# ASSESSMENT 1 Agile Team Charter

## Group 9

## SCRUM TEAM COMPOSITION

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| **Project Name** | eRestaurant |
| **Product Owner (Client)** | Gabrielle Anderson |
| **Development Team** | Software Engineering team – Group 9 |
| **Scrum Master (Team Leader)** | Zhihao Xing |

## BACKGROUND

The basic project idea is about booking table and ordering dishes online. Specifically, we will develop a smart phone application which supports both Android and IOS system and website application. The functionalities which will be operated include:

* User login/registration: Customers must first register themselves to login into the system; Registration is not required for restaurant staff
* Book an available table for a selected date and time
* Make meal orders based on selection from lunch or dinner menu items; orders may be changed or deleted up to the day prior to the booking
* Maintain rewards and/or discount offers applicable for a specified period of time
* Maintain menu and menu items and their costs by category of items
* Automated calculation and display of invoice for a table with option to print
* Maintain staff members, their roles and personal details
* Online response times of 3 seconds or under
* Availability 24 / 7 except for maintenance times on Sundays between 2:00am and 6:00am

Throughout these functionalities, customer accounts and personal details need to be recorded in database.

Our goal is to build application with clear, beautiful and readable user interface which make customers can enjoy the process of booking and ordering so that they will choose online way more rather than booking through call and ordering in restaurant.

Staff can also do maintenance on the application entering by staff account. Time limited rewards or/and discount can be offered on this app and each reward will be allocated a QR code which need to be showed when customers use reward. Staff can modify menu and menu items and costs, and manager can edit the staff and staff details when staffs retire, or restaurant has new staffs.

Application also supports to calculate cost of table automatically and display invoice with option to print. The response time of app need to be within 3 seconds so that make customers have a good online experience and make works keep going efficiently.

The external stakeholders/users include customers, staffs, manager and owner. The internal stakeholders include the Product owner, Scrum master, Business analysts, Testers and Developer etc.

The estimated cost of acquisition over the life cycle of this project is $138, 500.

With the popularity of takeout delivery service, lots of people choose to order at home rather than dine in restaurants. This project can extend a short-range takeout delivery service to satisfy the customers who require eat at home. What is more, many various customers browse this app to book and order. Therefore, running advertisement is good way to get expense which can be use on maintaining the application.

## TEAM COMPOSITION AND ROLES

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| **Team Member** | **SCRUM Role** | **Description** | **Feature/Task Allocation** |
| Zhihao Xing | Scrum Master and Leader | * Develop software project plan. * Leading the software project team. | * Registration * Login |
| H M Chamod Herath | Development team members | * Develop design brief and outline design objectives | * Booking * Menu |
| Andie Lin | Development team members | * Backend | * Order * Payment |
| Ahmad Yawari | Development team members | * Backend programming | * Promotion * Expansion |

## PROJECT PLANNING (operations and schedule)

Team activities and decisions making are all through meeting which will be held on both inside and outside of the studio environment. Inside meeting will take place before or after the Tuesday studio. Quickly report progress of project such as problem and confusion during the process. Outside meeting will clarify the requirements and specific problem and issues.

To ensure to satisfy the requirements, we will contact stakeholders when find confused requirements. The works on the project will be always surround the stakeholder's requirement. We will also increase the communication with stakeholders and discuss how the project will be going so that emphasize with them.

If a team member pulls out during the process, we will have a meeting to discuss the allocation of his/her works and adjust project plan to keep project going. If new person joins during the process, we will allocate him/her to proper group following the existing member and understand the project requirements.

In sprint 1, we will start on the major functionalities and finish them in a basic level. In sprint 2, almost functionalities need to be completed and find out and fix up all breakdown bugs. In sprint 3, we will complete required functionalities and fix up all existing bugs.

## FUNCTIONAL TESTING

Functional testing is a type of software testing that validates the software system against the functional requirements/specifications.

Follow the functional testing process, the first step is understanding the requirements. It needs to be clear what is needed in the program, what is the expected output and what reason leading to the bugs when unexpected output takes place. In conclusion, we need to be most familiar with that program.

Then we need to identify test input or test data based on requirements. We will clarify what kind of inputs are satisfying the requirements and record them for using in testing.

Using the recorded inputs which satisfy the requirements to compute expected outcomes manually or using other applications and programs.

Entering the proper input to program executing and compute outputs which will be recorded.

Finally, we will compare the actual outputs with the computed expected outputs to show that if there are any bugs existing in the program.

## CADENCE/TIMING

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| **Daily SCRUM Stand Up Time** | 13:00pm Daily |
| **Release time** | Full product release on the 26th of April 2021 |
| **Sprint time** | Once weekly. Deliver new functionality and perform sprint retrospective each week. |

## TOOLS

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| **Team Collaboration** | * Google Docs * Trello * GitHub * Messenger * Microsoft Team |
| **Code repository name/location?** | *https://github.com/AndLin-hub/SES1Agroup4* |
| **Documentation Location** | * Google Drive * GitHub (code-based documentation) |
| **Testing Tools** | *Agile Static Testing* |

# User Story Map

