**Prototype Evaluation of Drink ordering experience in a bar or pub**

Task Lists:

* Place an order while waiting and standing in the bar
  + Place the order
  + Change order
  + Multiple order
  + Estimated waiting time
  + Notification of order when it’s ready to serve
  + Received order
  + payment
* Notification of available table when it’s free
  + Notified by the system as soon as the table is free
  + User can grab the table and enjoy time in a bar
  + Place order
  + Calling Bartender
  + Cash Payment
* Estimated waiting time is explicitly visible or not.
* Payment processing without waiting and automated process

Check List:

* Impression:
  + Very Good:
  + Good:
  + Average:
  + Bad:
* Quick:
  + Very Good:
  + Good:
  + Average:
  + Bad:
* Easy:
  + Very Good
  + Good
  + Average:
  + Bad: