Pizza Ordering System Use Cases and Diagram

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23:50 → same time

UC diagram   3/5

Order
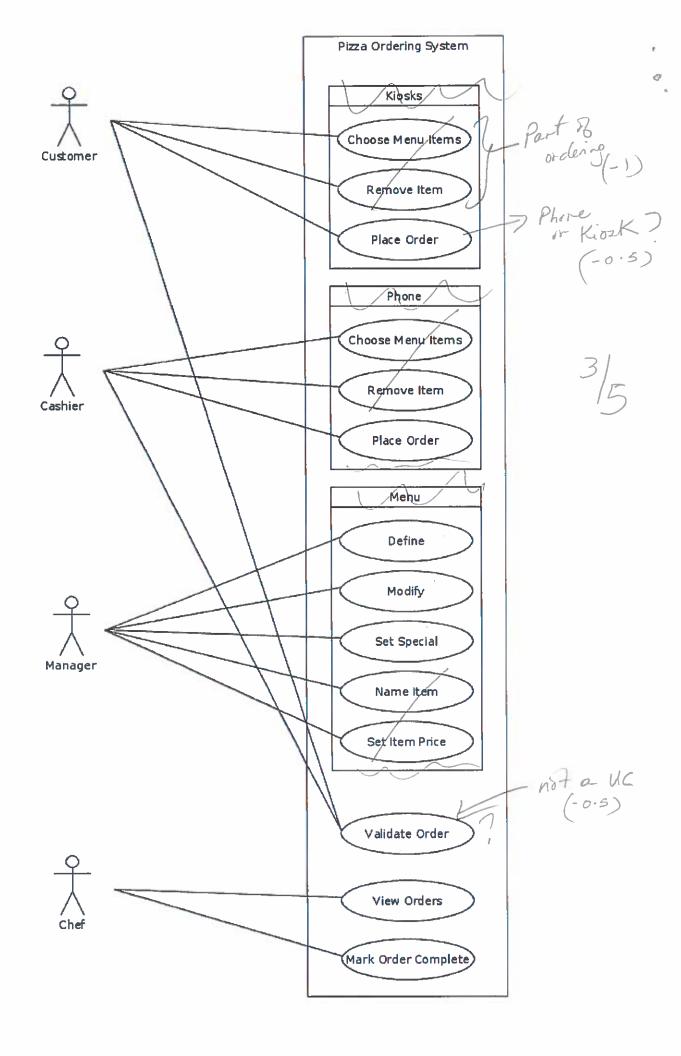
Menu

Chef

$\Rightarrow$ $\dfrac{7.5}{20}$

See comments
in document.

· In many cases your main success scenario list only one step, and
that one step represents a postcondition. Steps should tell
us what happens in the system to achieve success in
the use case.

· Your Extensions, in most cases, listed a requirement
without giving the steps.

Your attempt needs a lot of work.

Pizza Ordering System

Kiosks
- Choose Menu Items
- Remove Item
- Place Order

Phone
- Choose Menu Items
- Remove Item
- Place Order

Menu
- Define
- Modify
- Set Special
- Name Item
- Set Item Price

- Validate Order
- View Orders
- Mark Order Complete

Actors: Customer, Cashier, Manager, Chef

Handwritten annotations:

Part of ordering (-1)

Phone or Kiosk? (-0.5)

3/5

not a UC (-0.5)

?

Cashier inputs order from customer in store

(handwritten: Preconditions? Postconditions? (-2))

Scope: Pizza ordering system
Level: user goal
Primary Actor: cashier
Stakeholders and Interests: cashier, customer
Main Success Scenario:
    1; Cashier inputs order from customer in the store. *(handwritten: such as? (-1))*
    2; Order is recorded.
Extensions:
    - Cashier must be able to change what was ordered *(handwritten: what are the steps?)*
Special Requirements:
    - Cashier must be able to input anything on the menu

(handwritten: Payment!? (-2))

Cashier inputs order from customer from phone
Scope: Pizza ordering system
Level: user goal
Primary Actor: cashier
Stakeholders and Interests: cashier, customer
Main Success Scenario:
    1; Cashier inputs order from customer from the phone
    2; Order is recorded
Extensions:
    - Cashier must be able to change what was ordered
Special Requirements:
    - Cashier must be able to input anything on the menu

Customer inputs order from kiosk   *(handwritten: Not in UC diagram.)*
Scope: Pizza ordering system
Level: user goal
Primary Actor: Customer
Stakeholders and Interests: Customer
Main Success Scenario:
    1; Customer inputs order from kiosk
    2; Order is recorded
Extensions:
    - Customer must be able to change what was ordered
Special Requirements:
    - Customer must be able to input anything on the menu

Cashier receives payment from customers   *(handwritten: → Not in UC diagram)*
Scope: Pizza ordering system
Level: user goal
Primary Actor: cashier
Stakeholders and Interests: cashier, customer
Main Success Scenario:
    1; after inputting an order, the application determines what the customer must pay
    2; the payment is paid
Extensions:
    - application must handle tax

Customer views menu from kiosk
Scope: pizza ordering system
Level: user goal
Primary Actor: customer
Stakeholders and Interests: customer
Main Success Scenario:
     1; Customer requests to view menu from the kiosk
     2; Customer views the menu from the kiosk
Special Requirements:
     - Customer must be able to view entire menu

Customer removes a selection while ordering
Scope: pizza ordering system
Level: user goal
Primary Actor: customer
Stakeholders and Interests: customer
Main Success Scenario:
     1; customer removes an item from their order
Extensions:
     - Customer must be capable of removing a selection at any time prior to confirming the order.
Special Requirements:
     - Customer must be capable of continuing ordering after removing a selection

Cashier removes a selection from an order *already made and paid for ?*
Scope: pizza ordering system
Level: user goal
Primary Actor: cashier
Stakeholders and Interests: cashier, customer
Main Success Scenario:
     1; Cashier removes an item from an order
Extensions:
     - Cashier must be capable of removing a selection at any time prior to confirming the order.
Special Requirements:
     - Cashier must be capable of continuing ordering after removing a selection

Cashier validates order
Scope: pizza ordering system
Level: user goal
Primary Actor: cashier
Stakeholders and Interests: cashier, customer
Main Success Scenario:
     1; After completing an order, cashier validates that this is the entire, correct order
     2; Cashier confirms order

What does correct mean?
(-0.5)

Customer validates order
Scope: pizza ordering system
Level: user goal
Primary Actor: customer
Stakeholders and Interests: customer
Main Success Scenario:
>   1; After completing an order, customer validates that this is the entire, correct order
>   2; Customer confirms order

Chef views an order
Scope: pizza ordering system
Level: user goal
Primary Actor: chef
Stakeholders and Interests: chef, customer
Main Success Scenario:
>   1; Chef views an uncompleted order

insufficient steps / details

(-5)

Chef marks order as completed
Scope: pizza ordering system
Level: user goal
Primary Actor: chef
Stakeholders and Interests: chef
Main Success Scenario:
>   1; After an order is finished being made, a chef marks the order as completed

steps?!

Manager defines a new menu
Scope: Pizza ordering system
Level: user goal
Primary Actor: Manager
Stakeholders and Interests: Manager
Main Success Scenario:
>   1; A new menu is created by the manager   *steps!?*

Manager modifies an existing menu
Scope: Pizza ordering system
Level: user goal
Primary Actor: manager
Stakeholders and Interests: manager
Main Success Scenario:
>   1; manager is able to change the contense of an already existing menu

Manager sets the special item on an existing menu
Scope: Pizza ordering system
Level: user goal
Primary Actor: manager

Stakeholders and Interests: manager
Main Success Scenario:
    1; manager is able to change an item to be the special in an already existing menu

Steps (handwritten)

Manager names an item for a menu and adds it to the menu
Scope: Pizza ordering system
Level: user goal
Primary Actor: manager
Stakeholders and Interests: manager
Main Success Scenario:
    1; a new item is created with the specified name in the menu *this is a postcondition* (handwritten)

Manager sets the price for an item on a menu
Scope: Pizza ordering system
Level: user goal
Primary Actor: manager
Stakeholders and Interests: manager
Main Success Scenario:
    1; the price is set/changed for an item on a menu by the manager

Manager defines a menu
Scope: pizza ordering system
Level: user goal
Primary Actor: manager
Stakeholders and Interests: manager, customer
Main Success Scenario:
    1; Manager requests a new menu initialization
    2; System displays a new menu with no items
       creates (handwritten)

Manager sets an existing item as the special for the day
Scope: pizza ordering system
Level: user goal
Primary Actor: manager
Stakeholders and Interests: manager, customer
Main Success Scenario:
    1; Manager sets an item to be the special for the day   *what about groups of items.* (handwritten)
Special Requirements:
    - Manager may change the price of the item