**Use Case Number**:

003

**Use Case Name**:

Set Special

**Overview**:

A manager wants to create a special food for the day.

**Type**:

Primary

**Actors**:

Manager

**Properties**:

**Precondition**:

The manager has identified themselves to the system and is authorized.

**Flow**:

Main flow:

1. The manager prompts the system to create a special.

2. The system presents the manager with a list of possible foods to make special (pizza, soda, soup, breadsticks, etc).

3a. Manager selects to create a pizza.

1. System presents the crusts that can be selected.

2. Manager selects a crust for the pizza special.

3. System presents the sauces for selection.

4. Manager selects a sauce for the pizza special.

5. System presents the toppings available.

6. Manager selects toppings to place on the pizza.

7. System asks if non-pizza items will be part of the special.

8a. Manager selects yes.

1. System goes to 3b.

8b. Manager selects no.

1. System goes to step 4.

3b. Manager selects a non-pizza item for special.

1. System presents the non-pizza items for special.

2. System presents items available for special.

3. Manager selects items to make part of the special.

4. Manager confirms and the special is set.

5. System asks for manager to enter price.

6. Manager enters price.

7. System shows price and asks if any changes are to be made.

8a. Manager confirms price and items are final.

8b. Manager selects to change price.

1. System goes to Step 6.

8c. Manager selects to alter special.

1. System goes to Step 3a or 3b as is appropriate for special type.

9. System requests special to be named.

10. Manager enters special name.

11. System confirms name is as desired.

12a. Manager selects yes.

1. System goes to 13.

12b. Manager selects no.

1. System goes to 10.

13. System exits set special.

Extension:

\*a. Manager wants to quit without setting the special.

1. Manager requests to quit set special menu.

2. System confirms exit.

3a. Manager confirms.

3b. Manager does not confirm.

1. System returns to previous location in main flow.

4. System exits set special.

**Post** **Condition**:

The special of the day has been set and priced accordingly.

**Cross references**:

N/A

**Use Case UC3: Set Special**

**Scope:** Pizza Shop Management Subsystem of Pizza Shop Program

**Level:** user goal

**Primary Actor:** Manager

**Stakeholders and Interests:**

- Manager: Wants to create the specials of the day without much hassle and preferably with speed.

- Customer: Wants to take advantage of specials of the day as they ought to be cheaper or more varied than the usual items.

- Chef: Needs to know what goes into each special of the day so that it can be prepared properly. Assumes specials will be popular and can keep those ingredients on hand, needs to inform manager if those ingredients are out.

- Cashier: Needs to know the price to charge for the special of the day.

**Preconditions:** The manager has identified themselves to the system and is authorized.

**Postcondition:** The special of the day has been set and priced accordingly.

**Main Success Scenario:**

1. The manager prompts the system to create a special.

2. The system presents the manager with a list of possible foods to make special (pizza, soda, soup, breadsticks, etc).

3a. Manager selects to create a pizza.

1. System presents the crusts that can be selected.

2. Manager selects a crust for the pizza special.

3. System presents the sauces for selection.

4. Manager selects a sauce for the pizza special.

5. System presents the toppings available.

6. Manager selects toppings to place on the pizza.

7. System asks if non-pizza items will be part of the special.

8a. Manager selects yes.

1. System goes to 3b.

8b. Manager selects no.

1. System goes to step 4.

3b. Manager selects a non-pizza item for special.

1. System presents the non-pizza items for special.

2. System presents items available for special.

3. Manager selects items to make part of the special.

4. Manager confirms and the special is set.

5. System asks for manager to enter price.

6. Manager enters price.

7. System shows price and asks if any changes are to be made.

8a. Manager confirms price and items are final.

8b. Manager selects to change price.

1. System goes to Step 6.

8c. Manager selects to alter special.

1. System goes to Step 3a or 3b as is appropriate for special type.

9. System requests special to be named.

10. Manager enters special name.

11. System confirms name is as desired.

12a. Manager selects yes.

1. System goes to 13.

12b. Manager selects no.

1. System goes to 10.

13. System exits set special.

**Extensions:**

\*a. Manager wants to quit without setting the special.

1. Manager requests to quit set special menu.

2. System confirms exit.

3a. Manager confirms.

3b. Manager does not confirm.

1. System returns to previous location in main flow.

4. System exits set special.

**Special Requirements:**

Manager must have a means of viewing in stock items so that all specials are viable.

**Technology and Data Variations List:**

There should be either a keyboard and mouse with a normal display or touch screen to navigate menus.

**Frequency of Occurrence:** From zero to many times per day. There could be multiple specials for a day or none.

**Open Issues:**

**Use Case Number**:

004

**Use Case Name**:

Create Menu

**Overview**:

A manager wants to create a new menu.

**Type**:

Primary

**Actors**:

Manager

**Properties**:

**Precondition**:

The manager has identified themselves to the system and is authorized.

**Flow**:

Main flow:

1. The manager prompts the system to create a new menu.

2. The system presents the items which can be a part of the menu.

3. The manager selects what item type they want to add to the menu.

4. System prompts for a name.

5. Manager enters name for the menu item.

6. System prompts for a price.

7. Manager enters the price for the item.

8. System asks for confirmation.

9. Manager confirms.

10. System exits.

Extensions:

\*a. Manager selects pizza as a menu item.

1. System presents the crusts that can be selected.

2. Manager selects a crust for the pizza special.

3. System presents the sauces for selection.

4. Manager selects a sauce for the pizza special.

5. System presents the toppings available.

6. Manager selects toppings to place on the pizza.

\*b. Manager wants to remove an item from the menu in creation.

Handled in main flow of Edit Menu Use Case.

\*c. Manager wants to quit without creating new menu.

1. Manager selects to quit.

2. System prompts for confirmation.

3a. Manager confirms.

1. System exits Create Menu flow and returns to previous state.

3b. Manager cancels quit.

1. System returns to previous state.

**Post** **Condition**:

The manager created a menu and it is now in place.

**Cross references**:

N/A**Use Case UC4: Create Menu**

**Scope:** Pizza Shop Management Subsystem of Pizza Shop Program

**Level:** user goal

**Primary Actor:** Manager

**Stakeholders and Interests:**

- Manager: Wants to create the menu to be used by cashiers, customers, and chefs. The manager would like to do so quickly and without difficulty.

- Customer: Wants to know what this particular pizza shop has on its menu.

- Chef: Needs to know what goes into each menu item so that it can be prepared properly.

- Cashier: Needs to know the price to charge for the menu items.

**Preconditions:** The manager has identified themselves to the system and is authorized.

**Postcondition:** The menu has been created and made available for viewing by cashiers, chefs, and customers.

**Main Success Scenario:**

1. The manager prompts the system to create a new menu.

2. The system presents the items which can be a part of the menu.

3. The manager selects what item type they want to add to the menu.

4. System prompts for a name.

5. Manager enters name for the menu item.

6. System prompts for a price.

7. Manager enters the price for the item.

8. System asks for confirmation.

9. Manager confirms.

10. System exits.

**Extensions:**

\*a. Manager selects pizza as a menu item.

1. System presents the crusts that can be selected.

2. Manager selects a crust for the pizza special.

3. System presents the sauces for selection.

4. Manager selects a sauce for the pizza special.

5. System presents the toppings available.

6. Manager selects toppings to place on the pizza.

\*b. Manager wants to remove an item from the menu in creation.

Handled in main flow of Edit Menu Use Case.

\*c. Manager wants to quit without creating new menu.

1. Manager selects to quit.

2. System prompts for confirmation.

3a. Manager confirms.

1. System exits Create Menu flow and returns to previous state.

3b. Manager cancels the quit.

1. System returns to previous state in Create Menu Use Case.

**Special Requirements:**

Manager must have a means of viewing in stock items and ingredients in order to create the menu.

**Technology and Data Variations List:**

There should be either a keyboard and mouse with a normal display or touch screen to navigate menus.

**Frequency of Occurrence:** Rare, should be done initially and perhaps again if a pizza shop completely alters its menu items.

**Open Issues:**

**Use Case Number**:

005

**Use Case Name**:

Edit Menu

**Overview**:

A manager intends to edit the current menu and does so.

**Type**:

Primary

**Actors**:

Manager

**Properties**:

**Precondition**:

A manager has identified themselves to the system and is authorized. There exists a menu to be edited.

**Flow**:

Main flow:  
 1. The manager requests to edit the current menu.

2. System displays the current menu and an option to add menu item.

3a. Manager chooses to edit a current menu item.

1. System displays properties of item to edit.

2. Manager chooses which property to edit (including adding topping for pizza).

3. System prompts for new value or deletion.

4. Manager enters new value or deletes.

5. System asks for confirmation.

6. Manager confirms.

3b. Manager chooses to add a menu item.

1. The manager selects what item type they want to add to the menu.

2. System prompts for a name.

3. Manager enters name for the menu item.

4. System prompts for a price.

5. Manager enters the price for the item.

6. System asks for confirmation.

7. Manager confirms.

4. System asks if editing is complete.

5. Manager confirms.

6. System exits Edit Menu Case.

**Post** **Condition**:

The manager was able to edit the current menu by adding, deleting, or altering an item. The new menu is propagated through the system for use.

**Cross references**:

N/A

**Use Case UC5: Edit Menu**

**Scope:** Pizza Shop Management Subsystem of Pizza Shop Program

**Level:** user goal

**Primary Actor:** Manager

**Stakeholders and Interests:**

- Manager: Wants to edit the menu to be used by cashiers, customers, and chefs. The manager would like to do so quickly and without difficulty and be able to add, delete, or alter items.

- Customer: Wants to know what this particular pizza shop has on its menu at the current time, needs to be able to view an edited menu not just the old one.

- Chef: Needs to know what goes into each menu item so that it can be prepared properly and what items are on the menu at the current time.

- Cashier: Needs to know the price to charge for the menu items.

**Preconditions:** The manager has identified themselves to the system and is authorized.

**Postcondition:** The manager was able to edit the current menu by adding, deleting, or altering an item. The new menu is propagated through the system for use by cashiers, chefs, and customers.

**Main Success Scenario:**

1. The manager requests to edit the current menu.

2. System displays the current menu and an option to add menu item.

3a. Manager chooses to edit a current menu item.

1. System displays properties of item to edit.

2. Manager chooses which property to edit (including adding topping for pizza).

3. System prompts for new value or deletion.

4. Manager enters new value or deletes.

5. System asks for confirmation.

6. Manager confirms.

3b. Manager chooses to add a menu item.

1. The manager selects what item type they want to add to the menu.

2. System prompts for a name.

3. Manager enters name for the menu item.

4. System prompts for a price.

5. Manager enters the price for the item.

6. System asks for confirmation.

7. Manager confirms.

4. System asks if editing is complete.

5. Manager confirms.

6. System exits Edit Menu Case.

**Extensions:**

\*a. Manager selects pizza as a menu item.

1. System presents the crusts that can be selected.

2. Manager selects a crust for the pizza special.

3. System presents the sauces for selection.

4. Manager selects a sauce for the pizza special.

5. System presents the toppings available.

6. Manager selects toppings to place on the pizza.

\*c. Manager wants to quit without creating new menu.

1. Manager selects to quit.

2. System prompts for confirmation.

3a. Manager confirms.

1. System exits Edit Menu flow and returns to previous state.

3b. Manager cancels the quit.

1. System returns to previous point in Edit Menu Use Case.

**Special Requirements:**

Manager must have a means of viewing in stock items and ingredients in order to create the menu.

**Technology and Data Variations List:**

There should be either a keyboard and mouse with a normal display or touch screen to navigate menus.

**Frequency of Occurrence:** Rare, once every month or so in order to keep the menu fresh and customers looking at the entire menu instead of assuming it never changes.

**Open Issues:**