Project Description

We are developing the Store Products Management System, an application that simplifies the management of a restaurant's core operations, Like products management, billing, and user account administration. Our system allows staff to handle tasks like adding, editing, and deleting products and managing user accounts with different roles (Admin and Guest).

Overview

Our System's primary goal is to develop an accessible application that helps store staff manage products and accounts while reducing manual, repetitive tasks. Admins will be able to update the products and manage user accounts, while guests can view products and potentially place orders.

Team Members

We are a team of three:

- 1. Rishikesh
- 2. Sai Saketh
- 3. Jaydeep

Responsibilities for Team Members

Rishikesh - Frontend Development:

Responsible for designing the user interface, focusing on accessibility and ease of use. He will handle layouts for the login, item management, and user account management screens.

Jayadeep - Backend Development:

Will work on the logic, implementing core functionalities like adding, deleting, and updating products, as well as managing user roles and authentication processes.

Sai Saketh - Database Design and Management:

Will design the database structure, creating tables for users, products, and orders. Including organizing data efficiently and handling CRUD operations.

Feature List

User Login and Authentication:

1. We will implement a login system that verifies user credentials, assigning roles (Admin or Guest) to control access to different features.

Prototype: A basic login screen with role-based access.

User Management:

1. Admin Only:

Admins will have access to functions for creating, deleting, and modifying user accounts.

Prototype Implementation: Admin functionalities for account management.

Products Management:

1. Add New products:

Admins can add new products to the store, specifying details like name, price, and description.

2. Edit Existing products:

Admins can update details for products, such as pricing or availability.

3. Delete products:

Admins can remove Products.

Prototype Implementation: Basic interface for adding, editing, and deleting products.

View products:

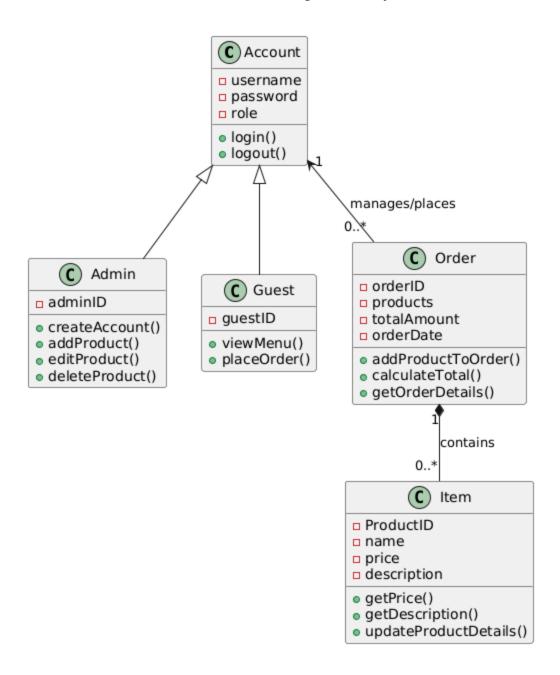
1. Guest Access:

Guests can view all available products, providing an overview of what the store offers

Prototype Implementation: A simple item viewing feature for guests.

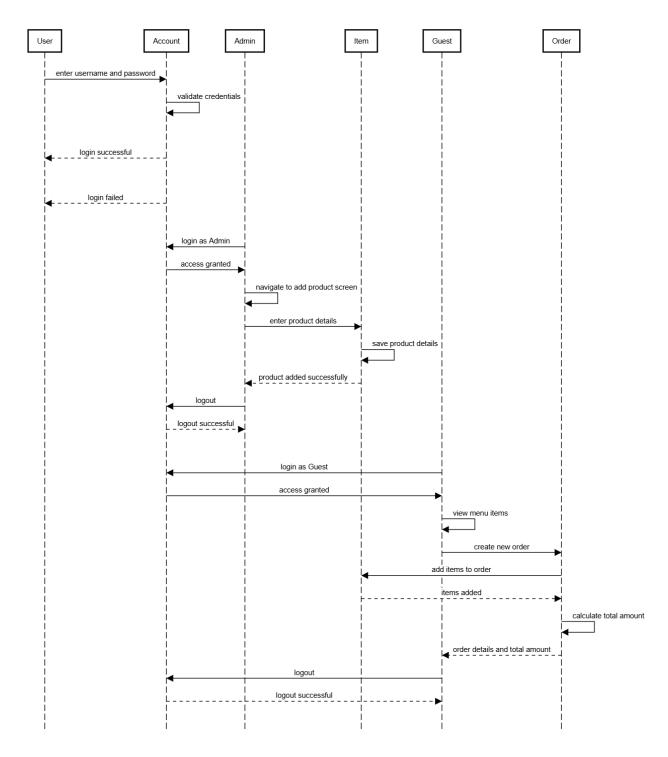
UML Class Diagram

(Our initial UML, will update as we go)



Sequence Diagram

(Our initial sequence diagram, will update as we go)



Database Design (ERD)

(Our initial ERD , will update as we go)

