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| USE CASE | | Play Game |
| Goal in Context | | Buyer has an entertainment while coffee maker is preparing beverage. |
| Preconditions | | Drinker paid for a beverage. |
| Success End Condition | | Beverage preparations succeeded |
| Failed End Condition | | Beverage preparations failed |
| Actors | | Drinker |
| Trigger | | Drinker pressed play button |
| DESCRIPTION | Step | Action |
|  | 1 | Drinker pressed play button |
|  | 2 | Coffee machine starts a game |
|  | 3 | Drinker doesn’t beat a record. |
|  | 4 | Drinker takes beverage |
| EXTENSIONS | Step | Branching Action |
|  | 3a | Drinker does beat a record:  3a1. Coffee maker asks for a permission to take a picture.  3a2. Drinker gives a permission  3a3. Coffee maker takes picture of a new winner  3a4. High score and the picture is displayed on a high score list. |
|  | 3a2a | Drinker doesn’t give a permission:  3a2a1. High score is displayed on a high score list. |