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| # | 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. |  |  |
| # | 3.14.1 | 1. Repeat all steps in requirement 3.14 2. While playing the game, in the top-right, select the **Exit Game** button. | The Customer will be returned to the game selection screen. |  |  |
| # | 3.14.2 | 1. Repeat steps 1-3 in requirement 3.14 2. Select the **Return Home** button | The customer will be returned to the home screen. |  |  |
| # | 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. |  |  |
|  | 3.17 | 1. Repeat all steps in requirement 3.1.2 | The waitstaff will then see a notification concerning customer’s orders |  |  |
|  | 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. |  |  |
|  | 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. |  |  |