

# 1) As a customer I want to make and view my GourmetBurgers orders online

<b>ID</b>	US1
<b>Name</b>	Browse food items
<b>Description</b> As a <u>customer</u> I want to <u>browse the menu</u> so that <u>I can decide what I want to order</u>	
<b>Acceptance Criteria</b> <ul style="list-style-type: none"><li>• Items will be displayed in a grid format</li><li>• Overflowing descriptions of items will be shortened to an ellipsis</li><li>• The price of each item will be displayed next to the food item</li><li>• If there are not enough ingredients for a burger or wrap, that main will be disabled</li><li>• Items that are out of stock will be disabled</li></ul>	
<b>Priority</b>	3 (High)
<b>Points</b>	10 story points (1 pt = 2 hours)

<b>ID</b>	US2
<b>Name</b>	Add food items
<b>Description</b> As a <u>customer</u> I want to <u>add food items to my order</u> so that <u>I can pay and receive my order</u>	
<b>Acceptance Criteria</b> <ul style="list-style-type: none"><li>• Each available menu item will have an [Add to Order] button</li><li>• If the [Add to Order] button is pressed, the item will be added into the order</li><li>• If an item is customisable, a [Customise] button will appear next to the [Add to Order] button</li><li>• If a [Customise] button is pressed, a customisation modal will be displayed</li><li>• When the order is updated, the price total will be updated and shown</li><li>• Unavailable items will be unable to be added to the order</li></ul>	
<b>Priority</b>	3 (High)
<b>Points</b>	8 story points (1 pt = 2 hours)

<b>ID</b>	US3
<b>Name</b>	Search food items
<b>Description</b> As a <u>customer</u> I want to <u>search for items in the menu</u> so that <u>I can quickly select what I want to order</u>	
<b>Acceptance Criteria</b> <ul style="list-style-type: none"> <li>• A search box will be present in the menu to allow customers to type in their food query</li> <li>• Search scope will be by name</li> <li>• If there are no search results, a "No items found" warning message will appear</li> <li>• The search will return only food items (mains, sides, drink)</li> </ul>	
<b>Priority</b>	1 (Low)
<b>Points</b>	5 story points (1 pt = 2 hours)

<b>ID</b>	US4
<b>Name</b>	Customise main meal
<b>Description</b> As a <u>customer</u> I want to <u>customise my meals</u> so that <u>I can add and remove ingredients to my liking</u>	
<b>Acceptance Criteria</b> <ul style="list-style-type: none"> <li>• When the [Customise] button is pressed, a meal customisation modal will appear</li> <li>• The ingredients will be listed in a list format</li> <li>• The price of each ingredient will be displayed next to the ingredient</li> <li>• A modifiable quantity of each ingredient will be shown</li> <li>• When the ingredient quantities are updated, a subtotal will be displayed</li> <li>• The quantity of an ingredient will be limited to the maximum allowed limit.</li> <li>• Additional costs are added for ingredient quantities past the default quantity</li> <li>• Ingredient quantities below the standard quantity do not affect the price</li> <li>• If an ingredient is out of stock, the ingredient will be greyed out and be unselectable</li> <li>• If the ingredient quantities are all zero, the [Add to Order] button will be disabled</li> <li>• When the [Add to Order] button is pressed, the item will be added to the order</li> <li>• When the item is added to the order, the customisation modal will disappear</li> </ul>	
<b>Priority</b>	2 (Medium)
<b>Points</b>	12 story points (1 pt = 2 hours)

<b>ID</b>	US5
<b>Name</b>	Checkout Order
<b>Description</b> As a <u>customer</u> I want to <u>review and pay for my order</u> so that <u>I can receive my food</u>	
<b>Acceptance Criteria</b> <ul style="list-style-type: none"><li>• Each food item will have the item price displayed</li><li>• An overall total price will be displayed on the page</li><li>• When the [Place Order] button is pressed, the order will be created in the system</li><li>• When the order is successfully placed, the Order ID will be shown to the customer</li><li>• When the order is successfully placed, the stock levels for each item will be decremented respective to their quantity type</li></ul>	
<b>Priority</b>	3 (High)
<b>Points</b>	12 story points (1 pt = 2 hours)

<b>ID</b>	US6
<b>Name</b>	Order Status
<b>Description</b> As a <u>customer</u> I want to <u>view my order's progress</u> so that <u>I can pick up my order when it is finished</u>	
<b>Acceptance Criteria</b> <ul style="list-style-type: none"><li>• The customer will be prompted to enter in their Order ID</li><li>• If the Order ID does not exist, an "Order does not exist" message will be displayed</li><li>• A valid order will show the order status, price, date, and a summary of the ordered food</li><li>• Status message will be: "Preparing" / "Ready for Pickup"</li><li>• If the page is refreshed, the order will be rechecked</li></ul>	
<b>Priority</b>	2 (Medium)
<b>Points</b>	6 story points (1 pt = 2 hours)

## 2) As a staff member I want to manage the online orders and inventory levels

<b>ID</b>	US7
<b>Name</b>	Manage Order
<b>Description</b> As a <u>kitchen staff</u> I want to <u>manage orders</u> so that <u>the customer will get their ordered food</u>	
<b>Acceptance Criteria</b> <ul style="list-style-type: none"> <li>• The order dashboard will display the order ID and summary of food for each order</li> <li>• The orders will be arranged so that the earlier orders will appear at the top</li> <li>• When the [Complete Order] button is pressed, the status for that order is set to completed</li> <li>• When the [Complete Order] button is pressed, the order will be removed from the order queue</li> </ul>	
<b>Priority</b>	3 (High)
<b>Points</b>	6 story points (1 pt = 2 hours)

<b>ID</b>	US8
<b>Name</b>	Manage Inventory
<b>Description</b> As an <u>inventory maintainer</u> I want to <u>manage inventory levels</u> so that <u>customers can order what is available</u>	
<b>Acceptance Criteria</b> <ul style="list-style-type: none"> <li>• Each item will have a field where the stock level can be modified</li> <li>• The quantity type (eg. pc, mL, g) will be displayed next to the stock level</li> <li>• When the stock level of an item falls to or below 30%, a warning will appear</li> <li>• If the stock level of an item is zero, the item will be marked as unavailable</li> <li>• Each item will have a [Disable]/[Enable] button to toggle the availability of that item</li> <li>• If the stock of a disabled item is replenished, the item will be automatically re-enabled</li> <li>• When the [Update] button is pressed, the stock levels in the system will be updated</li> </ul>	
<b>Priority</b>	2 (Medium)
<b>Points</b>	10 story points (1 pt = 2 hours)