

1. Add product to cart

Summary: Player adds product to the cart that he/she intends to purchase.

Priority: High

Extends:

Includes: Browse menu

Participators: Customer

	Actor	System
1.		Displays product categories with grid of equals
2.	Clicks on one category	
3.		Updates view with a new grid of equals with products in chosen category
4.	clicks on product	
5.		Updates with view showing product detail
6.	Choose amount to buy	
7.	Clicks on add to cart	
8.		Cart updates with the added items

2. Make an order

Summary: Send cart of items to host

Priority: High

Extends:

Includes:

Participators: Customer

	Actor	System
1.	Clicks on cart button	
2.		Show items in cart view
3.	Clicks on confirm order	
4.		Send order to the host

3. Update Queue

Summary: Confirm that it's a specific users time to pay

Priority: High

Extends:

Includes:

Participators: Bar

	Actor	System
1.	Confirm that bartender is ready for the next order by clicking the "push" button	
2.		Update list, send notification to the next customer that is in line
3.		Update all users queue position.
4.		Countdown waiting time
5.	Confirms if payment is made or not	
6		If customer shows up, do nothing.

Alternate flow: Payment is not made

	Actor	System
6		If customer does not show up, give customer a strike

4. Edit Menu

Summary: User is able to edit, remove and add products to menu.

Priority: High

Extends: managebar

Includes: createbar

Participators: Bar

	Actor	System
1.	Choose product category	
2.		Show product view

3.	choose product	
4.		show view to edit product
5.	edit product	
6.		saves edited product in menu
7.	clicks on create menu	
8.		updates database with new menu

Alternate flow: Creating new product

	Actor	System
3.	choose create new product	
4.		show view to create product
5.	click on create product	
6.		saves created product in menu

Alternate flow: Delete product

	Actor	System
5.	click on delete product	
6		product deleted from menu

5. Change order in cart

Summary: Increment or decrement amount of a given product in the cart view

Priority: Mid

Extends: 1. Add items to cart

Includes:

Participators: Customer

	Actor	System
1.	Click on the increment or decrement button on a	

	product in the cart.	
2.		Decrease the amount of the product in the cart by one and update the view.

6. Send message

Summary: Customer is able to write and send a message

Priority: Mid

Extends:

Includes:

Participators: Customer

	Actor	System
1.	Write message	
2.	Click on send button	
3.		Send message to database
4.		updates chat with message

7. Authenticate user

Summary: User authentication deciding to give host or customer privileges in application

Priority: High

Extends:

Includes:

Participators: Customer, Bar

	Actor	
1.1	If Customer: Enter customer code	
1.2.	Clicks on verify	
1.2.1		If code is corret: Show customer main view
1.2.2		Else: Display code is invalid text
Alternate flow		

2.1	If host: Enter Host code	
2.2	Click on verify	
2.2.1		If code is corret: Show host main view
2.2.2		Else: Display code is invalid text

8. Create Bar

Summary: creates a new authenticator for a bar

Priority: High

Extends: manage bar

Includes:

Participators: Bar

	Actor	System
1	Clicks on create bar	
		Show create bar view
2	enter customer and bar password	
		If passwords are valid. Show edit menu view.
		Else: display error text
3	click on create bar	
		sends authenticator to database

9. Enter chat

Summary: Enter chat to read messages

Priority: mid

Extends:

Includes: Retrive message

Participators: Customer

	Actor	System
1.	Choose name and enter the	

	chat room	
		All messages sent are retrived from the database and the view is updated with these messages
		Update the view with new messages when someone writes something

10. Receive order

Summary: Order saved locally to the host and is then displayed to him/her

Priority: High

Extends:

Includes:

Participators:Bar

	Actor	System
1		Order ends up on the database.
2		It is retrived from the database and saved to the bar's app together with an id.
3		The order from firebase is cleared
4	Bar clicks the "push" button	
5		The next order in line is displayed on the bar's phone

Alternate flow: List of orders is empty

	Actor	System
5		The old order remains on the screen