Name: Drink Refill Button

Participating actor: Customers

Entry Conditions:

* Customer is sitting at table with kiosk app
* Customer is been served drinks
* Customer has finished their drink, and has empty glass

Exit conditions:

* Customer has newly filled drink

Event Flow:

* Customer selects refill drink button on kiosk app
* Distributor displays list of drinks available
* Customer selects new drink that they would like
* Signal is sent to wait staff to bring drink to table
* Drink refill button is not accessible until signal is sent from waitstaff
* Distributor notifies customer when waitstaff is on their way

 

Customer Refill Drink Button

Name: Waitstaff drink refill signal

Participating actor: Waitstaff, Customers

Entry Conditions:

* Wait staff is standing in front of wait staff kiosk app
* Customer has sent signal for a drink refill
* Wait staff receives signal and table number that requires drink refill

Exit conditions:

* Waitstaff has signaled they are on their way to table
* Waitstaff has brought correct drink to correct table

Event Flow:

* Customer send signal for new drink refill
* Wait staff receives signal, table number, and drink required from customer
* Wait staff processes order
* Wait staff clears signal
* Signal sent to customer that wait staff is on their way
* Wait staff distributes proper drink to correct table

 

Customer Waitstaff drink refill signal

 

Waitstaff

Name: Bread/Cracker Refill Button

Participating actor: Customers

Entry Conditions:

* Customer is sitting at table with kiosk app
* Customer is been served appetizers and bread/cracker platter
* Customer has finished bread/crackers from platter, or has empty platter

Exit conditions:

* Customer has newly filled bread/cracker platter

Event Flow:

* Customer selects refill bread/cracker button on kiosk app
* Distributor displays question if they would like more cheese with platter
* Distributor displays list of available cheeses if answered true to initial question
* Distributor displays list of available breads/crackers
* Customer selects new platter that they would like
* Signal is sent to wait staff to bring platter to table
* Bread/Cracker refill button is not accessible until signal is sent from waitstaff
* Distributor notifies customer when waitstaff is on their way

 

Customer Refill Bread/Cracker Button

Name: Game

Participating actor: Customers

Entry Conditions:

* Customer is sitting at table with kiosk app
* Customer has ordered food and drinks
* Customer has selected icon to play games
* Customer has selected game to play

Exit conditions:

* Customer is finished played game
* Customer is returned to menu screen

Event Flow:

* Customer selects game button on kiosk app after ordering food
* Distributor displays available games (out of two choices)
* Customer selects game they would like to play
* Customer plays game for as long as they would like to play
* Customer exits game when they are finished playing
* Customer is returned to menu screen

 

Customer Play games