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| Use Case Name | Login/Logout |
| ID | PS-1 |
| Scenario | Actor can Login/Logout or Proceed as Guest |
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| Brief Description | Actor can use application to make an order/update/assemble order/ identify delivery person |
| Actors | Customer, System Administrator, Pizza Maker |
| Assumption | Actors would like to access the application dependent upon role |
| Frequency of Use | Daily |
| Related Use Cases | All |
| Stakeholders | Pizza Organization |
| Pre-Conditions | Order, update, View orders |
| Post-Conditions | Order has been made, Update the application,  Obtain order information. |
| Main Course | 1. Actor presented with username and password 2. Actor enters username and password.  3. User can exit.   A. Application closes. |
| Alternate Course | Proceed as Guest user. |

Use Case Elaborations – Pizza Ordering System

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| Use Case Name | Update Profile |
| ID | PS-2 |
| Scenario | Actor can update user information |
| Triggering | Member wants include name, address, phone, username and password. |
| Brief Description | Actor can use insert applicable information for orders submitted. |
| Actors | Customer, System Administrator, Pizza Maker |
| Assumption | Actors would like include delivery information. |
| Frequency of Use | Daily |
| Related Use Cases | Make payment, View Order, Check Order Status |
| Stakeholders | Customer, Pizza Admin, Pizza maker |
| Pre-Conditions | Provide information to receive pizza. |
| Post-Conditions | Customer can get pizza, Pizza maker knows who is getting pizza. |
| Main Course | 1. User logs in.  2. Enter First name.  3. Enter Last name.  4. Enter Address.  a. Street Name.  b. City, State, Zip. |
| Alternate Course | Provide inaccurate name, address. |

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| Use Case Name | Make Payment |
| ID | PS-3 |
| Scenario | Customer provides payment for pizza |
| Triggering | Customer wants to purchase pizza |
| Brief Description | Customer to provide credit card number, expiration date, CVV, zip code for card. |
| Actors | Customer |
| Assumption | Customer would like to have pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make, Selection, Make Pizza |
| Stakeholders | Customer, Pizza maker |
| Pre-Conditions | Provide payment in order for pizza to be made. |
| Post-Conditions | Customer’s pizza is prepared and delivered. |
| Main Course | 1. Customer makes pizza selection.  2. Customer confirms order.  3. Customer enters CC number.  4. Customer enters expiration date.  5. Customer enters CVV.  6. Customer enters zip code.  7. CC gets validated from third party system.  8. CC approved.  9. Pizza maker gets “ok” to make pizza order. |
| Alternate Course | Fraudulent CC. |

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| Use Case Name | Make Selection |
| ID | PS-4 |
| Scenario | Customer would like to order pizza. |
| Triggering | Customer wants to pick pizza to order. |
| Brief Description | Customer to select the pizza of choice to have made and delivered. |
| Actors | Customer, Pizza Maker |
| Assumption | Customer would like to have pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer wants pizza |
| Post-Conditions | Customer’s pizza made and ready for delivery. |
| Main Course | 1. Customer logs into application.  2. Customer views menu.  3. Customer selects Pizza toppings.  4. Customer provide payment.  5. Pizza maker begins to make pizza. |
| Alternate Course | None. |

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| Use Case Name | Create Store Location |
| ID | PS-5 |
| Scenario | User chooses store location in the system |
| Triggering | Customer wants pizza delivered |
| Brief Description | Customer chooses store location to order from |
| Actors | Customer, admin |
| Assumption | Customer would like to have pizza delivered |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer to choose closes location |
| Post-Conditions | Location receives order |
| Main Course | 1. Admin logs into system.  2. Admin creates location.  3. Admin adds address of location.  4. Store creates a record of location. |
| Alternate Course | Admin encounters error during creation, create error message.  Record does not offer address and will show empty location. |

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| Use Case Name | Track Order |
| ID | PS-6 |
| Scenario | Customer would like to track order. |
| Triggering | Customer to know status of order |
| Brief Description | Customer to track their order with the preferred store location. |
| Actors | Customer, Pizza Maker |
| Assumption | Customer would like to have pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer wants pizza |
| Post-Conditions | Shows status of order for customer. |
| Main Course | 1. Order is created.  2. Staff builds order.  3. Notifies customer, prep, bake, delivering.  4. Notifies customer delivered. |
| Alternate Course | Inaccurate order status. Manually input status. |

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| Use Case Name | Pick up Order |
| ID | PS-7 |
| Scenario | Customer wants to pick up order |
| Triggering | Customer wants to place an order for pickup |
| Brief Description | Customer does not want delivery but would like to pick up order. |
| Actors | Customer, Pizza Maker |
| Assumption | Customer would like to have pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer wants pizza |
| Post-Conditions | Customer’s order is ready for pickup |
| Main Course | 1. Customer place order.  2. Customer chooses to pick up order.  3. Pizza is made.  4. Pizza ready for pick up.  5. Notifies customer pizza is ready for pickup |
| Alternate Course | Order is inadvertently scheduled for delivery. Manually update for pickup. |

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| Use Case Name | User Rewards |
| ID | PS-8 |
| Scenario | Customer to earn reward points. |
| Triggering | Customer earns points for pizza ordered |
| Brief Description | Customer earns points towards different rewards. |
| Actors | Customer, Pizza Maker |
| Assumption | Customer would like to earn a free pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer wants pizza |
| Post-Conditions | Customer earns points every order made. |
| Main Course | 1. Customer places order.  2. Customer completes order.  3. Upon delivery/pickup, customer earns predetermined points. |
| Alternate Course | Points do not reflect accurately. Customer presents receipt and points are added. |

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| Use Case Name | Review Rewards |
| ID | PS-9 |
| Scenario | Customer wants to view reward points |
| Triggering | Customer wants to use points towards purchase |
| Brief Description | Customer wants to add points towards purchase. |
| Actors | Customer, Pizza Maker |
| Assumption | Customer would like to have pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer wants pizza |
| Post-Conditions | Customer uses points toward purchase. |
| Main Course | 1. Customer logs in.  2. Customer goes to account.  3. Customer views points.  4. Customer uses points. |
| Alternate Course | Points are inaccurate, contact sysadmin to update upon proof. |

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| Use Case Name | Store Locator |
| ID | PS-10 |
| Scenario | Customer chooses store location |
| Triggering | Customer wants to choose closest location to home. |
| Brief Description | Customer to select store location based on zip code or address. |
| Actors | Customer, Pizza Maker |
| Assumption | Customer would like to have pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer wants pizza |
| Post-Conditions | Customer selects store location. |
| Main Course | 1. Customer logs in.  2. Customer selects store based on zip/address.  3. Customer proceeds to order from location. |
| Alternate Course | Does not produce predetermined location. Customer to enter store address. |

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| Use Case Name | View Coupon Deals |
| ID | PS-11 |
| Scenario | Customer would like to order pizza. |
| Triggering | Customer wants to view daily deal packages |
| Brief Description | Customer wants to order based on coupons. |
| Actors | Customer, Pizza Maker |
| Assumption | Customer would like to have pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer wants pizza |
| Post-Conditions | Customer gets pizza deal |
| Main Course | 1. Customer logs in.  2. Customer selects coupons.  3. Coupons displayed.  4. Customer selects deal.  5. Customer gets order. |
| Alternate Course | Inaccurate coupon code. Error message appears, Customer contacts store. |

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| Use Case Name | Previous Order |
| ID | PS-12 |
| Scenario | Customer would like to order pizza. |
| Triggering | Customer wants to repeat an order. |
| Brief Description | Customer would like to reorder a previous order. |
| Actors | Customer, Pizza Maker |
| Assumption | Customer would like to have pizza. |
| Frequency of Use | Daily |
| Related Use Cases | Make Selection, Make Payment, Make Pizza |
| Stakeholders | Customer, Pizza organization |
| Pre-Conditions | Customer wants pizza |
| Post-Conditions | Customer pays for the same order that was ordered previously. |
| Main Course | 1. Customer logs in.  2. Customer selects previous order.  3. Customer adds qty of each item saved from previous order.  4. Customer pays for order.  5. Customer receives order. |
| Alternate Course | Previous order not saved. Customer recreates order. |