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| USE CASE 1 | Purchase coffee | |
| Goal in Context | Drinker receives hot coffee after placing an order and paying. | |
| Scope & Level | Coffee machine | |
| Preconditions | None | |
| Success End Conditions | Drinker received ordered coffee; machine received payment | |
| Failed End Conditions | Drinker didn’t receive ordered coffee or machine didn’t receive payment | |
| Primary,  Secondary Actors | Drinker  - | |
| Trigger | Drinker choses coffee from list and pick option purchase | |
| Description | STEP | ACTION |
|  | 1 | Drinker chooses purchase coffee |
|  | 2 | Drinker chooses a drink from recipe list |
|  | 3 | Drinker choses sugar level and size of drink |
|  | 4 | System checks if drunk is available |
|  | 5 | Drinker makes purchase |
|  | 6 | System prepare drink and give it to user |
| EXTENSTIONS | STEP | BRANCHING ACTION |
|  | 4a | System displays that drink is not available. Go to step 2. |
|  | 5a | Drinker pays in cash more than necessary.  System gives change and continue. |
|  | 5b | System doesn’t have money for change – System returns money to Drinker and display to pay with card. |
|  | 6a | Remote order – System put drink into the chamber and sends verification code for application |
| SUB-VARIATIONS | STEP | BRANCHING ACTION |
|  | 5 | Purchase can be made via cash, card or blik payment. |