Team Six Deliverable Three

Andrew Clifford (19798632)   Anzac Morel (66261880)   Connor Macdonald (41647584)
George Stephenson (97277741)   Hamesh Ravji (43832772)   Rchi Lugtu (89933448)
Taran Jennison (67420293)

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UC1	Add money to the cash register	$200 in the cash register
UC2	Remove money from the cash register	$200 in the cash register
UC3	Too much money is removed from the cash register	$30 in the cash register
UC4	Add an item to the current order	One burger in the current order
UC5	Remove an item from the current order	One burger and one chips in the current order
UC6	Cancel the current order	The current order contains one burger and one chips
UC7	Refund the total cost of an order	The cost of the order that is to be refunded was $15 and there
UC8	Customise a menu item	The current order contains one burger
UC9	Add a new menu to the system	There are zero menus in the system
UC10	Add an item to an existing menu	A menu contains zero items
UC11	Remove an item from an existing menu	A menu contains one item, Burger
UC12	Edit an item	Burger doesn't contain tomatoes
UC13	Add a recipe to a menu item	Burger doesn't have a recipe
UC14	View the recipe for a menu item	Recipe for a burger needs to be viewed
UC15	Add stock items	5 buns are currently in stock
UC16	Update stock when stock is used	2 chips are currently in stock
UC17	Item with no stock is ordered	0 chips are currently in stock
UC18	View available stock	Levels of stock need to be viewed
UC19	View daily sales	Daily sales need to be viewed
UC20	Generate sales report	Sales report is needed
UC21	Change price of item	Price of burger is $10
UC22	Save menus to external file	Menus need to be exported
UC23	Load menus from an external file	Menus need to be imported
UC24	View sales from previous days	Previous days sales need to be viewed
UC25	Confirming an order	Current order contains one burger and one chips, total cost is $

7 Acceptance Testing

8 Deployment Model

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Hello i am gui

12 Risks

The risk assessment module analyzes a number of different risks that both the team as well as the operator (user of the software) must be aware of during development and use of the software. Each risk is analyzed by multiplying its likelihood of occurring by the impact of the consequences on the group/user. This allows (low-likelihood, high impact) risks to be compared to (high-likelihood, low impact) risks. Most importantly, the last column of the table indicates how the risk can be avoided altogether, so this table should be referenced regularly.

ID	Description	Likelihood %	Impact 1 - 10	Exposure L * I	Ow
R-01	Team Conflict	10%	1	0.1	Tea
R-02	Unfamiliar Development Tools	20%	2	0.4	Tea
R-03	Unfamiliar APIs/ libraries, various programming skill levels	90%	5	4.5	Tea
R-04	Miscommunication with lecturers	80%	5	4	Tea
R-05	Loss of data, problem with import of data	20%	6	1.2	Tea
R-06	Product does not agree with stakeholders expectations	90%	10	9	Tea
R-07	Code written by individual team members not readable by others	70%	4	2.8	Tea
R-08	GitLab, Google Drive, etc. become unavailable	2%	7	0.14	Tea
R-09	No Internet	5%	6	0.3	Tea
R-10	Bug in software e.g. bug says something gluten free when actually it isn't	90%	10	9	Tea

13 Testing Protocol

1	RowCol1	Row1Col2
2	Row2Col1	Row2Col2
3	Row3Col1	Row3Col2

Table 1: First Table

14 Project Timeline

15 Document Changelog

Appendices

A   Class Diagram