. |
| Menu.Delete.Request:  Menu.Delete.OK: | The system shall let the Menu Manager request to delete a particular menu.  The system shall confirm the deletion request and remove the specified menu(s) |

# **Project Part 2 continued**

# **3.6 Order meals from local restaurants to be delivered**

## 3.6.1 Description and Priority

The customer should be able to order any amount of meals from a local restaurant and also have it delivered to from the available locations in the COS. Priority = High.

## 3.6.2 Stimulus/Response Sequences

**Similar to Feature 1: Order meals from cafeteria menu to be picked up or delivered.**

## 3.6.3 Functional Requirements

**Similar to Feature 1: Order meals from cafeteria menu to be picked up or delivered.**

# **3.7 Create, View, Modify, and Delete Cafeteria Menu**

## 3.7.1 Description and Priority

The menu manager should be able to create, update and delete menus. He should be able to add both regular food items as well as define the specials for any given day’s menu. Priority = High.

## 3.7.2 Stimulus/Response Sequences

**Stimulus:** Menu manager requests to create a menu.

**Response:** The system queries the manager for menu details and the list of food items that is to be put on the menu for that particular day.

**Stimulus:** The menu manager requests to update a particular menu.

**Response:** The system queries the manager for the updated menu details.

**Stimulus:** The menu manager requests to delete a particular menu.

**Response:** The system queries the menu manager for which particular menu is to be deleted.

## 3.7.3 Functional Requirements

|  |  |
| --- | --- |
| Menu.Create.Request:  Menu.Create.Assign:  Menu.Create.Assign.Specials:  Menu.Create.Date.Set: | The system shall allow the Menu manager to request to create a menu.  Once the System accepts the Menu Managers request, it shall allow the menu manager to assign food items to the menu.  The system shall allow the menu manager to set specials for that particular menu.  The system shall allow the menu manager to set a specified date for that particular menu. |
| Menu.Update.Request:  Menu.Update.Assign:  Menu.Update.Assign.Specials: | The system shall allow requests to Up date menus from the menu manager.  Once the update request is accepted, the system shall allow the Menu Manager to update the list of food items on a given menu.  The system shall allow the Menu Manager to update any particular menu’s specials. |
| Menu.Delete.Request:  Menu.Delete.OK: | The system shall let the Menu Manager request to delete a particular menu.  The system shall confirm the deletion request and remove the specified menu(s) |

# **3.8 Register for Meal Payment Options (Credit/Debit Card Payment Option)**

## 3.8.1 Description and Priority

A cafeteria patron who has been verified may attempt to register for credit/debit card so that they don’t have to pay with cash and so that they are able to have orders delivered to them as opposed to going to the pickup location. Priority = Medium.

## 3.8.2 Stimulus/Response Sequences

**Stimulus**: Patron requests to be registered for credit/debit card payment.

**Response**: System queries patron for credit/debit card details.

**Stimulus**: Patron submits credit/debit card details

**Response**: System validates and accepts payroll details and the patron is now registered for credit/debit card payment.

## 3.8.3 Functional Requirements

|  |  |
| --- | --- |
| MealPay.Register:  MealPay.Register.Query:  MealPay.Register.Validate:  MealPay.Register.Ok | The system shall let a patron that is logged into the Cafeteria Ordering System, register for credit/debit card payment.  The system shall prompt the patron for further details pertaining to the credit/debit card payment.  The system shall verify and validate that the details the patron entered are correct.  Once the system validates and verifies the supplied information, the patron’s credit/debit card payment status shall be set accordingly. |

# **3.9 Produce recipes and ingredient lists for custom meals from cafeteria**

## 3.9.1 Description and Priority

the patron should be able to produce recipes with given ingredient list for custom meals from the cafeteria

## 3.9.2 Stimulus/Response Sequences

**Stimulus**: patron requests to order meal

**Response**: system displays the order form

**Stimulus**: patron selects menu item from the dropdown of menu items

**Response**: System displays list of ingredients for the selected item

**Stimulus**: patron selects the ingredients from the list provided and saves the choice

**Response**: System saves the selected ingredient

## 3.9.3 Functional Requirements

|  |  |
| --- | --- |
| Order.Create.Request  Order.Create.Form.Display  Order.Create.Query  Order.Create.Ingredient | The System shall allow patron to order meal  Once the order request is accepted then system will display meal order form which allows patron to select the menu item from the drop down  The system retrieves all the ingredient associated with the menu item selected by patron  The system the displays the ingredients and allow patron to select and save ingredients for their meal |