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| **Name:** | Assign Device to Table |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Device is available.  Manager has logged into the system. |
| **Exit Condition:** | Device is assigned to the desired table. |

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| **Event Flow:** | |
| **1.** | Manager selects “Assign to Table”. |
| **2.** | Manager selects the table of choice. |
| **3.** | Manager confirms his selection. |
| **4.** | Manager returns to the home menu. |
| **Event Flow Image:** | |
| Assign Device to Table  Manager | |

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| **Name:** | Ask for Help |
| **Participating Actor:** | Customer |
| **Entry Condition:** | System is logged in under the Customer section.  Customer selects “Request help” button. |
| **Exit Condition:** | Customer receives help at their table. |

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| **Event Flow:** | |
| **1.** | Customer selects the “Request help” button. |
| **2.** | Wait staff receives a notification that the table needs help. |
| **3.** | Wait staff provides help to the table. |
| **Event Flow Image:** | |
| Request Help  Customer | |

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| **Name:** | Set up Device |
| **Participating Actor:** | Manager, wait staff, kitchen staff |
| **Entry Condition:** | Actor logs in to the device. |
| **Exit Condition:** | Actor’s relevant home page is displayed. |

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| **Event Flow:** | |
| **1.** | Actor selects “Login”. |
| **2.** | Actor enters relevant login code. |
| **3.** | Actor selects the “Submit” button. |
| **4.** | Actor’s relevant home page is displayed. |
| **Event Flow Image:** | |
| Set up Device  Manager  Wait staff    Kitchen staff | |

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| **Name:** | View Daily Revenue |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager is logged into the device, under the Manager section.  Manager is viewing the manager section home page. |
| **Exit Condition:** | The daily revenue is viewed. |

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| **Event Flow:** | |
| **1.** | Manager selects “View Revenue”. |
| **2.** | Manager views the total revenue earned for the day, including tips. |
| **3.** | Manager selects “Return Home”. |
| **Event Flow Image:** | |
| View Daily Revenue  Manager | |

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| **Name:** | Modify Employee Privileges |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Individual is an employee.  Manager has logged into the system. |
| **Exit Condition:** | Manager returns to home screen. |

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| **Event Flow:** | |
| **1.** | Manager selects employee. |
| **2.** | Manager selects the privileges to change. |
| **3.** | Manager confirms his selection. |
| **4.** | Manager returns to the home menu. |
| **Event Flow Image:** | |
| Modify Employee Privileges  Manager | |

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| **Name:** | Purchase Merchandise |
| **Participating Actor:** | Customer, Manager |
| **Entry Condition:** | Customer is at the home screen.  Customer has enough money to purchase desired merchandise. |
| **Exit Condition:** | Customer returns to the home screen. |

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| **Event Flow:** | |
| **1.** | Customer selects Purchase Merchandise. |
| **2.** | Customer selects the merchandise to purchase. |
| **3.** | Application displays the price of the merchandise. |
| **4.** | Customer confirms selection. |
| **5.** | Customer pays money, of at least the amount due. |
| **6.** | Application replies with confirmation and change, if necessary. |
| **7.** | Customer returns to home screen. |
| **Event Flow Image:** | |
| Purchase Merchandise  Customer  Manager | |

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| **Name:** | Modify Employee List |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager has logged into the system. |
| **Exit Condition:** | Manager returns to home screen. |

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| **Event Flow:** | |
| **1.** | Manager selects employee list. |
| **2.** | Manager selects to add or remove employee. |
| **3.** | Manager confirms selection. |
| **4.** | Manager returns to home screen. |
| **Event Flow Image:** | |
| Modify Employee List  Manager | |

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| **Name:** | Check Number of Comps |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager has logged into the system. |
| **Exit Condition:** | Manager returns to home screen. |

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| **Event Flow:** | |
| **1.** | Manager selects “Check comps” to see the number of comps per table. |
| **2.** | Manager can view number of comps per table. |
| **3.** | Manager returns to home screen. |
| **Event Flow Image:** | |
| Check Number of Comps  Manager | |

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| **Name:** | Drink Refill Button |
| **Participating Actor:** | Customer |
| **Entry Condition:** | Customer is sitting at table with kiosk app  Customer is been served drinks  Customer has finished their drink, and has empty glass |
| **Exit Condition:** | Customer has newly filled drink |

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| **Event Flow:** | |
| **1.** | Customer selects refill drink button on device. |
| **2.** | Device displays list of drinks available to be refilled. |
| **3.** | Customer selects new drink that they would like. |
| **4.** | Signal is sent to wait staff, notifying them to bring a drink to the table. |
| **5.** | Drink refill button is not accessible until a signal is sent from the waitstaff. |
| **6.** | Device notifies customer when waitstaff is on their way. |
| **Event Flow Image:** | |
| Drink Refill Button  Customer  Wait staff | |

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| **Name:** | Wait Staff Drink Refill Signal |
| **Participating Actor:** | Wait staff, Customer |
| **Entry Condition:** | Wait staff is standing in front of the wait staff device.  Customer has sent a signal for a drink refill.  Wait staff receives the signal and table number that requires a drink refill. |
| **Exit Condition:** | Wait staff has brought the correct drink to the table. |

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| **Event Flow:** | |
| **1.** | Customer sends signal for a new drink. |
| **2.** | Wait staff receives signal, table number, and drink requested by customer. |
| **3.** | Wait staff processes order. |
| **4.** | Wait staff clears signal. |
| **5.** | Wait staff sends signal to customer, telling them that the drink is on its way. |
| **6.** | Wait staff distributes drink to proper table. |
| **Event Flow Image:** | |
| Wait Staff Drink Refill Signal  Customer  Wait staff | |

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| **Name:** | Cracker Refill Button |
| **Participating Actor:** | Customer |
| **Entry Condition:** | Customer is sitting at table with device.  Customer has been served a cracker platter already.  Customer has finished the cracker platter. |
| **Exit Condition:** | Customer has a newly filled cracker platter. |

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| **Event Flow:** | |
| **1.** | Customer selects refill cracker button on device. |
| **2.** | Device displays list of crackers available. |
| **3.** | Customer selects new platter of crackers that they would like. |
| **4.** | Signal is sent to wait staff, notifying them to bring a cracker platter to the table. |
| **5.** | Cracker refill button is not accessible until a signal is sent from the waitstaff. |
| **6.** | Device notifies customer when waitstaff is on their way. |
| **Event Flow Image:** | |
| Cracker Refill Button  Customer  Wait staff | |

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| **Name:** | Play Game |
| **Participating Actor:** | Customer |
| **Entry Condition:** | Customer is sitting at table with device.  Customer has order items.  Customer has selected icon to play games.  Customer has selected game to play. |
| **Exit Condition:** | Customer has finished playing game.  Customer is returned to home screen. |

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| **Event Flow:** | |
| **1.** | Customer selects game button on device, after an order is placed. |
| **2.** | Device displays available games. |
| **3.** | Customer selects game they would like to play. |
| **4.** | Customer plays game for as long as they would like. |
| **5.** | Customer exits game, when they are done playing. |
| **6.** | Customer is returned to home screen. |
| **Event Flow Image:** | |
| Play Game  Customer | |