USE CASE 1	Buy Coffee	
Goal in Context	Drinker issues request directly to our system, expects coffee prepared and to be billed. Drinker gets corresponding points on their app.	
Scope & Level	Company, Summary	
Preconditions	We know drinker, their id, etc.	
Success End Condition	Drinker has coffee and points; we have money for the coffee.	
Failed End Condition	We have not provided coffee; Drinker has not spent the money.	
Primary, Secondary Actors	Drinker, CoffeeMaker, CoffeeMakerApp Payment service, credit card company, bank, inventory supplier, CoffeeMakerDB	
Trigger	Drinker orders coffee	
DESCRIPTION	Step	Action
	1	Drinker comes to CoffeeMaker at the kiosk
	2	Drinker selects one of the coffee menus on CoffeeMaker
	3	Drinker chooses the payment method on CoffeeMakerApp: cash, credit card or mobile payment
	4	Drinker makes payment via CoffeeMakerApp
	5	CoffeeMakerApp sends payment request to payment service
	6	Payment service confirms their payment
	7	CoffeeMakerApp receives payment confirmation
	8	Drinker receives points on CoffeeMakerApp
	9	CoffeeMakerApp sends updated points to CoffeeMakerDB
	10	CoffeeMakerApp sends coffee order to CoffeeMaker

	11	CoffeeMaker receives the order and start preparing the selected coffee
	12	CoffeeMaker serves the coffee
	13	Drinker picks up the coffee
	14	Drinker gets points on their account
EXTENSIONS	Step	Branching Action
	3a	CoffeeMaker is out of one of the ordered items: 3a1. Suggest another menu
	4a	User's credit card or mobile payment failed transaction: 4a1. Display warning and prompt user to provide different payment method or cancel the order
	7a	User forgets to pick up the coffee: 7a. Notify the user by alarming