**Use Cases**

**Case 1)**

Name: Sign Up

Participating Actor: Customer

Entry Condition:

* Customer sits down at their table
* Tablet at the table is logged into Customer View
* Customer has a valid email address

Exit Condition:

Customer has an account with the restaurant

Event Flow:

1. Customer selects the login/sign-up option
2. Customer enters the required information in the form fields
3. An account is created for the customer

**Case 2)**

Name: Play Games

Participating Actor: Customer, Games

Entry Condition:

Tablet at the table is logged into Customer View

Exit Condition:

Customer gets a message after playing the game

Event Flow:

1. Customer goes into the “Games” section
2. Customer plays the game
3. If customer selects the winning option, they get a message for a free dessert with a coupon code
4. If customer does not select the winning option, they get a message to play next time

**Case 3)**

Name: Drink refill

Participating Actor: Customer, Wait-staff

Entry Condition:

* Customer is at a table with the tablet logged into Customer View
* Waitstaff are logged into the system with their credentials and can see Waitstaff View
* Customer has ordered at least 1 drink before-hand

Exit Condition:

Customer’s drink is refilled

Event Flow:

1. Customer presses the “Drink Refill” button and selects what drink they want refilled
2. Wait-staff is alerted of a drink refill
3. Wait-staff fulfills the order
4. Wait-staff gives the drink to the customer

**Case 4)**

Name: Food is prepared

Participating Actor: Customer, Cook

Entry Condition:

* Customer is at a table with the tablet logged into Customer View
* Cooks are logged into the system with their credentials and can see Cook View

Exit Condition:

Food is being made

Event Flow:

1. Customer selects an item from the menu
2. Customer adds it to their order
3. Customer places their order once they have finished selecting items from the menu
4. Cooks see the new order coming in
5. A cook takes responsibility for the order (assigns it to himself) and begins making it

**Case 5)**

Name: Add Coupon

Participating Actor: Customer, Wait-staff

Entry Condition:

* Customer is at a table with the tablet logged into Customer View
* Waitstaff are logged into the system with their credentials and can see Waitstaff View
* Customer has a valid coupon

Exit Condition:

Coupon is applied to the Customer’s bill

Event Flow:

1. Customer select’s the “Help” button
2. Wait-staff is alerted that a customer requires assistance
3. Customer presents coupon code to Waitstaff
4. Wait-staff takes the coupon code and applies it to the bill
5. Customer’s bill is updated

**Case 6)**

Name: Meal comp

Participating Actor: Customer, Manager

Entry Condition:

* Customer is at a table with the tablet logged into Customer View
* Manager is logged into the system with their credentials and can see Admin View
* Manager deems it appropriate to comp a meal

Exit Condition:

Customer’s meal is comped.

Event Flow:

1. Manager open’s the Customer’s bill
2. Manager selects the “Comp meal” option
3. Manager enters their credentials
4. Customer no longer has to pay for meal

**Case 7)**

Name: Remove items from menu

Participating Actor: Cook

Entry Condition:

* Cooks are logged into the system with their credentials and can see Cook View
* Cooks have run out of an ingredient

Exit Condition:

Menu will be updated to show items that can be made with the available ingredients

Event Flow:

1. Cook selects “Out Of Ingredient” option and enters what ingredient they are out of
2. All items that use that ingredient to be made will be removed the menu
3. The menu will be updated across all tablets

**Case 8)**

Name: Pays with cash

Participating Actor: Customer, Wait-staff

Entry Condition:

* Customer is at a table with the tablet logged into Customer View
* Waitstaff are logged into the system with their credentials and can see Waitstaff View
* Customer wants to pay bill with cash

Exit Condition:

Customer will have paid their bill in cash

Event Flow:

1. Customer selects “Pay Bill”, and selects the “Cash” option
2. Wait-staff are alerted that a customer wants to pay with cash
3. Customer pays money of at least the amount on bill
4. Waitstaff returns change and closes bill

**Case 9)**

Name: Get assistance

Participating Actor: Customer, Wait-staff

Entry Condition:

* Customer is at a table with the tablet logged into Customer View
* Customer needs help from wait-staff

Exit Condition:

Wait-staff will address the customer and assist them

Event Flow:

1. Customer presses the “help” button on the screen
2. Wait-staff gets notification on their screen and proceeds to customer’s table to help them

**Case 10)**

Name: Tweet

Participating Actor: Customer, Facebook

Entry Condition:

* Customer is at a table with the tablet logged into Customer View
* Customer has a Twitter account

Exit Condition:

Customer will Tweet about their experience

Event Flow:

1. Customer selects “Twitter” option
2. Customer logs into Twitter
3. Customer enters a message to display