Use Case Elaborations

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| Use Case Name: | Place Order |
| ID: | UC1 |
| Scenario: | A customer places an order |
| Triggering Event: | A customer would like to place an order for pizza |
| Brief Description | A customer is using the online pizza ordering system to order a pizza |
| Actors: | Customer |
| Assumptions: | They are placing a new order and are using the online system |
| Frequency of Use: | Daily |
| Related Use Cases: | Manage Order, Cancel Order, Change Order, Schedule Delivery |
| Stakeholders: | Pizza shop |
| Preconditions: | A customer that would like to place an order |
| Postconditions: | A customer that has placed and received their order |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer views the menu and makes a selection    1. Customer Chooses Pizza       1. Customer chooses size       2. Customer chooses toppings    2. Customer Chooses Pasta       1. Customer chooses size       2. Customer chooses toppings    3. Customer Chooses Drink       1. Customer chooses drink type       2. Customer chooses size    4. Each selection is added to the cart 3. Customer verifies delivery information 4. Customer makes payment |
| Alternate Course: | 1. Online ordering system is down    1. Pizza shop is notified    2. Pizza shop responds and gets system back up |

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| Use Case Name: | Manage Order |
| ID: | UC2 |
| Scenario: | A customer updates their order |
| Triggering Event: | A customer has created an order and would like to change it |
| Brief Description | A customer is using the online pizza ordering system to place an order and would like to update or change their order |
| Actors: | Customer |
| Assumptions: | They are placing and editing an order and using the online system |
| Frequency of Use: | Daily |
| Related Use Cases: | Place Order, Cancel Order, Change Order, Schedule Delivery |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to change their order |
| Postconditions: | A customer that has placed and received their changed order |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer views the menu and makes a selection    1. Customer Chooses Pizza       1. Customer chooses size       2. Customer chooses toppings    2. Customer Chooses Pasta       1. Customer chooses size       2. Customer chooses toppings    3. Customer Chooses Drink       1. Customer chooses drink type       2. Customer chooses size    4. Each selection is added to the cart 3. Customer verifies delivery information 4. Customer makes payment 5. Customer edits order |
| Alternate Course: | 1. Option for customer to edit order is down    1. Customer calls pizza shop    2. Pizza shop fixes edit order system |

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| Use Case Name: | Cancel Order |
| ID: | UC3 |
| Scenario: | A customer cancels their order |
| Triggering Event: | A customer has created an order and would like to cancel it |
| Brief Description | A customer is using the online pizza ordering system and would like to cancel an order after placing one |
| Actors: | Customer |
| Assumptions: | They are placing and canceling an order using the online ordering system |
| Frequency of Use: | Daily |
| Related Use Cases: | Place Order, Schedule Order, Manage Order, Change Order |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to cancel an order that they have placed |
| Postconditions: | A customer has successfully canceled their pizza online order |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer views the menu and makes a selection    1. Customer Chooses Pizza       1. Customer chooses size       2. Customer chooses toppings    2. Customer Chooses Pasta       1. Customer chooses size       2. Customer chooses toppings    3. Customer Chooses Drink       1. Customer chooses drink type       2. Customer chooses size    4. Each selection is added to the cart 3. Customer verifies delivery information 4. Customer makes payment 5. Customer cancels order |
| Alternate Course: | 1. A customer cannot successfully cancel their order    1. Pizza shop is contacted    2. Online system is fixed |

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| Use Case Name: | Change Order |
| ID: | UC4 |
| Scenario: | A customer changes their order |
| Triggering Event: | A customer would like to change their order |
| Brief Description | A customer has placed their order and would like to change it |
| Actors: | Customer |
| Assumptions: | They are placing and changing an order using the online system |
| Frequency of Use: | Daily |
| Related Use Cases: | Place Order, Manage Order, Schedule Delivery, Cancel Order |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to change an order that they have placed |
| Postconditions: | A customer has received their changed order that they placed online |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer views the menu and makes a selection    1. Customer Chooses Pizza       1. Customer chooses size       2. Customer chooses toppings    2. Customer Chooses Pasta       1. Customer chooses size       2. Customer chooses toppings    3. Customer Chooses Drink       1. Customer chooses drink type       2. Customer chooses size    4. Each selection is added to the cart 3. Customer verifies delivery information 4. Customer makes payment 5. Customer changes order |
| Alternate Course: | 1. Option to change order is not functioning    1. Pizza Shop is contacted    2. Online system is fixed |

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| Use Case Name: | Check Inventory |
| ID: | UC5 |
| Scenario: | A worker would like to check the inventory |
| Triggering Event: | A worker would like to know the status of the inventory |
| Brief Description | A worker would like to know the inventory of the items and ingredients |
| Actors: | Worker |
| Assumptions: | They are checking the inventory using the online system |
| Frequency of Use: | Daily |
| Related Use Cases: | Update Inventory |
| Stakeholders: | Pizza Shops |
| Preconditions: | A worker would like to check the inventory of the pizza shop |
| Postconditions: | A worker has received the inventory status of the pizza shop |
| Main Course: | 1. Worker logs into pizza shop system 2. Worker selects check inventory option    1. Worker chooses item to check inventory on 3. Worker views status of inventory 4. Worker logs out of system |
| Alternate Course: | 1. Inventory is not updating    1. Worker manually enters inventory |

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| Use Case Name: | Update Inventory |
| ID: | UC6 |
| Scenario: | A worker would like to update the inventory |
| Triggering Event: | A worker would like to update the status of the inventory |
| Brief Description | A worker would like to update the inventory of the items and ingredients |
| Actors: | Worker |
| Assumptions: | They are checking the inventory using the online system |
| Frequency of Use: | Daily |
| Related Use Cases: | Check Inventory |
| Stakeholders: | Pizza Shops |
| Preconditions: | A worker would like to update the inventory of the pizza shop |
| Postconditions: | A worker has received the updated inventory status of the pizza shop |
| Main Course: | 1. Worker logs into pizza shop system 2. Worker selects update inventory option    1. Worker chooses item to update 3. Worker updates the status of the inventory of the item 4. Worker logs out of system |
| Alternate Course: | 1. Inventory is not updating    1. Worker manually enters inventory |

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| Use Case Name: | Schedule Delivery |
| ID: | UC7 |
| Scenario: | A customer schedules their order for delivery |
| Triggering Event: | A customer would like to schedule their order for delivery |
| Brief Description | A customer has placed their order and would like to schedule it for delivery |
| Actors: | Customer |
| Assumptions: | They are placing and scheduling an order for delivery using the online system |
| Frequency of Use: | Daily |
| Related Use Cases: | Check delivery |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to schedule a delivery for an order they have placed |
| Postconditions: | A customer has received their order at the scheduled time |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer views the menu and makes a selection    1. Customer Chooses Pizza       1. Customer chooses size       2. Customer chooses toppings    2. Customer Chooses Pasta       1. Customer chooses size       2. Customer chooses toppings    3. Customer Chooses Drink       1. Customer chooses drink type       2. Customer chooses size    4. Each selection is added to the cart 3. Customer verifies delivery information 4. Customer makes payment 5. Customer selects time for delivery |
| Alternate Course: | 1. Option to schedule delivery is not functioning    1. Pizza Shop is contacted    2. Online system is fixed |

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| Use Case Name: | Check Delivery |
| ID: | UC8 |
| Scenario: | A customer checks on their scheduled order for delivery |
| Triggering Event: | A customer would like to check on their scheduled order for delivery |
| Brief Description | A customer has scheduled their order for delivery and would like to check on it |
| Actors: | Customer |
| Assumptions: | They are checking on their scheduled order for delivery using the online system |
| Frequency of Use: | Daily |
| Related Use Cases: | Schedule delivery |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to check on a scheduled delivery for an order they have placed |
| Postconditions: | A customer has received their order at the scheduled time |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer views the menu and makes a selection    1. Customer Chooses Pizza       1. Customer chooses size       2. Customer chooses toppings    2. Customer Chooses Pasta       1. Customer chooses size       2. Customer chooses toppings    3. Customer Chooses Drink       1. Customer chooses drink type       2. Customer chooses size    4. Each selection is added to the cart 3. Customer verifies delivery information 4. Customer makes payment 5. Customer selects time for delivery 6. Customer enters pizza ordering system    1. Customer selects check status of delivery    2. Customer enters customerID    3. Customer checks delivery |
| Alternate Course: | 1. Option to check delivery is not functioning    1. Pizza Shop is contacted    2. Online system is fixed |

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| Use Case Name: | Log in |
| ID: | UC9 |
| Scenario: | A customer logs into the online pizza system |
| Triggering Event: | A customer would like to log into the pizza system |
| Brief Description | A customer has created an account previously and would like to log in |
| Actors: | Customer |
| Assumptions: | They are logging in using the online pizza ordering system |
| Frequency of Use: | Daily |
| Related Use Cases: | Create Account, Edit Account Info |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to log into an account they have created |
| Postconditions: | A customer has logged into the online pizza system |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer selects log in    1. Customer enters Username    2. Customer enters Password 3. Customer logs into account |
| Alternate Course: | 1. Option to log in is not working    1. Pizza Shop is contacted    2. Online system is fixed |

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| Use Case Name: | Create Account |
| ID: | UC10 |
| Scenario: | A customer would like to create an account |
| Triggering Event: | A customer would like to log into the pizza system but does not have an account |
| Brief Description | A customer has not created an account previously and would like to log in |
| Actors: | Customer |
| Assumptions: | They are creating an account using the online pizza ordering system |
| Frequency of Use: | Daily |
| Related Use Cases: | Log in, Edit Account Info |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to create an account |
| Postconditions: | A customer has logged into the new account they have created |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer selects Create Account    1. Customer enters Username    2. Customer enters Password    3. Customer enters email 3. Customer logs into new account |
| Alternate Course: | 1. Option to create account is not functioning    1. Pizza Shop is contacted    2. Online system is fixed |

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| Use Case Name: | Make a Payment |
| ID: | UC11 |
| Scenario: | A customer makes a payment on their order |
| Triggering Event: | A customer would like to pay on their order |
| Brief Description | A customer has placed their order and would like to pay for it |
| Actors: | Customer |
| Assumptions: | They are placing and paying for an order using the online system |
| Frequency of Use: | Daily |
| Related Use Cases: | Edit Account Info, Check Rewards Balance |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to pay for an order that they have placed |
| Postconditions: | A customer has received their order that they paid for |
| Main Course: | 1. Customer enters pizza ordering system 2. Customer views the menu and makes a selection    1. Customer Chooses Pizza       1. Customer chooses size       2. Customer chooses toppings    2. Customer Chooses Pasta       1. Customer chooses size       2. Customer chooses toppings    3. Customer Chooses Drink       1. Customer chooses drink type       2. Customer chooses size    4. Each selection is added to the cart 3. Customer verifies delivery information 4. Customer makes payment |
| Alternate Course: | 1. Option to make a payment is not functioning    1. Pizza Shop is contacted    2. Online system is fixed |

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| Use Case Name: | Place Previous Order |
| ID: | UC12 |
| Scenario: | A customer places a previous order |
| Triggering Event: | A customer would like to place an order that they placed previously |
| Brief Description | A customer has placed an order and would like to order the same thing later |
| Actors: | Customer |
| Assumptions: | They are placing a previous order using the online pizza ordering system |
| Frequency of Use: | Daily |
| Related Use Cases: | Place Order, Manage Order, Schedule Delivery, Cancel Order, Log in |
| Stakeholders: | Pizza Shops |
| Preconditions: | A customer would like to place an order that they have placed in the past |
| Postconditions: | A customer has received their order that they placed online |
| Main Course: | 1. Customer logs into the online pizza system 2. Customer selects previous order option from menu    1. Customer Chooses to add all to cart 3. Customer verifies delivery information 4. Customer makes payment 5. Customer receives order |
| Alternate Course: | 1. Option to place a previous order is not functioning    1. Pizza Shop is contacted    2. Online system is fixed |