

USE CASE 5	Purchase beverage	
Goal in Context	User orders and receives a coffee of their choice	
Scope & Level	Company, Summary	
Preconditions	User can access the coffee machine or dedicated mobile app	
Success End Condition	User pays required amount and receives their selected coffee, payment is processed correctly	
Failed End Condition	User doesn't receive their correct order despite paying the right amount OR User receives their order but the payment was not processed correctly	
Primary, Secondary Actors	User + coffee machine or the app Payment provider in case of cashless payments	
Trigger	User's request	
DESCRIPTION	Step	Action
	1	User selects the option to purchase beverage
	2	User selects their beverage and/or adjusts existing recipe
	3	User chooses when their drink should be made (in case of ordering via app they might want to pick up later)
	4	User makes payment
	5	Coffee machine processes the order and makes the coffee
	6	User picks up their beverage when it's ready
EXTENSIONS	Step	Branching Action
	2a	The beverage selected by user cannot be made (ingredients out of stock)
	3a	User chooses to pick up their order later: after processing the payment, the coffee machine should

		wait until the right time to process the order
	4a	User chooses cashless payment – the process is mediated by payment provider
SUB-VARIATIONS		Branching Action
	2	User can choose one of the existing recipes or edit recipe
	3	User may choose to receive their beverage immediately or at a certain time
	4	User can choose different payments – cash or cashless