| USE CASE | *Order Beverage* | |
| --- | --- | --- |
| Goal in Context | The customer chooses her drink and knows the amount to pay | |
| Scope & Level | Company, Summary | |
| Preconditions | None | |
| Success End Condition | Customer makes an order, coffee machine makes it ready | |
| Failed End Condition | Coffee Machine doesn’t receive orders or doesn’t have ingredients for it, Drinker doesn’t confirm order. Invalid payment method | |
| Primary, Secondary Actors | Customer  Server, Bank, Coffee Machine, Admin, Maintainer | |
| Trigger | The Customer selects the beverage he/she wants to order. | |
| DESCRIPTION | Step | Action |
|  | 1.1 | The Customer select the beverage from the menu |
|  | 1.2 | Select Sugar |
| EXTENSIONS | Step | Branching Action |
|  | 2.1 | CoffeeMaker has to make sure that there is enough coffee, milk and sugar in it. |
|  | 2.2a | All informations should be displayed (price, coffee details) |
| alternative | 2.2a | If there is no inventory. Show information and show other available options. |
| DESCRIPTION | Step | Action |
|  | 3.1 | The customer make actions for the payment step (continue or cancel) |
|  | 3.2 | The Customer payment action |
| EXTENSIONS | Step | Branching Action |
|  | 4.1 | Display payment status (successful or fail) |
| alternative | 4.1a | If the action is canceled, the customer should take all the actions again. |