*CometBites*

**Use Case 1 – Place Order**

**SE 6387 Advanced Software Engineering Project**

**R.Z. Wenkstern**

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| **Group *CometBites*** |
| **Ronaldo Goncalves Junior** **rxp152830** |
| **Twinkle Sharma** **txs151730** |
| **Keerthi Santhalingam** **kxs142830** |
| **Ramakrishnan Sathyavageeswaran** **rxs142530** |

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| **Use Case:** Place Order |
| **ID:** UC1 |
| **Brief description:** Customer places an order from the available items provided by the food joints. |
| **Primary actor:** Customer |
| **Secondary actor:** Payment Authorization System |
| **Pre-condition:** The app user must be logged in. |
| **Main Flow:**   1. Customer accesses the system and selects the option to place order. 2. Include: *Browse Food Joints.* 3. System provides the predefined food menu for the selected food joint. 4. Customer chooses a food item. 5. Customer informs the quantity for that item. 6. System updates the order with respect to the item and quantity. 7. System presents the total amount with taxes.   *Repeat steps 4-7 until customer indicates done.*   1. Include: *Make Payment.* 2. System calculates the estimated wait time. 3. System generates an e-ticket to the user. |
| **Post-conditions:** Order is placed and customer is charged. The respective food joint starts preparing the order and customer receives an e-ticket for that order. |
| **Extension Points:** Cancel Order, step x |
| **Alternative Flows:**   1. Place Order Through App 2. Place Order Through Kiosk 3. Cancel Order |