USE CASES

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| **Title:** | Order food with app |
| **Actor:** | Diner |
| **Scope:** | ChequeMeOut |
| **Level:** | User goal |
| **Story:** | User is seated and opens the app.  If not a registered user, app searches Square to see if credit card on file. If not, they are prompted to enter their email and credit card information which is sent to Square. In either case, user is registered with email address and name.  User scans into the table. App asks if there are any diners paying separately. If so, user asked to establish a group table.  User peruses in-app, selecting items to order. User can order for non-users and assign items to the open diner pool. They can also split items with other users assigned to the table. When all items chosen, submit button tapped. User can add items to order at any time in the app. User is notified of submission failures and can place orders traditionally if orders continually fail.  Orders are received by server through their personal device or a terminal (tablet or laptop) who chooses when to submit to the kitchen, so that if the diner is in a group, orders can be submitted at the same time. Server receives confirmation that kitchen has received orders and can manually submit if submissions continually fail. If there is an open diner pool, the server checks in with the table to see if anyone needs to order manually. Manual orders added to table at terminal.  Kitchen receives orders on terminal and marks them when ready.  As orders are ready and delivered to the table, the server marks them as delivered. Server receives periodic warnings if table not fully served of open orders. |
| **Title:** | Establish a group table |
| **Actor:** | Diner |
| **Scope:** | ChequeMeOut |
| **Level:** | User goal |
| **Story:** | Users seated and open the app.  For each user: If not a registered user, app searches Square to see if credit card on file. If not, they are prompted to enter their email and credit card information which is sent to Square. In either case, user is registered with email address and name.  Each user scans into the table.  App asks users if there are any diners not using the app. If so, one user must create an open diner pool for any non-users. Users can now order food with the app. |
| **Title:** | Settle a table |
| **Actor:** | Server |
| **Scope:** | ChequeMeOut |
| **Level:** | User goal |
| **Story:** | Once all orders from the table have been delivered or canceled, and no more orders are expected, any items in the open diner pool must be billed and paid in the traditional manner. At this point, the server can close out the table at the terminal which will send notifications to app users to verify totals and to add tips. Users will be given options for pre calculated steps or manually enter the amount. This will also free up the table for new users in the system.  Users must contest charges before leaving the establishment; otherwise, the system will automatically charge their accounts and add tips.  Users may also initiate settlement of their portion of the meal, such as when they are leaving before the group. The server will be notified when this happens and the table updated in the system.  Users may update tips at a later time but can only increase them, never decrease. This allows users to change their minds if they have cooled off from dissatisfaction or if they made an error.  Any failures with any of these steps will need to be resolved manually before diners leave the establishment. |
| **Title:** | Monitor or review transactions |
| **Actor:** | Owner |
| **Scope:** | Admin app |
| **Level:** | User goal |
| **Story:** | At any time to a restaurant owner may access information about open tables have completed transactions. Owner must enter an admin password to access this data.  More research needed to determine if a daily settlement is required. |