

Use Case Name:	Place order
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Customer and Cashier
Stakeholders and Interests:	<p>Customer: Wants an easy and fast order that will make changes based off exactly what the customer's needs are.</p> <p>Cashier: Wants an easy and fast order with no system errors that may cause a loss in business or customer frustration.</p> <p>Store Manager: Wants to have a successful sale in order to have accurate and high sales figures.</p>
Pre conditions:	Customer and Cashier exist and are authenticated.
Post conditions:	Customer orders valid quantities of items that exist in the system. The payment is valid and successful.
Basic Flow:	<ol style="list-style-type: none">1. The customer identifies himself to the cashier.2. The cashier requests information needed for a sale(name, address, etc.).3. The customer provides this information.4. The cashier validates and enters the customer's information into the system.5. The cashier displays a menu to the customer.6. The customer picks an item or multiple items and tells them to the cashier.7. The cashier asks for quantities that correspond to each item listed by the customer.8. The customer provide the corresponding quantities.9. The cashier asks if the customer would like anything else or change anything on the current order.10.The customer responds no.11.The cashier finalizes the order and displays the total amount due.

Use Case Name:	Cancel order
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Customer and Cashier
Stakeholders and Interests:	Customer: Wants an easy and fast cancellation of the order they were previously placing. Cashier: Wants to cancel a valid order that is in the middle of being processed without any errors or bugs.
Pre conditions:	Customer and Cashier exist and are authenticated and the order that is to be canceled is a valid one.
Post conditions:	The customer's order is deleted which means no information about the previous order exists in the system anymore.
Basic Flow:	<ol style="list-style-type: none">1. The customer asks the cashier to cancel the order.2. The cashier will ask if the customer wants to cancel the order.3. The customer says yes.4. The cashier will delete the pending order.

Use Case Name:	Make payment
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Customer and Cashier
Stakeholders and Interests:	<p>Customer: Wants an easy and fast order that will make changes based off exactly what the customer's needs are.</p> <p>Cashier: Wants an easy and fast order with no system errors that may cause a loss in business or customer frustration.</p> <p>Store Manager: Wants to have a successful sale in order to have accurate and high sales figures.</p>
Pre conditions:	Customer and Cashier exist and are authenticated and a valid order has been placed.
Post conditions:	The customer's payment has no errors and is successful.
Basic Flow:	<ol style="list-style-type: none">1. The cashier asks the customer for any method of payment.2. The customer provides a method of payment for the exact amount due.3. The cashier verifies that the method of payment chosen is authorized and capable of making the order payment.4. The cashier displays the amount owed back to the customer and returns that exact amount.5. The customer receives the amount due.6. The cashier gives the customer a receipt.7. The customer receives a receipt.

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Use Case Name:	Create item
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Store Manager
Stakeholders and Interests:	Customer: Wants new and great tasting food to keep their business. Cashier: Wants to be familiar with new menu items. Chef: Wants to be familiar with new menu items. Store Manager: Wants new and great tasting food to keep business up.
Pre conditions:	Store Manager and a menu exist.
Post conditions:	Add a new item to the menu.
Basic Flow:	<ol style="list-style-type: none">1. Store Manager creates a new item that has a corresponding title, picture, and price.2. The store manager makes sure an existing item with the same title/picture doesn't already exist on the menu.3. The store manager adds the new item which displays the title, picture, and price.

Use Case Name:	Modify item
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Store Manager
Stakeholders and Interests:	Customer: Wants new and great tasting food at an affordable price to keep their business. Cashier: Wants to be familiar with new menu items. Chef: Wants to be familiar with new menu items. Store Manager: Wants new and great tasting food to keep business up.
Pre conditions:	Store Manager and a menu with a specific item exist.
Post conditions:	Modify an existing item on the menu
Basic Flow:	<ol style="list-style-type: none">1. The store manager selects an existing item on the menu that he/she wants to modify.2. The store manager changes the item's title, picture, or price.3. The new modified item is changed on the menu which displays the title, picture, and price.

Use Case Name:	Remove item
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Store Manager
Stakeholders and Interests:	Customer: Wants new and great tasting food to keep their business. Cashier: Wants to be familiar with new menu items. Chef: Wants to be familiar with new menu items. Store Manager: Wants new and great tasting food to keep business up.
Pre conditions:	Store Manager and a menu with a specific item exist.
Post conditions:	Remove an existing item on the menu.
Basic Flow:	<ol style="list-style-type: none">1. The store manager selects an existing item on the menu that he/she wants to delete.2. The store manager removes the item completely from the menu.3. The changed menu makes up for the deleted item and displays all of the current items available for purchase.

Use Case Name:	Set special item
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Store Manager
Stakeholders and Interests:	<p>Customer: Wants new and great tasting food at an affordable price to keep their business.</p> <p>Cashier: Wants to be familiar with new menu items.</p> <p>Chef: Wants to be familiar with new menu items.</p> <p>Store Manager: Wants new and great tasting food to keep business up.</p>
Pre conditions:	Store Manager and a menu with a specific item exist.
Post conditions:	Set an item as the special on the menu.
Basic Flow:	<ol style="list-style-type: none">1. The store manager selects an existing item on the menu that he/she wants to make the special.2. The store manager reduces the item's price.3. The new modified item is changed on the menu which displays the title, picture, and the new price.

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Use Case Name:	View orders
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Chef
Stakeholders and Interests:	Customer: The customer wants their meal quickly made and the chef needs to be able to view their order in order to prepare it. Chef: The chef needs access to customer's orders in order to prepare it.
Pre conditions:	An order and chef exist.
Post conditions:	A list of orders is displayed to the chef.
Basic Flow:	<ol style="list-style-type: none">1. The chef requests to view all orders that are waiting to be prepared.2. All orders that are waiting to be prepared are displayed.

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Use Case Name:	Mark complete
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Chef
Stakeholders and Interests:	Customer: Wants to know when their order is ready. Cashier: Wants to know that they can give the customer a complete order. Chef: Wants to know which orders are complete or not.
Pre conditions:	An order exists.
Post conditions:	An order is marked as complete.
Basic Flow:	1. After completing an order the chef displays the order as complete.

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Use Case Name:	Mark in-complete
Scope:	Pizza Ordering System
Level:	User Goal
Primary Actor(s):	Chef
Stakeholders and Interests:	Customer: Wants to know when their order is ready. Cashier: Wants to know that they can give the customer a complete order. Chef: Wants to know which orders are complete or not.
Pre conditions:	An order exists.
Post conditions:	A complete order is marked as incomplete.
Basic Flow:	1. A complete order is displayed back to incomplete as per orders of the chef.

Use Case Diagram

