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| **Test Case No.** | **Traces to Requirement No.** | **Test Steps** | **Expected Output** | **Comments** | **Pass/Fail** |
| 1 | 3.1.1 | 1. Enter the user login ID: “customer1” 2. Enter the user password: “1234” 3. Select **Login** | The customer will be successfully logged in and the home screen for the customer will be shown. |  |  |
| 2 | 3.1.2 | 1. Enter the user login ID: “waitstaff1” 2. Enter the user password: “secretPassword” 3. Select **Login** | The wait staff will be successfully logged in and the home screen for the wait staff will be shown. |  |  |
| 3 | 3.1.3 | 1. Enter the user login ID: “kitchenStaff1” 2. Enter the user password: “somewhatSecret” 3. Select **Login** | The kitchen staff will be successfully logged in and the home screen for the kitchen staff will be shown. |  |  |
| 4 | 3.1.4 | 1. Enter the user login ID: “manager1” 2. Enter the user password: “superSecret” 3. Select **Login** | The manager will be successfully logged in and the home screen for the manager will be shown. |  |  |
| 5 | 3.1 | 1. Enter the user login ID: “notAUserID” 2. Enter the user password: “notAPassword” 3. Select **Login** | The user will not be able to not login, as the username and password are both wrong. An error message will be displayed. |  |  |
| 6 | 3.2 | 1. Repeat steps 1-3 in requirement 3.1.4 2. Select **Assign Device** 3. Enter the “1” in **Table Number** | The device will be assigned to a specified table. |  |  |
| 7 | 3.3 | 1. Repeat steps 1-3 in requirement 3.1.4 2. Select **Staff** 3. Select “John Smith” and enter “Joe Schmo”, changing the **Name** field 4. Select “Wait Staff**”** for “Joe Schmo” and select **Kitchen Staff**, changing the Positions field 5. Select **“**waiter1” for “Joe Schmo” and enter “kitchenStaff2”, changing the **User ID** field 6. Select **Password** and enter “somewhatSecret” for “Joe Schmo”, changing the password for the employee | The staff name, position, user ID, and password. |  |  |
| 8 | 3.4 | 1. Repeat steps 1-3 in requirement 3.1.4 2. Select **Menu** 3. Select “Cheesecake” from the given menu items 4. Select “Cheesecake” and enter “New York Style Cheesecake”, changing the **Name** field 5. Select “Our famous cheesecake with a Graham Cracker crust and whipped cream topping”, and enter “Our famous New York Style cheesecake”, changing the **Description** field. 6. Select **Save** 7. In the top-right corner, select **+** 8. Enter “test1” for the **Name** field 9. Enter “description1” in the **Description** field 10. Select **Save** 11. In the top right corner, select **-** 12. Select “test 1” 13. Select **Remove** | The menu item will have been updated with a changed name and description. A menu item will also have been removed and then added back. A new item will also be created, adding it to the menu. Then that new item will be removed. |  |  |
| 9 | 3.5 | 1. Repeat steps 1-3 in requirement 3.1.1 2. Repeat steps 1-3 in requirement 3.12.7 3. In the top-right corner, select **To-Go** 4. Select **Submit Order** | The customer’s order will be designated as “To-Go”. |  |  |
| 10 | 3.6.1 | 1. Repeat steps 1-3 in requirement 3.1.1 2. Repeat all steps in requirement 3.12.7 3. In the bottom-right corner, select **Drink** 4. Select “Coca-Cola” 5. In the top-left, select the **Menu** 6. In the bottom of the opened menu, select **Log Off** 7. Repeat steps 1-3 in requirement 3.1.2 8. Select **Requests** to view the drink request | The wait staff will have a notification for a specific drink refill, sent by the customer. |  |  |
| 11 | 3.7.1 | 1. Repeat steps 1-3 in requirement 3.1.1 2. Repeat all steps in requirement 3.12.7 3. In the bottom-right corner, select **Cracker** 4. In the top-left, select the **Menu** 5. In the bottom of the opened menu, select **Log Off** 6. Repeat steps 1-3 in requirement 3.1.2 7. Select **Requests** to view the cracker request | The wait staff will have a notification for a cracker refill, sent by the customer. |  |  |
| 12 | 3.8.1 | 1. The customer selects **Help** on the home screen 2. The wait staff receive the alert 3. The wait staff go to the table and help the customer | The customer successfully receives help from the wait staff. |  |  |
| 13 | 3.9.1 | 1. The customer selects **Games** from the Home screen 2. The customer selects a game from 4 choices 3. The customer selects **Start** | The customer successfully plays a game. |  |  |
| 14 | 3.10.1, 3.10.6, 3.10.7,  3.10.8 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Select **Menu** from home screen. 3. Select **Appetizers** tab. | Customer sees a list of at least 3 appetizers with each appetizer having its own description, picture, and price. |  |  |
| 15 | 3.10.2, 3.10.6, 3.10.7,  3.10.8 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Select **Menu** from the home screen. 3. Select Entrees tab. | Customer sees a list of at least 3 entrees with each entree having its own description, picture, and price. |  |  |
| 16 | 3.10.3, 3.10.6,  3.10.7,  3.10.8 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Select **Menu** from the home screen. 3. Select **Kids’ Entrees** tab. | Customer sees a list of at least 3 kids’ entrees with each kids’ entree having its own description, picture, and price. |  |  |
| 17 | 3.10.4, 3.10.6, 3.10.7,  3.10.8 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Select **Menu** from the home screen. 3. Select the **Drinks** tab. | Customer sees a list of at least 3 drinks with each drink having its own description, picture, and price. |  |  |
| 18 | 3.10.5, 3.10.6, 3.10.7,  3.10.8 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Select **Menu** from the home screen. 3. Select the **Desserts** tab. | Customer sees a list of at least 3 desserts with each dessert having its own description, picture, and price. |  |  |
| 19 | 3.10.9 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Select **Menu** from home screen. 3. Select the **Lactose-Intolerant Menu** from the menu screen. | Customer sees an alternative menu, which is like the standard menu but contains only food items that apply to lactose-intolerant individuals. |  |  |
| 20 | 3.10.10 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Select **Menu** from the home screen. 3. Select the **Drinks** tab. 4. Select the **Whole Milk** from the list of options. 5. Select **Add to Cart** from the list of options. | Customer’s cart will be updated with the selected item (Whole Milk), and the price of their order will update accordingly. |  |  |
| 21 | 3.10.11 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Select **Menu** from the home screen. 3. Select the cart icon. | Customer will see their cart in its current state. |  |  |
| 22 | 3.10.12 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Repeat step 2 from requirement 3.10.11 3. Select the house icon. | Customer will see the home screen of the system. |  |  |
| 23 | 3.11.1 | 1. A food Item is out of stock 2. The manager opens the **Menu** on their device 3. The manager makes that item unavailable for choosing 4. The customer can no longer choose that item | The customer can no longer add out of stock items to the cart. |  |  |
| 24 | 3.12.2 | 1. Repeat steps 1-2 from requirement 3.12.1 | Customer will see the price of each item within the cart. |  |  |
| 25 | 3.12.3 | 1. Repeat steps 1-2 from requirement 3.12.1 | Customer will see the total cost of the items within the cart. |  |  |
| 26 | 3.12.4 | 1. Repeat steps 1-2 from requirement 3.12.1 2. Select **Menu** | Customer will see the menu prior to choosing the food type to view. |  |  |
| 27 | 3.12.5 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Repeat steps 1-5 of requirement 3.10.10 3. Repeat previous step 4. Select the cart icon. 5. Select the minus (-) icon next to **Whole Milk** to remove one from the cart. | Customer will see the updated cart, which contains all items but the removed one. |  |  |
| 28 | 3.12.6 | 1. Repeat steps 1-2 from requirement 3.12.1 2. Enter “Extra mozzarella please!” into the **Comments** field. | Customer will see their comment added to their order in plain text. |  |  |
| 29 | 3.12.7 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Repeat steps 1-5 from requirement 3.10.10 3. Repeat steps 1-2 from requirement 3.12.6 4. Select **Submit** | Customer will see a confirmation message that their order has been received. |  |  |
| 30 | 3.12.8 | 1. Repeat steps 1-4 from requirement 3.12.7 | Customer will see a status section detailing the progress of their order. |  |  |
| 31 | 3.12.9 | 1. Repeat steps 1-2 from requirement 3.12.1 2. Select the house icon. | Customer will see the home screen of the system. |  |  |
| 32 | 3.13.1 | 1. The customer **selects View Status** on the home screen 2. The customer can see the status of their order | The customer can view their order status. |  |  |
| 33 | 3.13.2 | 1. The customer is on the view status window 2. The customer selects B**ack** 3. The customer goes back to the home screen | The customer navigates back to the home screen from the view status window. |  |  |
| 34 | 3.14 | 1. Repeat steps 1-3 in requirement 3.1.1 2. Repeat all steps in requirement 3.12.7 3. Select the newly available **Play Games** button from the home menu 4. Select a game from the four options given 5. Play the game | The customer will be able to play a game from the four options given. |  |  |
| 35 | 3.14.1 | 1. Repeat all steps in requirement 3.14 2. While playing the game, in the top-right, select **Exit Game** | The Customer will be returned to the game selection screen. |  |  |
| 36 | 3.14.2 | 1. Repeat steps 1-3 in requirement 3.14 2. Select **Return Home** | The customer will be returned to the home screen. |  |  |
| 37 | 3.15.1 | 1. Repeat steps 1-3 from requirement 3.1.1 2. Repeat steps 1-5 from requirement 3.10.10 3. Select the house icon 4. Select **Pay** 5. Select **Cash** | Customer will see the total owed by them to the wait staff. |  |  |
| 38 | 3.15.2 | 1. Repeat steps 1-4 from requirement 3.15.1 2. Select **Card** | Customer will see the total owed by them to the system. |  |  |
| 39 | 3.15.3 | 1. Repeat steps 1-2 from requirement 3.15.2 2. Select **Apply coupon** 3. Enter “12345” into the **Coupon code** field. 4. Select **Apply** | Customer will see the coupon take effect on the order. In this case, it will remove an appetizer. |  |  |
| 40 | 3.15.4 | 1. Repeat steps 1-2 from requirement 3.15.2 2. Select **Add tip** 3. Enter “5.00” into the **Tip** field 4. Select **Submit** | Customer will see the total of the order increased by $5.00. |  |  |
| 41 | 3.15.5 | 1. Repeat steps 1-2 from requirement 3.15.2 2. Select **Split bill** 3. Select **4** | Customer will see the cost of the order divided into four equal parts. |  |  |
| 42 | 3.15.6 | 1. Repeat steps 1-2 from requirement 3.15.2 2. Reduce the cost of the order to $0 3. Select **Yes** to the message asking for a survey | Customer will see a survey screen which contains various questions about their dining experience. |  |  |
| 43 | 3.15.7 | 1. Repeat steps 1-2 from requirement 3.15.4 | Customer will see a text box giving them suggested tip amounts based on percentage of the cost of the bill (i.e. 15%, 18%, 20%). |  |  |
| 44 | 3.15.8 | 1. Repeat steps 1-3 from requirement 3.1.4 2. Select **Orders**. 3. Select **Order 01** 4. Select **Compensate** 5. Select **Yes** on the screen asking for confirmation | Customer will see the amount of revenue received from Order 01 update to $0.00. |  |  |
| 45 | 3.15.8.1 | 1. Repeat steps 1-3 from requirement 3.1.4 2. Select **Orders** 3. Select **View comps** | Manager will see the number of compensated orders per table, in a list. |  |  |
| 46 | 3.15.9 | 1. Repeat steps 1-2 from requirement 3.15.6 2. Select **No** to the message asking for a survey 3. Select **Play coupon game** | Customer will see a screen that tell them they did not win a coupon (see requirement 3.15.11 for a successful coupon game). |  |  |
| 47 | 3.15.10 | 1. Repeat steps 1-3 from requirement 3.15.9 2. Select **E-mail receipt** 3. Enter “bobby.me@example.com” into the **E-mail** field | Customer will see a confirmation message that the e-mail of the receipt has been sent. |  |  |
| 48 | 3.15.11 | 1. Repeat steps 1-3 from requirement 3.15.9 | Customer will see a screen that confirms they won, along with a numerical coupon code. |  |  |
| 49 | 3.16.1 | 1. Repeat steps 1-3 in requirement 3.1.1 2. Repeat all steps in requirement 3.12.7 3. In the bottom-right corner, select **Help** 4. In the top-left, select the **Menu** 5. In the bottom of the opened menu, select **Log Off** 6. Repeat steps 1-3 in requirement 3.1.2 7. Select **Requests** to view the help request | The waitstaff will have a notification for help, sent by the customer. |  |  |
| 50 | 3.17 | 1. Repeat all steps in requirement 3.1.2 | The waitstaff will then see a notification concerning customer’s orders. |  |  |
| 51 | 3.17.1 | 1. Repeat steps 1-3 in requirement 3.1.1 2. Repeat all steps in requirement 3.12.7 3. In the bottom-right corner, select **Drink** 4. Select “Coca-Cola” 5. In the top-left, select the **Menu** 6. In the bottom of the opened menu, select **Log Off** 7. Repeat steps 1-3 in requirement 3.1.2 8. Select **Requests** to view the drink request | The wait staff will have a notification for a specific drink refill, sent by the customer. |  |  |
| 52 | 3.17.2 | 1. Repeat all steps in requirement 3.1.1 2. Repeat all steps in requirement 3.12.7 3. In the top-left, select the **Menu** 4. In the bottom of the opened menu, select **Log Off** 5. Repeat all steps in requirement 3.1.2 6. Select **View Order Status** | The waitstaff will be able to view the status of the customer’s orders. |  |  |
| 53 | 3.17.3 | 1. Repeat all steps in requirement 3.1.1 2. Repeat all steps in requirement 3.12.7 3. In the top-left, select the **Menu** 4. In the bottom of the opened menu, select **Log Off** 5. Repeat all steps in requirement 3.1.2 6. Select **View Payment Status** | The waitstaff will be able to view the payment status of the customer’s orders. |  |  |
| 54 | 3.18.1 | 1. Repeat Test Requirement No. 3.1.3 | The Kitchen staff will see all the customers’ orders. |  |  |
| 55 | 3.18.2 | 1. Repeat Test Requirement No. 3.1.3 2. There should be a list of orders on the screen of the device 3. Select **Done** | The kitchen staff has updated the status of the order. |  |  |
| 56 | 3.19.1 | 1. Repeat steps 1-3 from requirement 3.1.4 2. Select **Sales** | Manager will see a list of items and the number of each sold. |  |  |
| 57 | 3.19.2 | 1. Repeat steps 1-3 from requirement 3.1.4 2. Select **Tips** 3. Select **Distribute tips** | Manager will see the dollar amount to give to each member of the wait staff. |  |  |
| 58 | 3.19.3 | 1. Repeat steps 1-3 from requirement 3.1.4 2. Select **Menu.** 3. Select **Manage Stock.** 4. Enter 10 in the **Quantity** field of **Whole Milk.** | Manager will the number of **Whole Milk** menu itemsupdate to 10. |  |  |
| 59 | 3.19.4 | 1. Repeat steps 1-3 from requirement 3.1.4 2. Select **Employees.** 3. Select **Bob.** 4. Select **Update information.** 5. Enter “Bobby” into the **First name** field. 6. Select **Update.** | Manager will see employee **Bob** update to **Bobby**. |  |  |
| 60 | 3.19.5 | 1. Repeat steps 1-3 from requirement 3.19.4 2. Select **Manage permissions**. 3. Clear the **Employee** box. 4. Select **Update**. | Manager will see **Bob** removed from the employees list. |  |  |
| 61 | 3.20.1 | 1. Repeat Test requirement 3.1.4 2. Select **Menu** 3. Select “Cheesecake” from the menu items 4. Select **Edit** 5. Change the price of the menu item 6. Select **Save** | The manager will see the new price for the menu item. |  |  |
| 62 | 3.20.2 | 1. Repeat Test requirement 3.1.4 2. Select **Menu** 3. Select “Cheesecake” from menu items 4. Select **Edit** 5. Change the name of the menu item 6. Select **Save** | The manager will see the new name for the menu item. |  |  |
| 63 | 3.20.3 | 1. Repeat Test requirement 3.1.4  2. Select **Menu**  3. Select “Cheesecake” from menu items  4. Select **Edit**  5. change the description of the menu item  6. Select **Save** | The manager will see the new description for the menu item. |  |  |
| 64 | 3.21.1 | 1. Repeat 3.1.2 | The customer should not be able to log in as a waitstaff. |  |  |
| 65 | 3.21.2 | 1. Repeat test requirement 3.1.3 | The waitstaff should not be able to log in as a kitchen staff. |  |  |
| 66 | 3.21.3 | 1. Repeat test requirement 3.1.4 | The kitchen staff should not be able to log in as a manager. |  |  |
| 67 | 3.21.4 | 1. Repeat test requirement 3.1.2 | The manager will be able to log in as a waitstaff staff. |  |  |
| 68 | 3.22.1 | 1. Repeat test requirement 3.1.1 2. Select **Store** | The customer can now look at the merchandise purchase menu on the screen. |  |  |
| 69 | 3.22.2 | 1. Repeat test requirement 3.1.1 2. Select **Store** 3. Select “t-shirt” 4. Select A**dd to cart** | The merchandise the customer wants is now added to the cart. |  |  |