

EECS3311 Section M

Vision Statement and Stories

Team 14

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Byte-Sized System Vision Statement

The Byte-Sized system will help to aid customers order pizza easily from their local single-shop pizza joints. Similar to the ordering sites of larger pizza chains, the system will allow for item customization as well as add-ons made available by the store owners. The user will also be able to register an account and save past purchases, making newer ones easier, as well as be notified when an item has run out. Furthermore, owners will be able to easily implement discounts on select items or combinations and, in general, have the ability to easily manipulate their digital store from the system.

The main demographic the system will be designed for are the customers—those who wish to order either delivery or pick up. Having in mind the goal of developing a simple and memorable design, a user should easily order what they want without much effort.

As mentioned, pizza joint owners can also use this system. Whether to change the pricing, introduce a discount or even update stock, the system will present a method for owners to intricately handle their digital store. This will come with the expectation that owners can achieve the changes they want with little trouble, thus presenting a large level of freedom without having to make a platform from scratch.

With the goal of expanding into a larger food ordering application that can reach small local food stores, the system will continue to be developed as a desktop application that can be easily accessible. In further releases, the program can reach various different domains either as a phone application or a web-based interface.

The pre-release versions of this system will include only a small range of randomly generated pizza places. This will help to simulate the user experience and develop the overall design. The final version of this system will aim to be able to interact with local food joints, specifically pizza places, but the randomly generated pizza places will be involved for most of the design process.

With the implementation of a desktop app that can be easily accessible to users on different platforms, the effort needed to quickly browse food spots that are local will significantly decrease. The difference, between Byte-Sized and other programs surrounding food like Uber, will be the level of freedom owners have in governing their store page on the app.

The development and implementation of Byte-Sized will be considered successful once a few criteria are fulfilled. One would be that orders can successfully be made, recorded and delivered. It follows that data, like prices and stock, would be accurately received and changed through the course of the system's usage. This is a goal that would ideally be achieved early on in the release stages and otherwise be maintained. Another would be that the changes made by an admin, here as a pizza joint owner, are saved and updated for the system for all future uses.

Big Stories

Shopping Cart

[iteration1]

As a customer, I want to be able to add customized food items to the shopping cart and keep track of the items that were in the queue for purchase.

Priority: High

cost: 5 Days

Ordering

[iteration1]

As a customer, I would like to be able to organize an order and send it to a restaurant to prepare it. I should be able to “check out” my shopping cart and send a receipt to both myself and the restaurant.

Priority: High

cost: 14 Days
Actual cost: 5 Days

Deals and Discounts

[iteration3]

As a restaurant owner, I want to create promotions that will give customers a discount if specific conditions are met. Customers should be informed of the promotions as well.

Priority: Medium

cost: 12 Days

Account Registration

[iteration 2]

As a customer, I want my previous orders to be remembered. I should be able to log into a password-protected account and have easy access to all of my info.

Priority: High

cost: 12 Days

Inventory

[iteration 2]

As an administrator, I do not want customers ordering items that are out of stock. The software should be able to keep track of the number of food items available, and inform the customers when something is sold out and prevent them from purchasing it.

Priority: High

cost: 8 Days

Admin Access

[iteration 2]

As an admin, I would like to be able to log in to a special account that grants increased powers. Examples include the ability to change prices and promotions quickly and easily, as well as rewrite the inventory quantities and modify customer account info.

Priority: Medium

cost: 14 Days

Access Inventory**[iteration 2]**

As an admin, I should be able to view and manipulate a database that provides a real-time list of items our restaurant sells and their quantities, down to the last pizza topping.

Priority: Medium

cost: 14 Days

Multiple Restaurants**[iteration3]**

~~As a customer, I would like to be able to order food from a variety of pizza places. And so I would like to be able to choose a specific restaurant from the app while also being recommended locations that are within a reasonable distance~~

Too large of a task and required extensive knowledge on the databases we've developed which was not available at the time of this iteration.

Priority: Low

cost: 10 Days

Store Information**[iteration3]**

As an administrator, I recognize that every store is different. Each store should have its own inventory and products.

Priority: Medium

cost: 6 Days

View Items and Ingredients**[iteration1]**

As a customer, I want to be able to know what is available for me to order; pizza, pizza toppings or any additional items.

Priority: High

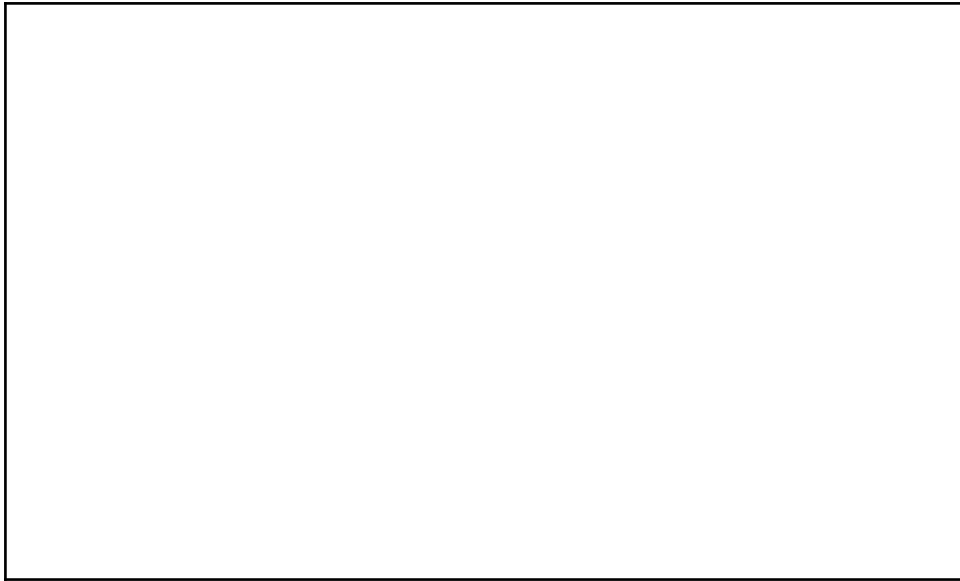
Cost: 6 Days

Receipt Storage**[iteration1]**

As a chef, I need to know what my customers are ordering. Any receipts sent to the restaurant by customers are stored in the same inventory as the food. Any admins logged on will receive a notification to alert them that an order has arrived.

Priority: High

Cost: 14 Days



t1 User Stories

Pizza Customization

Pizza orders can be edited from a list of options.

Priority: High

Cost: 2 Days

Ingredient / Item Displayed

All ingredients and items are shown and are updated with their respective information in real-time; like pricing.

Priority: High

cost: 2 Days

Categorise Ingredients / Items

Separate the ingredients and items by type in a list.

Priority: High

Cost: 2 Day

Customer Orders are Delivered to Restaurants

Send receipt of customer orders to admin servers.

Priority: High

Cost: 14 Days
Actual cost: 4 Days

Add Custom Instructions

Allow customers to write custom instructions in a text box pertaining to the order.

Priority: High

Cost: 1 Day

Sort Ingredients / Items in Alphabetical Order

Arrange ingredients and items in a list alphabetically.

Priority: Medium

Cost: 1 Day

Remove Ingredients / Items

Remove selected ingredients or items if in the case when the customer changes their mind.

Priority: High

Cost: 2 Days

Sort Products / Items by Price

Arrange the list of products and items by price from lowest to highest.

Priority: Medium

Cost: 1 Day

Ordering

Give a choice of method of ordering; either by pick-up or delivery.

Priority: High

cost: 0.5 Days

Receipt

After ordering, a customer (user) will retain a receipt that has all the needed information regarding the purchase made.

Priority: High

cost: 2 Day
Actual cost: 1 Day

t2 User Stories

Clear All (Client Team)

A method of clearing all the decisions; going back to a blank order.

Priority: Medium

cost: 0.5 Days

Account Log In

A method with input boxes used to access an account linked to the credentials.

Priority: High

cost: 2 Days

Account Registration

A method with input boxes used to create an account tied to the credentials typed.

Priority: High

cost: 2 Days

Stock Count

A tracker tied to the inventory DB that displays the number of units of the respective ingredient.

Priority: High

cost: 1 Days

Admin Access

A separate interface prepared for an admin account that is used to access separate functions unseen by a typical user.

Priority: High

cost: 3 Days

Inventory

A database that contains the stock of all the ingredients.

Priority: High

cost: 3 Days

Account Database

A database that contains all the accounts created.

Priority: High

cost: 3 Days

Inventory Manipulation

A method of changing the inventory from the GUI having logged in as an admin.

Priority: High

cost: 2 Days

Testing

A way to test the methods written out in the program through different expected and actual values (JUnit) and through processes (Integration)

Priority: High

cost: 2 Days

t3 User Stories

Order Status (Client Team)

A visual representation of the stage of the order. Can range from being in the oven to being on the road.

Priority: High

cost: 2 Days

Account Database

A memory storage for accounts belonging to users using the program; containing username, passwords as well as the level of access tied with the account (user vs admin).

Priority: High

cost: 5 Days

Coupons

A method of providing a discount to customers under certain conditions which in this case was a string of letters under special occasions.

Priority: High

cost: 3 Days

Store Information

A method of knowing the important information pertaining to the store connected with the program.

Priority: Medium

cost: 2 Days

User Experience with UX

An overhaul with the UI design and its functions to better suit the users experience both visually and functionally.

Priority: Medium

cost: 2 Days

Extensive Display for Admins

A control panel available to admins that contains the majority of utility needed to operate the online store.

Priority: High

cost: 3 Days

Log In

A method of accessing one's account through the app using the right credentials.

Priority: High

cost: 2 Days

Registration

A method of creating an account and storing it for future use.

Priority: High

cost: 2 Days

Log Out

A method of exiting one's account and returning to the login screen.

Priority: High

cost: 1 Days