|  |  |  |
| --- | --- | --- |
| USE CASE | Order Beverage | |
| Goal in Context | Drinker choose the beverage and know the amount of money he should pay | |
| Scope & Level | Company, Summary | |
| Preconditions | None | |
| Success End Condition | Drinker made order, Cofee Machine received the order | |
| Failed End Condition | Coffe Machine doesn’t receive order or doesn’t have ingredients for it, Drinker doesn’t confirm order | |
| Primary, Secondary Actors | Drinker (Customer)  Server, Bank processing Center, Coffee Machine | |
| Trigger | The Drinker select beverage he wants to order | |
| DESCRIPTION | Step | Action |
|  | 1 | The Drinker select the beverage from the menu |
| EXTENSIONS | Step | Branching Action |
|  | 1.1 | The CoffeeMaker should persuade that there are enough ingredients for chosen beverage |
|  | 1.2 | The price of the beverage is displayed |
| DESCRIPTION | Step | Action |
|  | 2 | The drinker make actions to choose certain beverage |
| EXTENSIONS | Step | Branching Action |
|  | 2.1 | The CoffeeMaker will check that there are enough ingredients |
| alternative | 2.1a | If there is not enough inventory to make the beverage, a message will be displayed, and the user will be returned to the main menu |
| alternative | 2.2a | If the Drinker does noy confirm his choice, he should confirm his choice or do all actions again |