A bowling center wants to replace its old software system that is responsible for keeping track of player scores and game states with a new, extensible system.

Customers first go to the front desk, where an employee tells the system to unlock a bowling lane. In front of each lane is a keyboard-like interface that allows customers (players) to interact with the system. Before starting a game, players can enter their names.

After each shot, the pinsetter machine reports the amount of fallen pins to the system. Sometimes, the pins are not counted correctly, and therefore the score is wrong. The players can then correct the result via the interface. If there is a bigger problem with the machine, the players can also tell the system to call in an employee.

The system provides some options for employees only, accessible via the client tool. For example, employees can use the system to delete a result or to reset the pinsetter machine. When the customers leave, the employee tells the system to lock and shut down the lane.