Fast Food Fantasy Use Cases

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Use Case Name: Plan Regular Food Trip

**Actors**:

* Foodie (No registration)

**Triggers**:

* The foodie indicates that she wants to log on and wants to plan a food run.

**Preconditions**:

* foodie has selected ‘Plan a Regular Food Trip’

**Post-conditions**:

* The foodie will be given a total distance traveled.
* The foodie will be given a list of all restaurants that they traveled to.
* The foodie will know the total that they spent on the whole trip.

**Normal Flow**:

1. The foodie will indicate that she wants to go on a regular food run for food.
2. The system will present the foodie with selecting the number of restaurants that they would like to go to
3. The system will present the foodie with a choice of which restaurant they would like to first visit.
4. The foodie will select the ‘go’ button and the system will take them to the first stop.
5. The system will present the foodie with a menu item of every restaurant that the foodie will stop at.
6. The foodie will select the item and the quantity of each item then click add.
7. The system will update the food cart with the quantity and item.
8. The system will update the total cost for that stop.
9. Foodie will click the next button
   1. Steps 5 through 9 will repeat until the number of restaurants that the foodie selected has been iterated through.
10. The foodie will select next for the final time to go to the final page.
11. The system will present the foodie with a total distance traveled, the number of stops the foodie stopped at and the total cost of food purchased through out the Fantasy Food trip.
12. Foodie selects exit application

**Alternate Flows**:

6A1: The foodie realizes that they do not want a particular item in their cart.

1. The food will select the item in the cart they wish to remove
2. Foodie will click the remove button
3. The system will remove the item from the shopping cart and recalculate the total cost of the trip.
4. The use case continues

12A1: Foodie selects plan another trip

1. Use case starts over from the beginning.

12B1: Foodie decides to proceed with another option in the main menu

1. Foodie selects go to main menu.
2. Foodie selects other options from the menu.
3. Other use case occurs.

Use Case Name: Plan Custom Food Trip

**Actors**:

* Foodie (No registration)

**Triggers**:

* The foodie indicates that she wants to log on and wants to plan a custom food run.

**Preconditions**:

* foodie has selected ‘Plan a Custom Food Trip’

**Post-conditions**:

* The foodie will be given a total distance traveled.
* The foodie will be given a list of all restaurants that they traveled to.
* The foodie will know the total that they spent on the whole trip.

**Normal Flow**:

1. The foodie will indicate that she wants to go on a custom food run for food.
2. The system will present the foodie with a list of restaurants to visit.
3. The foodie will select a restaurant then click add.
4. The system will add the selected restaurant to the custom food trip list.
5. The foodie will select the ‘go’ button and the system will take them to the first stop in their list
6. The system will present the foodie with a menu item of every restaurant that the foodie will stop at.
7. The foodie will select the item and the quantity of each item then click add.
8. The system will update the food cart with the quantity and item.
9. The system will update the total cost for that stop.
10. Foodie will click the next button
    1. Steps 5 through 9 will repeat until the restaurants that the foodie selected has been iterated through.
11. The foodie will select next for the final time to go to the final page.
12. The system will present the foodie with a total distance traveled, the number of stops the foodie stopped at and the total cost of food purchased through out the Fantasy Food trip.
13. Foodie selects exit application

**Alternate Flows**:

6A1: The foodie realizes that they do not want a particular item in their cart.

1. The food will select the item in the cart they wish to remove
2. Foodie will click the remove button
3. The system will remove the item from the shopping cart and recalculate the total cost of the trip.
4. The use case continues

12A1: Foodie selects plan another trip

1. The system will clear the cart out
2. The system will present the user will the original list
3. Use case starts over from step 2 of the normal flow.

12B1: Foodie decides to proceed with another option in the main menu

1. Foodie selects go to main menu.
2. Foodie selects other options from the menu.
3. Other use case occurs.

Use Case Name: Add Restaurant to Database

**Actors**:

* Admin

**Triggers**:

* The Administrator logs into the application and selects to view the restaurants.

**Preconditions**:

* Admin has logged into the application using the correct password.

**Post-conditions**:

* The database has a new restaurant with menu items and distances to all other restaurants in the database.
* Admin will be notified that the database has been updated.
* The system will present the administrator and any other user that logs into the application with the updated information.

**Normal Flow**:

1. The admin starts the application.
2. The system displays the starting page of the application.
3. The admin selects login in the tool bar in the upper part of the application screen.
4. The system prompts the admin to enter in a password.
5. The admin enters in a password.
6. The system will notify the admin if the password was correct and if logging in was successful.
7. The system brings the admin back to the starting page of the application.
8. Admin selects view restaurants.
9. The system will present the admin with a list of restaurants and their distances from Saddleback college.
10. The system will have buttons only available to the admin which allows the admin to select add restaurant.
11. The admin clicks select restaurant.
12. The system prompts the admin with the name of the restaurant
13. The system will continue to prompt the admin enter in the distance from that restaurant to all other restaurants currently in the database.
14. Admin enters in the distances for the restaurants.
15. The system will continue to prompt the admin enter in menu item name and prices available at the new restaurant.
16. The admin enters in the menu item names and prices to that restaurant.
17. The admin selects submit
18. The system stores and updates the online database.
19. The system updates the desktop application with the new added information
20. The administrator logs off the application.

**Alternate Flows**:

13A1: The admin changes their mind about adding a new restaurant.

1. The admin selects cancel
2. The system exits the current prompt and brings the administrator back to the view of all the restaurants and their distances
3. The use case continues by having the admin start over in the add restaurant process.

13B1: The admin makes a mistake with the information they have entered into the application.

1. The admin selects cancel
2. The system exits the current prompt and brings the administrator back to the view of all the restaurants and their distances
3. The use case continues by having the admin start over in the add restaurant process.