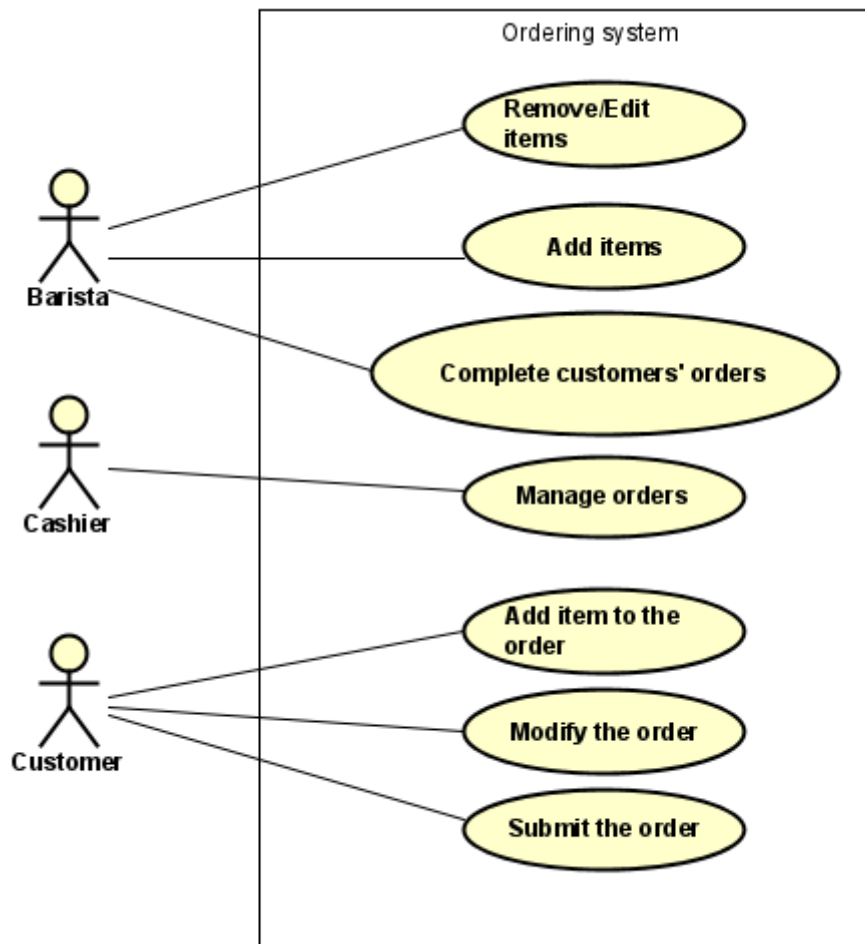


Use case diagram



Fully dressed Use case description template

Use case section	Purpose/Guidelines
Use case name	Must be unique – start with a verb
Scope	The system under design (is often obvious)
Level	User goal or subsystem
Primary Actor	Who is necessary to start the Use Case
Stakeholders and interests	Who cares about this Use Case, and what do they want?
Preconditions	What must be true for the Use Case to start (and worth telling the reader)
Postconditions	What must be true on successful completion (and worth telling the reader)
Main success scenario	A typical, “sunny scenario” of the Use Case
Extensions	Alternative scenarios of success or failure
Special requirements	Related non-functional requirements

Add items - Use case description

Use case section	Purpose/Guidelines
Use case name	Add items to database
Scope	Items
Level	The goal is to add items to the list of products by providing the type (drink, snack,...), display name, price and description.
Primary Actor	Admin
Stakeholders and interests	Campus Cafe wants to be able to add items from their menu to the system.
Preconditions	Have information about the item to be added.
Postconditions	The item is added to the list.
Main success scenario	<ol style="list-style-type: none">1. Pick the type of the item from a predefined list received from the system.2. Type the display name for the item, the price which is a number and the description of the item.3. Proceed with adding.4. System displays all the information about the item.5. Accept the changes.
Extensions	<p>The actor can cancel at any time.</p> <p>. In step 1 if there is no accurate type, the actor can add the type.</p> <p>In step 2 if the display name of the item already exists, the system displays the error.</p>
Special requirements	Not relevant

Remove/Edit Items - Use case description

Use case section	Purpose/Guidelines
Use case name	Remove/Edit Items
Scope	Items
Level	The goal is to remove or edit items from/in the product list.
Primary Actor	Barista
Stakeholders and interests	Campus Cafe wants the system to reflect changes that are made to the menu. This can be achieved through functionality for editing and removing.
Preconditions	Items to be removed or edited.
Postconditions	The item is removed or edited from/inside the list.
Main success scenario	<ol style="list-style-type: none">1. Search for item.2. SYSTEM will show the existing information in editable fields, along with the option to remove.3. If EDIT, edit the fields to be changed.4. If REMOVE, SYSTEM asks for confirmation of deletion.5. Accept the changes.
Extensions	The actor can cancel at any time.
Special requirements	Not relevant

Add item to the order - Use case description

Use case section	Purpose/Guidelines
Use case name	Add item to the order
Scope	Orders
Level	The goal is to add the chosen items to an order.
Primary Actor	Customer
Stakeholders and interests	Customers want to add items to an order so that they can see a summary of the order with all the items they would like to buy.
Preconditions	The items have to be in the system
Postconditions	The chosen items are inserted into the order.
Main success scenario	<ol style="list-style-type: none">1. The customer browses through the items.2. The customer chooses an item they would like to purchase.3. The customer specifies the quantity.4. The customer is prompted for extras for this item.5. OPTIONAL: The customer adds an extra.6. The item is added to the customer's order.
Extensions	The item is out of stock and cannot be added to the same order.
Special requirements	Not relevant

Manage orders - Use case description

Use case section	Purpose/Guidelines
Use case name	Manage Orders
Scope	Orders
Level	Accept, cancel and edit orders
Primary Actor	Barista
Stakeholders and interests	Baristas and Clients so the orders can be nice and clear
Preconditions	An order has to be created
Postconditions	The order is accepted, cancelled, or adjusted in accordance with the customer's wishes.
Main success scenario	<ol style="list-style-type: none">1. Choose whether to ACCEPT, CANCEL or EDIT2. If ACCEPT, go to step 3, if CANCEL, go to step 5, if EDIT, go to step 7. <p>ACCEPT:</p> <ol style="list-style-type: none">3. The barista receives the order and accepts it.4. Go to step 10 <p>CANCEL:</p> <ol style="list-style-type: none">5. The barista receives the order and cancels it.6. Go to step 10. <p>EDIT:</p> <ol style="list-style-type: none">7. <i>The customer asks the barista outside of the system to edit something in his order.</i>8. The barista updates the order according to the customer's wishes.9. Go to step 10. <p>10. End use case.</p>
Extensions	None
Special requirements	Not relevant

Brief use case description

Complete customers' order

After physically preparing an order, a barista can mark it as complete so that it will become ready for pickup from customers.

Modify an order

A client can modify his order by removing or editing items (changing quantity or adding extras, e.g., syrup), or by making a comment in the order.

Submit the order

For an order to become available for the baristas or cashiers to handle, a customer has to finish it by paying for it.