

Managing orders in a pizzeria



1. Objective of the Seminar

- Each student can work individually or in pairs.
- You must choose 4 of the 6 personas proposed in the personas.ppt document and **design several complete usage scenarios** for the application described below, one for each chosen persona.
- Once the scenarios are finished, they will be saved in a PDF file with the name, surname and UO of the student, which must be **delivered** through the corresponding task enabled on the virtual campus (Seminar 1 delivery) with a deadline of **Thursday 26 September at 9:00 p.m.** In the case of working in pairs, the delivery will be made individually by each member of the same.

2. Introduction to the application

A pizza restaurant company manages table reservations through a Web application, so that it only accepts customers who have made a reservation in advance and who have been sent a reservation code. They now want to automate the management of orders, so that they can be made from electronic devices available at each table. In addition, to liven up the wait, customers can choose

to participate in a game in which, in addition to having a good time, they have the chance to win a prize.

3. Objectives of the application

It is about developing a visual desktop application with basic interaction through the mouse, with the following objectives:

- The application will ask the customer for their **ID** and the assigned **reservation number**. After checking that the reservation details are correct, the customer can continue interacting with the application.
- The application will then allow a user to consult the restaurant's menu and place an order.
- The application must show the customer a summary of the order and the total amount to be paid.
- Once the order has been placed, if the user wishes, they can access a game that will allow them to win various prizes (discounts, free products, etc.). Only one game can be played per order.
- It will also present the user with a list of obtained prizes, whenever that happens.

4. Order management

- The application will have access to the list of products in the menu, with the following information about each of them:
 - **Name:** Product name
 - **Description:** Most relevant features of the same
 - **Possibility of adapting to food intolerances:** it will be indicated if it is possible to prepare the product differently depending on the intolerance or allergy specified by the client.
 - **Category:** Drink, Salad, Starter, Bread, Pasta, Loaf, Pizza, Dessert
 - **Price:** Price of each product. All taxes are considered included.
 - **Photography:** Product Image
- Whenever the user starts an order, one of the pizzas will be randomly selected as the pizza of the day and will be on sale, with a 20% discount on the original price.
- The user will be able to consult the list of all products and will be able to add to the order all those that interest them, indicating, whenever it is necessary and possible, if the product has to be prepared differently due to intolerance.
- The customer can also modify the order, adding more items or deleting or modifying items already added.
- The order and its price must be always visible/accessible so that the customer can check what is included and the amount to be paid.
- The details of an order can be modified at any time before its confirmation.
- To finish the order, the customer will add any comments they deem appropriate, especially if they have indicated that a product needs to be prepared in a special way due to intolerance. Once finalized, the order will be sent to the kitchen for preparation. The customer must be informed of its reception in the kitchen.

5. Game Development

- After completing their order, if the customer wishes, they can access a board game to try to win a prize.
- They are only allowed to play once per reservation.
- The game is played on a 4x4 board in which several pairs of elements will be hidden.
- The client will have the opportunity to uncover boxes two by two. If they match, the client will win a prize and the boxes will remain uncovered. If not, both boxes will be hidden again. The number of attempts to match will be 5. (The more specific rules of the game are not relevant for this first seminar work).
- The game ends when the 5 possible attempts are wasted. At the end of the game the client will be able to:
 - Having won one or more awards
 - Not having achieved any
- The customer will be informed of the result of the game and, in case of having won any prize, a summary of the prizes obtained.

6. End of interaction

When the client finishes interacting with the application (end of the order without playing or end of the game), it must be ready to manage a new order.