**Requirements - User Stories**

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| Title: Sending inventory report | | |
| AccTest: sendInvReport | Priority: 3 | Story Points: 1 |
| Coffee Maker should be able to automatically handle sending inventory reports to coffee maker support team. Support team then can identify which machines they should pay attention to | | |

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| Title: Ordering terminating products | | |
| AccTest: orderTerminates | Priority: 2 | Story Points: 2 |
| System should be able to automatically identify which of the goods it runs out and automatically create an order for the store. However before that such order should be reviewed and approved by administrator. Approval request will be sent through the internet and response will be received the same way | | |

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| Title: Users registrations | | |
| AccTest: registerUser | Priority: 1 | Story Points: 2 |
| Users which work in the company where coffee machine stays, will get an opportunity to use registration system on coffee maker. Users will have to only place their badges to the special area on the coffee maker to let machine adjust settings specifically for this user. It means that every users will get his/her own remembered number of settings which will produce more convenient menu for user | | |

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| Title: Waiting State | | |
| AccTest: checkOptions0 | Priority: 1 | Story Points: 2 |
| When the Coffee Maker is not in use it waits for user input. There are six different options of user input: 1) add recipe, 2) delete a recipe, 3) edit a recipe, 4) add inventory, 5) check inventory, and 6) purchase beverage. | | |

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| Title: Add a Recipe | | |
| AccTest: addRecipe1 | Priority: 1 | Story Points: 2 |
| Only three recipes may be added to the CoffeeMaker. A recipe consists of a name, price, units of coffee, units of milk, units of sugar, and units of chocolate. Each recipe name must be unique in the recipe list. Price must be handled as an integer. An status message is printed. Upon completion, the Coffee Maker is returned to the waiting state. | | |

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| Title: Delete a Recipe | | |
| AccTest: deleteRecipe1 | Priority: 2 | Story Points: 1 |
| A recipe may be deleted from the CoffeeMaker if it exists in the list of recipes in the CoffeeMaker. The recipe to be deleted is chosen by its name. Upon completion, a status message is printed and the Coffee Maker is returned to the waiting state. | | |

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| Title: Edit a Recipe | | |
| AccTest: editRecipe1 | Priority: 2 | Story Points: 1 |
| A recipe may be edited in the CoffeeMaker. The user will be prompted for the name of which recipe they wish to edit if there are any recipes to edit, then they will be asked to reenter the recipe information. A recipe name may not be changed to a name of any other recipe in the recipe list. Upon completion, a status message is printed and the Coffee Maker is returned to the waiting state. | | |

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| Title: Check Inventory | | |
| AccTest: checkInventory | Priority: 2 | Story Points: 1 |
| Inventory may be checked at any time. The units of each item in the inventory are displayed. Upon completion, the Coffee Maker is returned to the waiting state. | | |

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| Title: Purchase Beverage | | |
| AccTest: purchaseBeverage1 | Priority: 1 | Story Points: 2 |
| The user will not be able to purchase a beverage if they do not deposit enough money into the CoffeeMaker. Change will be dispensed to the user, if they paid more than the price of the beverage. A user's money will be returned if there is not enough inventory to make the beverage. Upon completion, the Coffee Maker is returned to the waiting state. | | |