Augmented Reality Food Menu

Version <2.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 03/11/17 | 1.0 | First version of Use case’s document | Xuan-Vinh Nguyen |
| 19/11/2017 | 2.0 | Fix errors | Xuan-Vinh Nguyen, Phu-Khoa Nguyen |
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Table of Contents

1. Use-case Model 4

2. Use-case SpecificationsUse-case: User Authentication. 4

2.1 Use-case: View food 3D model 4

2.2 Use-case: Share 4

2.3 Use-case: Log In with facebook 5

2.4 Use-case: Log out. 5

2.5 Use-case: Scan menu. 5

2.6 Use-case: Read comment: 6

2.7 Use – case: Comment 6

2.8 Use-case: Rate 6

2.9 Use-case: Interact with model 7

2.10 Use-case: Customize model 7

2.11 Use-case: Order 7

2.12 Use-case: View ordered meals 7

2.13 Use-case: Handle orders 8

2.14 Use-case: View orders 8

2.15 Use-case: Finish order 8

2.16 Use-case: Serve orders 8

2.17 Use-case: Check paid 9

# Use-case Model



# Use-case Specifications

## Use-case: View food 3D model

|  |  |
| --- | --- |
| Use case Name | View food 3D model |
| Brief description | This use-case describes how user views 3D model. |
| Actors | Customers |
| Basic Flow | 1. Click on Camera button 2. Scan menu use-case. 3. 3D model is displayed |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User scan menu image |
| Post-conditions | Successfully display 3D model on screen |

## Use-case: View menu list

|  |  |
| --- | --- |
| Use case Name | View menu list |
| Brief description | This use-case describes how user views menu list without scanning. |
| Actors | Customers |
| Basic Flow | 1. Click on Menu button 2. Meals’ list is displayed |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User scan menu image |
| Post-conditions | Successfully display 3D model on screen |

## Use-case: View ordered meals

|  |  |
| --- | --- |
| Use case Name | View ordered meals |
| Brief description | This use-case describes how user views ordered meals list. |
| Actors | Customers |
| Basic Flow | 1. Click on Ordered button 2. Meals’ list is displayed |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User clicks ordered button |
| Post-conditions | Meals’ list appears. |

## Use-case: View detail and order

|  |  |
| --- | --- |
| Use case Name | View detail and order |
| Brief description | This use-case describes how user views detail of a meal and order it. |
| Actors | Customers |
| Basic Flow | 1. Click on a meal item 2. Meal’ details are displayed |
| Alternative Flows | **Alternative flow 1: User orders**   1. Input order information 2. Click Order button   **Alternative flow 2: User do nothing**   1. Click back button |
| Pre-conditions | User clicks meal item |
| Post-conditions | Meal’ details are displayed |

## Use-case: Review

|  |  |
| --- | --- |
| Use case Name | Review |
| Brief description | This use-case describes how user comment, rate a meal. It is an <<extend>> of view 3D model use-case and View detail and order use-case. |
| Actors | Customers |
| Basic Flow | 1. Rate 2. Input comment and name 3. Click submit button |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User clicks review button. |
| Post-conditions | Successfully add review. |

## Use-case: Share

|  |  |
| --- | --- |
| Use case Name | Share |
| Brief description | This use case describes how user share the model on Facebook. It is an <<extend>> of review use-case. |
| Actors | Customers |
| Basic Flow | 1. Click Share button  2. Login with Facebook use case  3. share popup appears. |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User click on share button. |
| Post-conditions | Successfully share on Facebook |

## Use-case: Log In with facebook

|  |  |
| --- | --- |
| Use case Name | Log In with facebook |
| Brief description | This use-case describes choice for user and admin to sign in application. This use-case is a ≪include≫ of use-case Share. |
| Actors | Customers |
| Basic Flow | 1. Facebook log in session for application appears. 2. Input username and password. 3. Sign in Facebook |
| Alternative Flows | **Alternative flow 1: User types wrong username or password**   1. From #3 of the basic flow, a warning appears to remind users that they have just typed wrong username or password.   **Alternative flow 2: User logs in successfully**   1. From #3 of the basic flow, user accesses main interface of application or previous activity.   **Alternative flow 3: User has no Facebook account**   1. From #1 of the basic flow, user returns to previous activity. |
| Pre-conditions | User clicks Log In with Facebook button. |
| Post-conditions | Successfully Log in application and user goes to main interface. |

## Use-case: Log out.

|  |  |
| --- | --- |
| Use case Name | Log out |
| Brief description | This use-case describes how user logs out application. This use-case is a ≪extend≫ of use-case Share. |
| Actors | Customers |
| Basic Flow | 1. Log out facebook.  2. Return to previous activity |
| Alternative Flows | There is no alternative flows for this use-case |
| Pre-conditions | User clicks log out button. |
| Post-conditions | Successfully log out and return to Log In activity. |

## Use-case: Scan menu.

|  |  |
| --- | --- |
| Use case Name | Scan menu |
| Brief description | This use case describes how the app scan menu. It is a <<include>> of use-case View food 3D model |
| Actors | Customers |
| Basic Flow | 1.Camera is opened in main interface. |
| Alternative Flows | **Alternative flow 1: Scan wrong image**  Nothing is displayed, after 10s a warning appears to remind users to use images from physical menu. |
| Pre-conditions | User goes to main interface i.e. camera |
| Post-conditions | 3D model is displayed successfully |

## Use-case: View detail

|  |  |
| --- | --- |
| Use case Name | View detail |
| Brief description | This use case describes how user view detailed information of a meal. It is an <<extend>> of view 3D model use-case. |
| Actors | Customer |
| Basic Flow | 1. Detail activity starts |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User click detail button. |
| Post-conditions | Detail activity starts |

## Use-case: Interact with model

|  |  |
| --- | --- |
| Use case Name | Interact with model. |
| Brief description | This use-case describes how users interact with model. It is an <<extend>> of view 3D model use-case. |
| Actors | Customers |
| Basic Flow | 1. User use fingers to turn model around, zoom in/out. |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | Successfully display model |
| Post-conditions | Model after interacting. |

## Use-case: Customize model

|  |  |
| --- | --- |
| Use case Name | Customize model. |
| Brief description | This use-case describes how users customize model. It is an <<extend>> of view 3D model use-case. |
| Actors | Customers |
| Basic Flow | 1. Customize popup appears. 2. User chooses customized version. |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User clicks Customize button. |
| Post-conditions | Customized model is displayed |

## Use-case: Order

|  |  |
| --- | --- |
| Use case Name | Order |
| Brief description | This use-case describes how users order meal. It is an <<extend>> of view 3D model use-case. |
| Actors | Customers |
| Basic Flow | 1. Confirm popup appears 2. Click confirm. 3. Ordered meals button appear at the top right 4. Meal appeared in ordered list |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | Click order button |
| Post-conditions | Order successfully |

## Use-case: Handle orders

|  |  |
| --- | --- |
| Use case Name | Handle orders |
| Brief description | This use-case describes how users handle ordered meal. |
| Actors | Chef |
| Basic Flow | 1. View order use case 2. Finish order use case |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User uses device for chef. |
| Post-conditions | Ordered Meal is check finished. |

## Use-case: View orders

|  |  |
| --- | --- |
| Use case Name | View orders |
| Brief description | This use-case describes how users view ordered meal. It is an <<include>> of use-case Handle orders and Serve orders. |
| Actors | Chef, waiter |
| Basic Flow | 1. List of ordered meals appears |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User uses device for chef or waiter |
| Post-conditions | View ordered meals list. |

## Use-case: Finish order

|  |  |
| --- | --- |
| Use case Name | View orders |
| Brief description | This use-case describes how users view ordered meal. It is an <<include>> of use-case Handle orders. |
| Actors | Chef |
| Basic Flow | 1. Check finished checkbox beside a finished meal |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | Finished a meal |
| Post-conditions | Meal is marked finish in ordered meals list. |

## Use-case: Serve orders

|  |  |
| --- | --- |
| Use case Name | Serve orders |
| Brief description | This use-case describes how waiter serves ordered meal. |
| Actors | Waiter |
| Basic Flow | 1. View order use case 2. Check paid use case |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | User uses device for waiter. |
| Post-conditions | Ordered meal is |

## Use-case: Check paid

|  |  |
| --- | --- |
| Use case Name | Remove order |
| Brief description | This use-case describes how users view ordered meal. It is an <<extend>> of use-case Serve orders. |
| Actors | Chef |
| Basic Flow | 1. Check paid checkbox beside a paid meal  2. Paid meal is removed from ordered list |
| Alternative Flows | There is no alternative flow for this use-case. |
| Pre-conditions | Delivery a meal to table |
| Post-conditions | Paid meal is removed from ordered meals list. |