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| **USE CASE** | Purchase being made by the customer |
| **Goal in Context** | Customer is making an in-store purchase |
| **Scope and Level** | Company |
| **Preconditions** | Customer has sufficient funds for goods |
| **Success End Conditions** | Customer has goods, we have money for the goods |
| **Failure End Conditions** | Customer does not have goods, we do not have money |
| **Primary, Secondary Actors** | Customer |
| **Trigger** | Customer walks past sensors with items |
| **Description** | **Steps and Actions:**   1. Customer walks past sensors with items 2. Sensors detect items & relays information to system 3. System bills customer and subtracts relevant stock from database. 4. System sends message to customer with receipt |
| **Variations** | **Branching Action:**  1. Customer may pay with cash  1. Customer may pay with loyalty points |
| **Priority** | Top |
| **Performance** | Instant with electronic payment, 5 minutes with cash |
| **Frequency** | 200/day |
| **Due Date** | Release 1.0 |