# Name:

Dispense Beverage

# Scope:

Tap Interface Protocol Standardized Integration (TIPSI)

# Level:

User-Goal

# Primary Actor:

User

# Stakeholders:

1. User:
   1. Wants to dispense a specific beverage
2. Owner:
   1. Wants to track dispensing
   2. Wants to authorize users
   3. Wants to limit daily consumption per user
   4. Wants to track beverage quantities

# Preconditions:

1. Beverages are loaded and enabled
2. User is in the system and possesses a valid QR code

# Main Success Scenario:

1. User arrives at dispenser
2. User presents QR code to scanner
3. System authenticates user and determines dispensing privileges
4. Indicator light turns green
5. Dispenser GUI presents user with available beverages to dispense
6. User selects desired beverage
7. System opens up valve for selected beverage
8. System begins countdown of TBD seconds
9. User begins dispensing
10. System tracks dispensed amount
11. Upon countdown timer reaching zero, system closes open valve
12. System updates remaining beverage estimate
13. System updates user profile with new dispensing data
14. User leaves with beverage

# Extensions:

3a.) User is not in the system

1. System authenticates QR code
2. System adds new user to user database with default privileges
3. Continue

4a.) User has exceeded dispensing quota

1. Indicator light turns red
2. Dispenser GUI presents user with message informing them that the quota has been exceeded
3. End

5a.) No beverages loaded

1. Dispenser GUI displays message to user informing them that no beverages are available.
2. End

5-10a.) User Changes Beverage Selection:

1. System closes valve of previous selection
2. System opens valve of new selection
3. Countdown timer continues without reset
4. System updates quantity estimate for previous selection
5. System begins tracking dispensing of new selection
6. Continue at 10

# Special Requirements:

1. System availability – system must be available whenever user wants a beverage