# **CSC289 Programming Capstone**

# **Project Plan**

**Project Name:** *CentRes*

**Team Number:** *#6*

**Team Lead/Scrum Master:** *Carson Pribble*

# Team Member Details

| Name | Email | Phone | Role |
| --- | --- | --- | --- |
| Carson Pribble | cwpribble@my.waketech.edu | 919-943-6923 | Project Manager/Test Automation |
| Stephon Short (Andy) | sashort@my.waketech.edu | 919-215-5154 | Data/SQL/QA |
| David Utshudiema | dbutshudiema@my.waketech.edu | 919-746-5987 | Front-End (HTML, CSS) |
| Kristen Dine | kcdine@my.waketech.edu | ? | /Cloud |
| ? Donovan Mahan ? | dlmahan@my.waketech.edu | ? | ? |

# Industry Mentor Details

| Name | Email | Phone | Preferred Contact |
| --- | --- | --- | --- |
| Heber Romero | hromerot@redhat.com | ? | ? |
|  |  |  |  |

# Instructor Details

| Name | Email | Phone | Preferred Contact |
| --- | --- | --- | --- |
| Susan Rizzo | srizzo@waketech.edu | N/A | Email / TEAMS |

# Project Objectives

Our objective is to implement a streamlined and locally deployed Point-Of-Sale system that can handle the daily tasks necessary to efficiently run a restaurant.

# Project Scope

* Application will have four unique user interfaces, one for each employee type. These employee types include the following designations: Manager, Serving Staff, Hosting Staff, Back-of-House (Line-cooks).
* Some of these interfaces will include links to different views that allow for more information/forms in other windows.
* Maintains non-monetary data collected over time to be used for managerial analysis.
* Will not handle payment transaction nor financial data for analysis.
* Will not be a platform for employee communication and scheduling.

# Project Overview

Servers will have an easy-to-read display that keeps track of things such as menu items, prices, order time, and order status. They can also view their current tables and see the current bill/tab for each table, see the average order time, and display information associated with a table. Line cooks/Chefs will see the current orders placed and the time they were placed. They can notify the server when an order is ready. The application will display the menu and allow the manager the ability to add or edit items in an order. When viewing a table, the server/manager can view or distribute an itemized bill to the customer. The application will display all tables allowing host/hostess to assign tables to specific servers.

# Project Goals

Goals should be S.M.A.R.T. (Specific Measurable Acceptable Realistic Timebound)

| Goals | *S.M.A.R.T. goal* |
| --- | --- |
| **Project Goal 1** | Database schema implemented. Login and Logout functionality. Implement the first iteration of the server’s user interface. Server interface will be capable of displaying the menu and placing orders. Login, Server and Database functionality being completed will be necessary to produce a working product. Time would be the most likely constraint for developing a second user interface. |
| **Project Goal 2** |  |
| **Project Goal 3** |  |
| **…** | … |

**Note**: See reference information at end of document

# Project Assumptions

{List any assumptions made that could impact the ability of the project team to achieve the project objectives}

# Project Resources Required

{List any known dependencies that could constrain the ability of the project team to achieve the project objectives}

# Project Constraints

{List any know dependencies that could constrain the ability of the project team to achieve the project objectives.}

# (Tentative) Meeting Dates/Times/Venues

Provide details of the meeting dates, times and locations you have arranged with your team and with Industry Mentor(s). Remember to send a calendar invite!

**Note**: You should expect to meet, *at minimum*, once-per-week for Scrums once Project Execution begins. More frequent (*short*) meetings will help maintain communication and momentum while working on this project, so additional scrum meetings are recommended during Sprints. The more successful teams in previous semesters met 2-3 times a week.

# Meeting Details

| Milestone – Week (Activity) | Date/Time | Date/Time | Date/Time |
| --- | --- | --- | --- |
| Milestone 2 – Week 1 (Project Plan) |  |  |  |
| Milestone 2 – Week 2 (Project Plan) |  |  |  |
| Milestone 3 – Week 1 (Sprint 1) |  |  |  |
| Milestone 3 – Week 2 (Sprint 1) |  |  |  |
| Milestone 3 – Week 2 (Sprint 1) |  |  |  |
| Milestone 4 – Week 1 (Sprint 2) |  |  |  |
| Milestone 4 – Week 2 (Sprint 2) |  |  |  |
| Milestone 4 – Week 3 (Sprint 2) |  |  |  |
| Milestone 5 – Week 1 (Sprint 3) |  |  |  |
| Milestone 5 – Week 2 (Sprint 3) |  |  |  |
| Milestone 5 – Week 3 (Sprint 3) |  |  |  |
| Milestone 6 – Week 1 (User’s Guide) |  |  |  |
| Milestone 6 – Week 2 (Presentation Prep) |  |  |  |
| Milestone 6 – Week 3 (Presentation) |  |  |  |

## NOTES

* You should be able to get the Project Objectives from the SRS document.
* You should be able to get the Project Scope from the SRS document.
* You should be able to get the Project Overview from the SRS document.
* You should be able to come up with at least 3 Project Goals.
  + A project goal is a desired outcome of a project
  + A project goal is a high-level statement providing overall context of what a project will accomplish
  + A project goal, although high-level, should still be a S.M.A.R.T. goal
* The purpose of the Project Plan is to establish team member roles, meeting schedules, etc.
* Prioritize your features keeping your end user’s needs in mind (not yours).
* This is NOT a static document. You may find you need to make changes as development progresses and feedback is received.

## REFERENCES

* What are SMART Goalls and How to Write Them (With Examples!)
  + URL: <https://clickup.com/blog/smart-goals/>
* How to Write SMART Project management Goals
  + URL: <https://project-management.com/smart-goals/#goals>

