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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 “Edit Staff”. |
| **2.** | Manager enters the document name for customer |
| **3.** | Manager give classification Customer |
| **4.** | Manager enters table user id, name, and password for login. |
| **6.** | Manager confirms his selection. |
| **7.** | 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 “Request” tab from the main menu. |
| **2.** | Customer selects the “Help” button. |
| **3.** | Wait staff receives a notification that the table needs help. |
| **4.** | Wait swipes request to delete and provides help to the table. |
| **Event Flow Image:** | |
| Request Help  Customer | |

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| --- | --- |
| **Name:** | Add Staff member |
| **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.** | Manager selects Edit Staff |
| **2.** | Manager enters the document name for customer |
| **3.** | Manager give classification Customer |
|  | Manager gives Id, name, and password to user. |
| **4.** | Manager selects the “Confirm” button. |
| **5.** | New user logs in using given user Id, and password. |
| **Event Flow Image:** | |
| Set up Device  Manager  Wait staff    Kitchen staff | |

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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 “edit staff” button. |
| **2.** | Manager types in the document name they would like to change. |
| **3.** | Manager changes the classification of staff member. |
| **4.** | Manager confirms his selection. |
| **5.** | 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:** | Remove 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 user list. |
| **2.** | Manager swipes user that they would like to remove. |
| **3.** | 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 requests tab from menu. |
| **2.** | Device displays list of drinks available to be refilled. |
| **3.** | Customer selects new drink that they would like. |
| **4.** | Customer selects “refill drink” button |
| **5.** | Signal is sent to wait staff, notifying them to bring a drink to the table. |
| **6.** | Drink refill button is not accessible until a signal is sent from the waitstaff. |
| **7.** | 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 clicks on “view requests” button. |
| **4.** | Wait staff clears signal by swiping. |
| **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 requests tab from menu. |
| **2.** | Customer select “refill crackers” button. |
| **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 | |

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| **Name:** | Survey |
| **Participating Actor:** | Customer |
| **Entry Condition:** | Customer has paid for their order. |
| **Exit Condition:** | Customer is bought to coupon game screen. |

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| **Event Flow:** | |
| **1.** | Customer is shown survey. |
| **2.** | Customer chooses whether to complete survey. |
| **3.** | Customer is asked to confirm decision. |
| **4.** | Customer then continues to coupon screen. |
| **Event Flow Image:** | |
| Survey  Customer | |

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| --- | --- |
| **Name:** | Coupon Game |
| **Participating Actor:** | Customer |
| **Entry Condition:** | Customer has finished survey event. |
| **Exit Condition:** | Customer completes coupon game. |

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| **Event Flow:** | |
| **1.** | Customer selects a coupon from five options. |
| **2.** | Customer is then given coupon code if selection is correct. |
| **3.** | Customer returns to home screen. |
| **Event Flow Image:** | |
| Coupon Game  Customer | |

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| **Name:** | Distribute Tips |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager has logged into the system and is in manager section home page. |
| **Exit Condition:** | Manager distributes tips. |

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| **Event Flow:** | |
| **1.** | Manager selects “Split Tips” buttons from menu. |
| **2.** | Manager then distributes tips accordingly. |
| **3.** | Manger is asked to confirm distribution. |
| **4.** | Manger then returns to home screen. |
| **Event Flow Image:** | |
| Distribute Tips  Manager | |

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| --- | --- |
| **Name:** | View Payment Status |
| **Participating Actor:** | Wait staff, Manager |
| **Entry Condition:** | Actor has logged into the system accordingly. |
| **Exit Condition:** | The payment status is viewed. |

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| **Event Flow:** | |
| **1.** | Actor selects “View Payment Status” |
| **2.** | Actor is shown payment status of their current tables. |
| **3.** | Actor selects “Return Home” |
| **Event Flow Image:** | |
| View Payment Status  Manager  Wait staff | |

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| --- | --- |
| **Name:** | Place Order |
| **Participating Actor:** | Customer, Wait staff, Kitchen staff |
| **Entry Condition:** | Customer is at the device  Device is on and ready to receive order |
| **Exit Condition:** | Order has been sent to the kitchen |

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| **Event Flow:** | |
| **1.** | Customer chooses an order from the menu with any special changes needed |
| **2.** | Device displays all food ordered for confirmation under “view cart” tab. |
| **3.** | Customer hits “Confirm” button in view cart to send order. |
| **4.** | Order goes to the kitchen |
| **5.** | Wait staff and Kitchen staff receive order |

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| **Flow Image:** |

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| --- | --- |
| **Name:** | Deliver Order |
| **Participating Actors:** | Customer, Wait Staff, Kitchen staff |
| **Entry Condition:** | Food is ready to deliver to Customer |
| **Exit Condition:** | Customer receives food |

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| **Event Flow:** | |
|  | The Kitchen swipes order that is ready. |
| **1.** | The Wait staff gets the update that the food is ready under view |
| **2.** | The Wait staff picks up the food from the kitchen |
| **3.** | The Wait staff takes food to Customer |
| **4.** | Customer receives food |

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| **Flow Image:** |

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| --- | --- |
| **Name:** | Payment |
| **Participating Actors:** | Customer, Wait Staff |
| **Entry Condition:** | Customer is finished eating and ready to pay |
| **Exit Condition:** | Customer has paid for their food |

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| --- |
| **Event Flow:** |

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| --- | --- |
| **1.** | Customer selects “PAY” on device |
| **2.** | Customer selects method of payment (cash, card, coupon) |
| **3.** | Customer selects TIP amount |
| **4.** | Customer pays for food using device, or the wait staff if cash |

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| **Flow Image:** |

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| --- | --- |
| **Name:** | Split Payment |
| **Participating Actors:** | Customers, Wait Staff |
| **Entry Condition:** | Customers are finished eating and ready to pay |
| **Exit Condition:** | Customers have paid for their food |

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| **Event Flow:** |

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| --- | --- |
| **1.** | Customers selects “PAY” on device |
| **2.** | Customers select “Split Bill” on device |
| **3.** | Customers select how to split the payment |
| **4.** | Customers select method of payment (cash, card, coupon) |
| **5.** | Customers select TIP amount |
| **6.** | Customers pays for food using device, or the wait staff if cash |

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| **Flow Image:** |

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| **Name:** | Modify Menu Item |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager is logged into the system, under the manager section.  Manager is viewing the manager home screen. |
| **Exit Condition:** | Manager is viewing the manager home screen. |

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| --- | --- |
| **Event Flow:** | |
| **1.** | Manager selects “Edit Menu”. |
| **2.** | Manager selects a: appetizer, entrees, drinks, desserts, or kids’ meal. |
| **3.** | Manager selects which menu item to modify. |
| **4.** | Manager modifies menu item. |
| **5.** | Manager selects “Submit”. |
| **Event Flow Image:** | |
| Manager | |

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| --- | --- |
| **Name:** | Add Menu Item |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager is logged into the system, under the manager section.  Manager is viewing the manager home screen. |
| **Exit Condition:** | Manager is viewing the manager home screen. |

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| --- | --- |
| **Event Flow:** | |
| **1.** | Manager selects “Edit Menu”. |
| **2.** | Manager selects “Add” |
| **3.** | Manager selects a category: appetizer, entrees, drinks, desserts, or kids’ meal. |
| **4.** | Manager adds menu item. |
| **5.** | Manager selects “Submit”. |
| **Event Flow Image:** | |
| Manager | |

|  |  |
| --- | --- |
| **Name:** | Delete Menu Item |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager is logged into the system, under the manager section.  Manager is viewing the manager home screen. |
| **Exit Condition:** | Manager is viewing the manager home screen. |

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| --- | --- |
| **Event Flow:** | |
| **1.** | Manager selects “Menu”. |
| **2.** | Manager selects “Delete”. |
| **3.** | Manager selects a category: appetizer, entrees, drinks, desserts, or kids’ meal. |
| **4.** | Manager selects which menu item to delete. |
| **5.** | Manager selects “Submit”. |
| **Event Flow Image:** | |
| Manager | |

|  |  |
| --- | --- |
| **Name:** | Refund |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager must be present at customer device.  Manager is viewing the customer payment screen. |
| **Exit Condition:** | Manager is viewing the manager home screen. |

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| --- | --- |
| **Event Flow:** | |
| **1.** | Manager enters password into comp field. |
| **3.** | Item is processed, and meal is free. |
| **4.** | Manager selects “submit”. |
| **Event Flow Image:** | |
| Manager | |

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| --- | --- |
| **Name:** | View Surveys |
| **Participating Actor:** | Manager |
| **Entry Condition:** | Manager is logged into the system, under the manager section.  Manager is viewing the manager home screen. |
| **Exit Condition:** | Manager is viewing the manager home screen. |

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| **Event Flow:** | |
| **1.** | Manager selects “View Surveys”. |
| **5.** | Manager can scroll through and view list of surveys. |
| **Event Flow Image:** | |
| Manager | |

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| --- | --- |
| **Name:** | Place Order |
| **Participating Actor:** | Customer |
| **Entry Condition:** | Customer is sitting at table with kiosk app |
| **Exit Condition:** | Customer has placed an order, viewing at home screen |

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| --- | --- |
| **Event Flow:** | |
| **1.** | Customer selects food menu from menu. |
| **2.** | Device displays list of categories. |
| **3.** | Customer selects category and food they would like. |
| **4.** | Customer selects “cart” button. |
| **5.** | Signal is sent to wait and kitchen staff, notifying them of order. |
| **7.** | Device notifies customer when waitstaff is on their way. |
|  |  |
| **Event Flow Image:** | |
| Drink Refill Button  Customer  Wait staff | |

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| --- | --- |
| **Name:** | View order status |
| **Participating Actor:** | Customer |
| **Entry Condition:** | Customer is sitting at table with kiosk app |
| **Exit Condition:** | Customer viewing order status |

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| --- | --- |
| **Event Flow:** | |
| **1.** | Customer selects view order from menu |
| **2.** | Wait staff send signal to customer when order complete. |
| **3.** | Device displays text saying if order complete or not. |
| **Event Flow Image:** | |
| Drink Refill Button  Customer  Wait staff | |

|  |  |
| --- | --- |
| **Name:** | To Go |
| **Participating Actor:** | Customer |
| **Entry Condition:** | Customer is sitting at table with kiosk app |
| **Exit Condition:** | Customer brought to home screen |

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| --- | --- |
| **Event Flow:** | |
| **1.** | Customer selects To go button from first dining screen. |
| **2.** | Device displays home screen. |
| **7.** | Device places orders weather “to go” or “dine in” option was chosen. |
| **Event Flow Image:** | |
| Drink Refill Button  Customer  Wait staff | |

