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Smart Restaurant
Use-Case Model

Version 1.0

Smart Restaurant	Version: 1.0
Use-Case Model	Date: 19/MAR/2019
Project_UseCaseModel_PlaceOrder.docx	

Revision History

Date	Version	Description	Author
19/MAR/2019	1.0	Initial Specification	Norbert Matyas

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Use-Case Model

1. Use-Cases Identification

Use case: Place and order

Level: user goal

Primary actor: client

Main success scenario:

1. The user opens the application
2. The system prompts the user to log in
3. The user writes his credentials
4. The user clicks login
5. The system validates the credentials
6. The system redirects the user to the menu
7. The user clicks on the “Add to cart” button near each desired item
8. The user goes in the order menu
9. The user clicks place order
10. The system sends the order to the chef

Extensions:

- 5'. The system finds the credentials invalid
- 6'. The system returns to the login screen.

2. UML Use-Case Diagrams

