**Use Case**

1. Using software in normal operation

**Description**

Operator orders a meal.

**Assumptions**

Software works as intended.

**Actors**

Operator

*Order Up!*

**Steps**

1. Operator enters application.
2. Operator selects a table from Start menu.
3. Operator clicks “Next”
4. Operator selects an item from the Menu menu.
5. Operator types in quantity.
6. Operator clicks “Add”.
7. Operator REPEATS steps 4-7 as many times as desired.
8. Operator selects “modify” in top right.
9. Operator types in modifications.
10. Operator selects “done”
11. Operator is returned to Menu menu, and selects “Done” or “Checkout”.
12. Operator selects “Checkout” to finish order.
13. Operator selects “Print”.
14. Operator selects “Payment”.
15. Operator has two options: cash or credit card.
16. Operator inputs Credit Card number and other information.
17. Operator selects “Done”.
18. Alternatively Operator may select cash and “Done”.
19. Transaction finished.

**Variations**

Operator may select “back” or “done” at any time to work on transaction later.

Operator may delete items with the “edit” buttons.

**Non-Functional**

Buttons should register touch gestures readily and accurately.

**Issues**

TBD

**Use Case**

1. Operator inputs delivery order

**Description**

Operator uses delivery variation

**Assumptions**

Software works normally.

**Actors**

Operator

*Order Up!*

**Steps**

1. Operator enters application
2. Operator selects “Delivery”
3. Operator inputs Name, Telephone Number, and Address.
4. Operator follows steps from Use Case 1