DoughDoughs Online Ordering System

Group D  
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# Table of Contents

1. 1. Project Vision and Description
2. 2. Team Roles
3. 3. Collaboration Methodology
4. 4. The Definition of 'Done'
5. 5. Product Design
6. 6. Sprint 1 Retrospective Summary Report
7. 7. Sprint 2 Retrospective Summary Report
8. 8. References

# Project Vision and Description

Vision Statement: DoughDoughs aims to create a delightful pizza ordering experience by providing a modern, user-friendly online platform that reflects our passion for quality food and exceptional service. Our website will serve as a digital hub for customers to explore our menu, enjoy seamless ordering, and take advantage of exclusive promotions—all while fostering a strong connection to our community.

Product Description: The DoughDoughs Online Ordering System is an innovative web platform designed to enhance customer experience at DoughDoughs Pizzeria. This responsive and intuitive website will provide a comprehensive view of our offers, enabling customers to place customized orders with ease.

# Team Roles

Product Owner – Emma Monroy-Rincon: Responsible for managing the product backlog, ensuring resources, prioritizing features, representing stakeholders, budget reporting, creating user reports, clarifying requirements, removing obstacles, assessing performance, adding user stories, and preparing for the next sprint.

Scrum Master – Michael McCoy: Facilitates the Scrum process by organizing sprints, running meetings, and ensuring that the team follows Agile practices.

Lead Developer – Antoine Gaton: Oversees the entire development process, setting technical directions, guiding the development team, and aligning technical aspects with business goals.

Developer – Wesley McElhinny: Multi-tooled member responsible for creating and maintaining the GitHub repository, and providing development expertise.

# Collaboration Methodology

The development team will use Discord for communication and GitHub for configuration management. Discord allows for voice and text chat and document sharing, supporting agile methodology through daily check-ins. GitHub will be used to track completion and ensure code quality.

# The Definition of 'Done'

1. Requirements Completion: All functional and non-functional requirements specified in the project documentation are met.  
2. Regression Testing: Any code changes must pass a comprehensive regression test.  
3. GitHub Project Tracker: The item must be marked as closed, indicating it has been reviewed.  
4. Product Owner Acceptance: The completed task must be approved by the product owner.

# Product Design

\*\*High-Level Design\*\*

System Architecture Overview: The DoughDoughs Online Ordering System consists of the following key components:  
- Frontend Web Application: Built with React, delivering a seamless user experience.  
- Backend Server: A Node.js server handling business logic and secure data transfer.  
- Database: A relational database optimized for efficient data retrieval.  
- Payment Gateway Integration: Handles secure transactions with Stripe and PayPal.  
- Admin Management Portal: Restricted interface for managers to update menu items.

\*\*Detailed Design for Sprints 1 and 2\*\*

Sprint 1: Focuses on user registration and menu browsing with the implementation of essential classes.  
Sprint 2: Emphasizes order processing and payment features, completing key order and payment functionalities.

\*\*Security Concerns\*\*

1. HTTPS for all transactions.  
2. SQL Injection Prevention: Prepared statements for all database queries.  
3. Role-based Access Control: Ensures authorized functionality access.  
4. Authentication and Session Management: Secure cookies and session timeouts.

# Sprint 1 Retrospective Summary Report

\*\*Things That Went Well:\*\* Collaborative teamwork and meeting all sprint goals.

\*\*Things That Could Have Gone Better:\*\* Time management improvements are needed.

\*\*Things That Surprised Us:\*\* Ease of integration with the GitHub workflow.

\*\*Lessons Learned:\*\* Importance of setting realistic goals.

# Sprint 2 Retrospective Summary Report

\*\*Things That Went Well:\*\* Better task assignment and increased productivity.

\*\*Things That Could Have Gone Better:\*\* Early testing to catch bugs sooner.

\*\*Things That Surprised Us:\*\* Positive user feedback during demos.

\*\*Lessons Learned:\*\* Value of user feedback for iterative improvement.

# References

Kondura, S. (n.d.). Role of a Product Owner in a Sprint Review. Retrieved from Premier Agile: https://premieragile.com/role-of-a-product-owner-in-the-sprint-review/#:~:text=Product%20Owner's%20involvement%20during%20a%20Sprint%3A&text=During%20the%20Sprint%2C%20they%20answer,Done'%20along%20with%20the%20Developers.

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