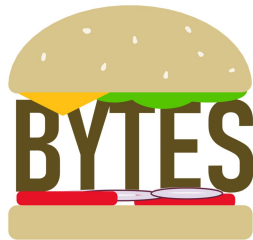**Deliverable 3 Presentation**

Topics

1. Product and Sprint Backlogs

2. Task Board Usage

3. Burndown Chart Usage

4. Git Repo Usage

5. Tools Used

6. System Design

7. Demo of First Release

Product and Sprint Backlogs

- Added 2 stories to product backlog (web/app logins)
- Moved top-priority stories to sprint backlog, added:
  - Acceptance criteria
  - Tasks
  - Time estimates

Priority 1 **Goals** **D3**

(2) As Victor, I want a pre-made selection of goals to for my restaurant profile.

☑ 2/2

Interfaces **Priority 1** **Goals** **D3**

(29) As a restaurant owner, I want an interface that allows me to add goals on my restaurant profile.
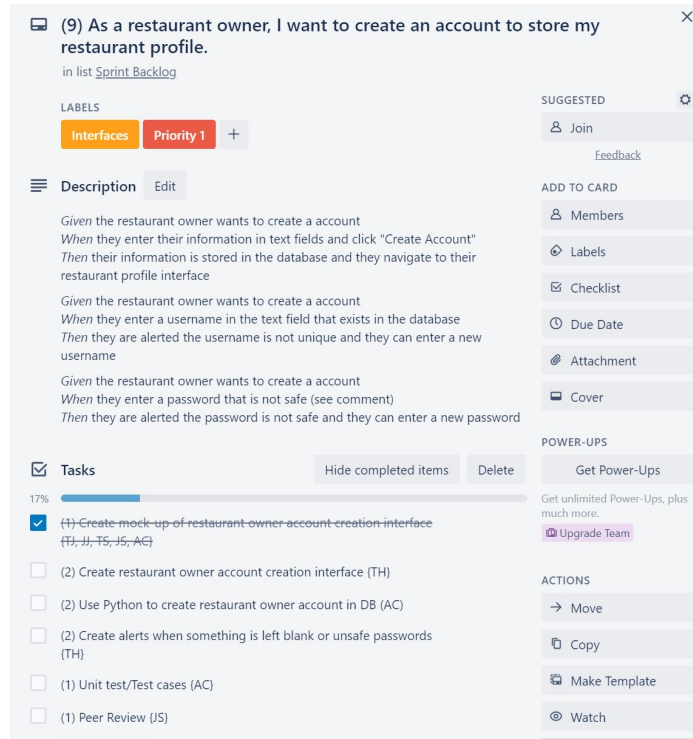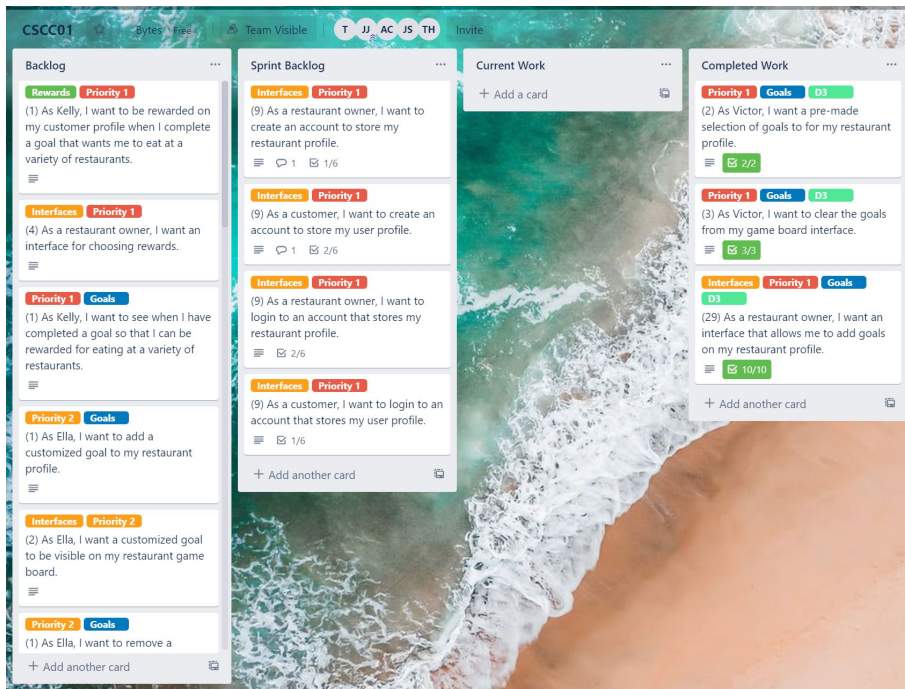
☑ 10/10

Priority 1 **Goals** **D3**

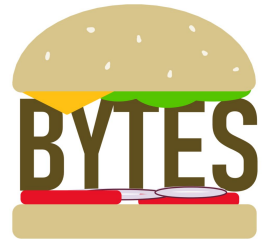(3) As Victor, I want to clear the goals from my game board interface.
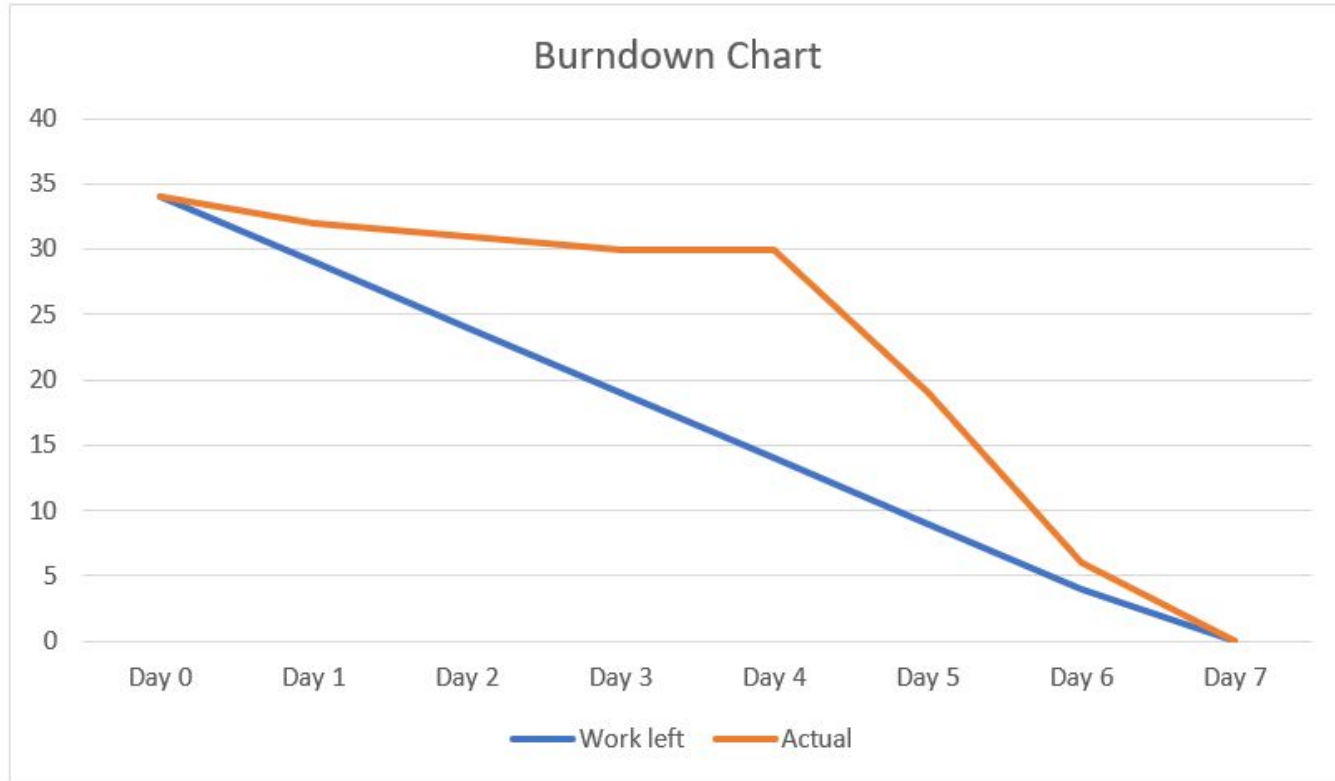
☑ 3/3

Task Board Usage

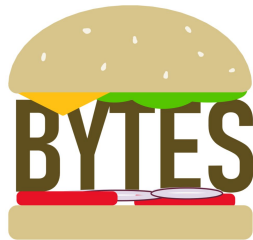- ## Trello is used for visual representation

Burndown Chart Usage

Git Repo Usage

- Branching is done for each feature or deliverable

- Commit messages state which task or deliverable the change is related to, and what the change is

- Auto-generated files not included in commit
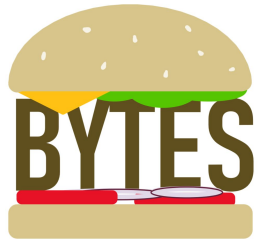
- Branch is merged to master after DoD

Git Repo Usage: Definition of Done

- Unit test/List of Test Cases

- Style Checks passed

- Peer Code Review

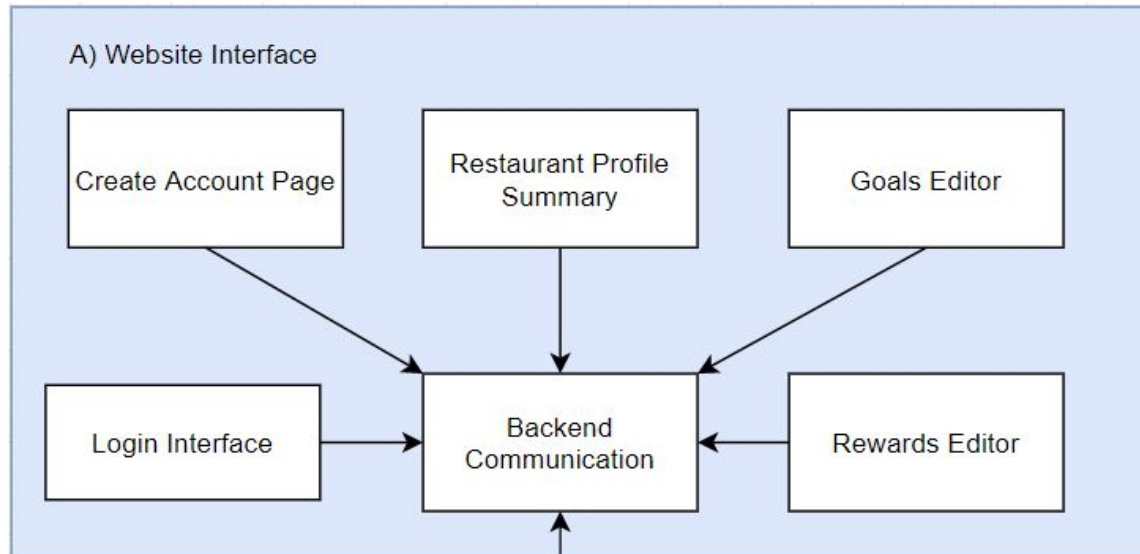- Meets clients' specifications/acceptance criteria
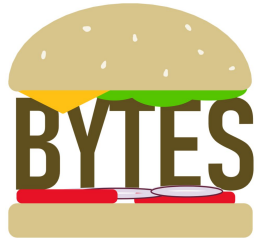
Other Tools Used

- Software:
  - HTML, CSS, JavaScript
  - Python Flask
  - MongoDB
- Trello
- Microsoft Excel
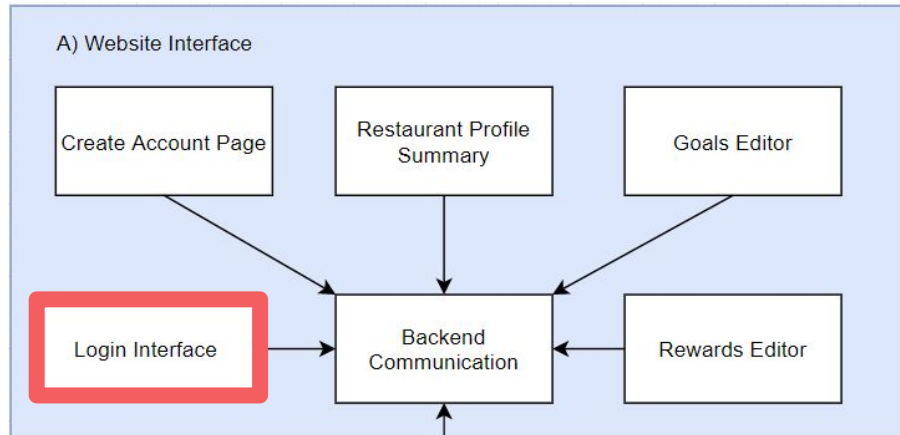- GoMockingbird.com

System Design: Web Interface

- All components dependant on Backend Communication

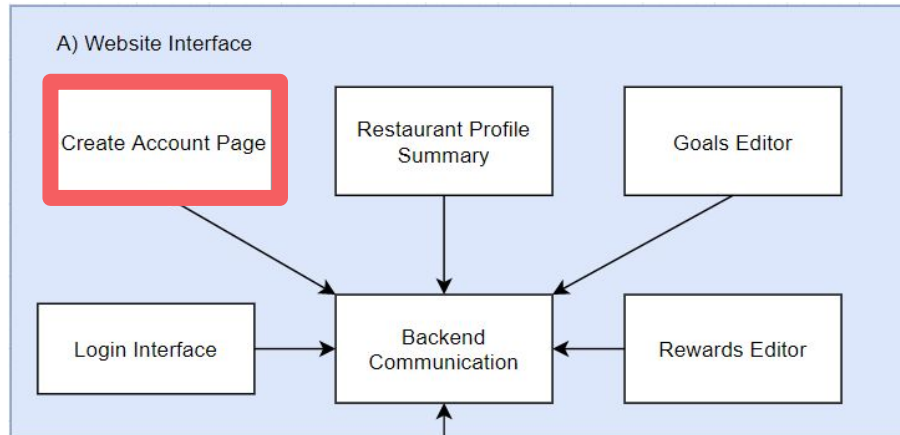# System Design: Web Interface

Login Interface

- Allow restaurant owners to login
- Display error message info if required (Invalid info)
- Depend on backend communication to authenticate users

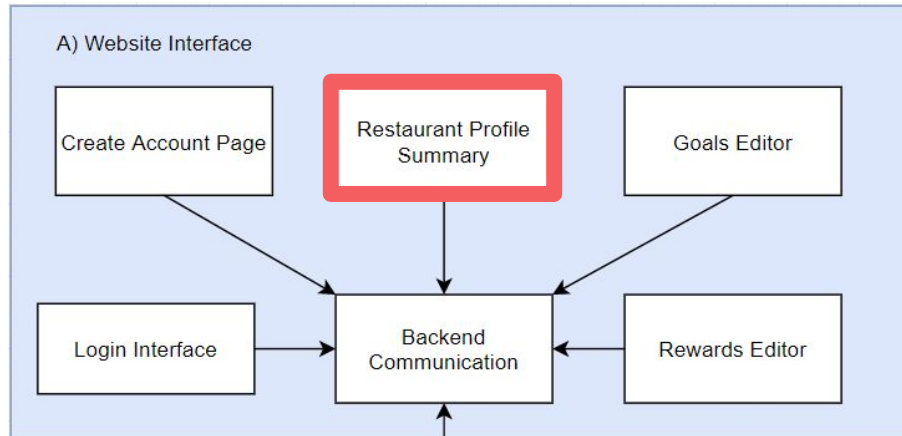# System Design: Web Interface

Create Account Interface

- Allow restaurant owners to sign up
- Display error messages if required (Duplicate username / weak passwords)
- Depend on backend communication to create a user

System Design: Web Interface
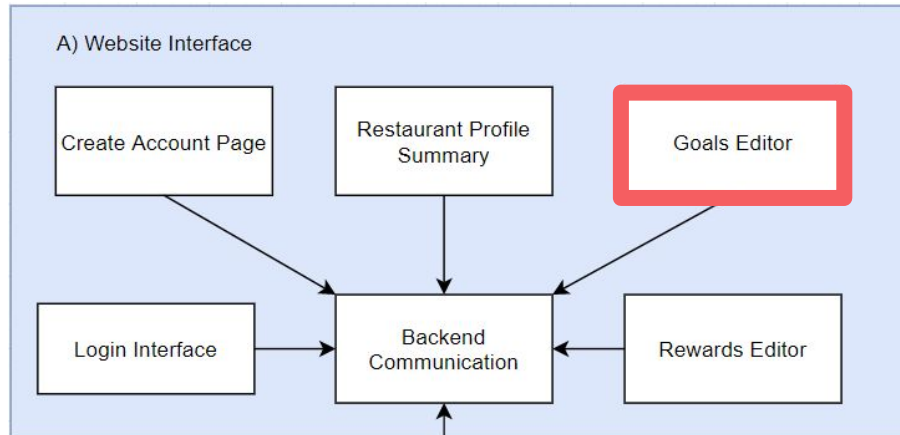
Restaurant Profile Summary

- Display goals and rewards used by current user
- Home page for restaurant owners
- Dependent on backend communication to retrieve user data

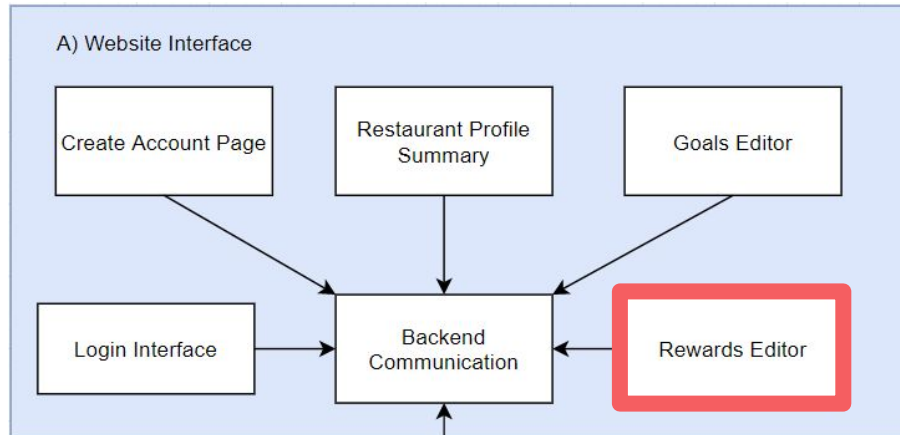# System Design: Web Interface

Goals Editor

- Display goals used within bingo board
- Allow modification and placement of goals
- Dependent on backend communication to retrieve list of goals

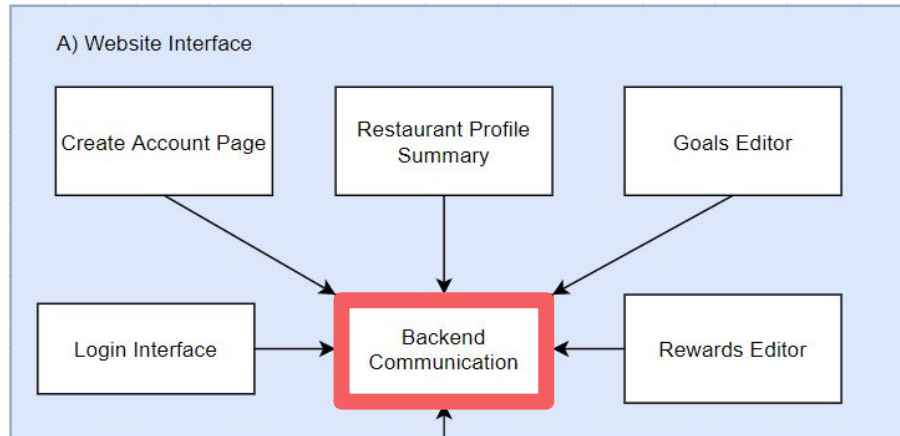# System Design: Web Interface

Rewards Editor

- Display rewards attached to a bingo
- Allow selection and placement of rewards
- Dependent on backend communication to retrieve list of rewards

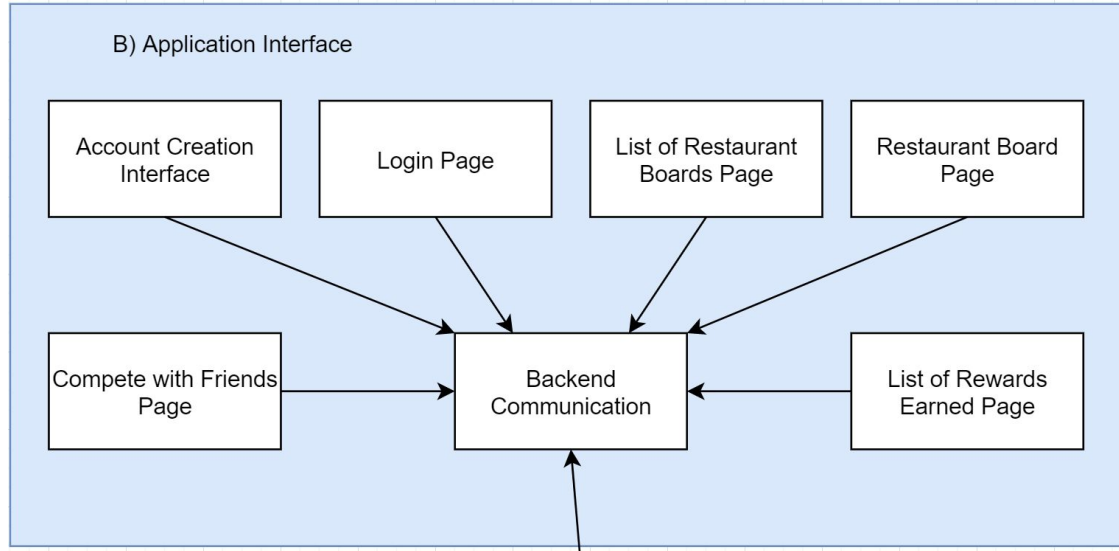# System Design: Web Interface

Backend Communication

- Provide way to communicate between website and backend
- Dependent on backend to communicate effectively
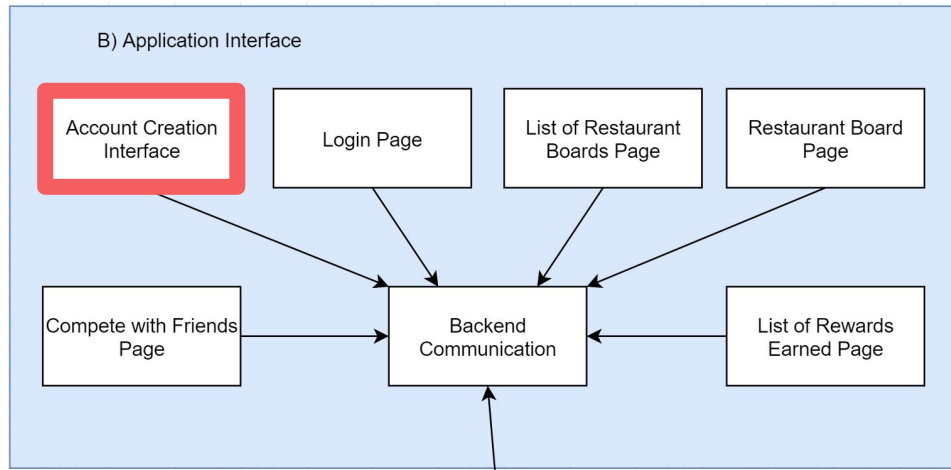
System Design: Application Interface

- All components dependant on Backend Communication

System Design: Application Interface

**Account Creation Interface**

- Allow customers to sign up

- Display error messages if required (Duplicate username / weak passwords)

- Depend on backend communication to create a user

System Design: Application Interface

Login Page

- Prompts customer to enter username and password

- Error message if it is unsuccessful

- Dependent on backend communication to respond to user interaction
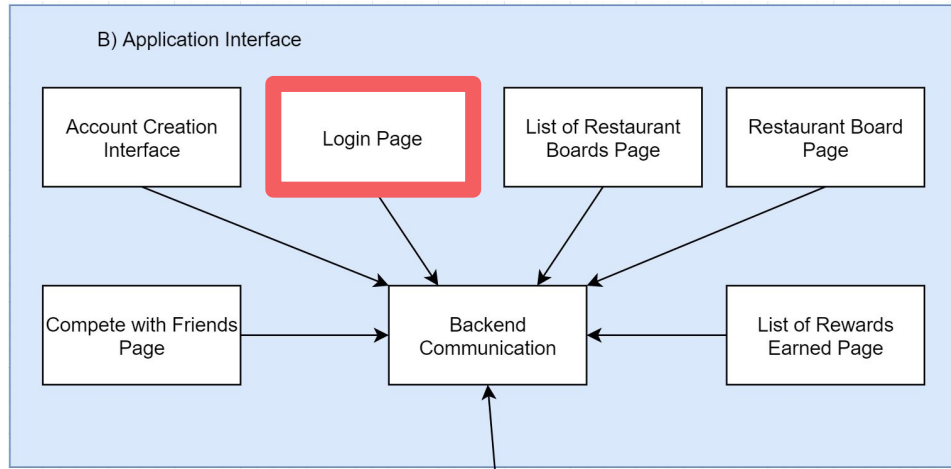
System Design: Application Interface

List of Restaurant Boards Page

- Displays list of all the restaurant boards that are in progress

- A restaurant board that is "in progress" has one or more goal completed

- Dependent on the Backend Communication to access user information
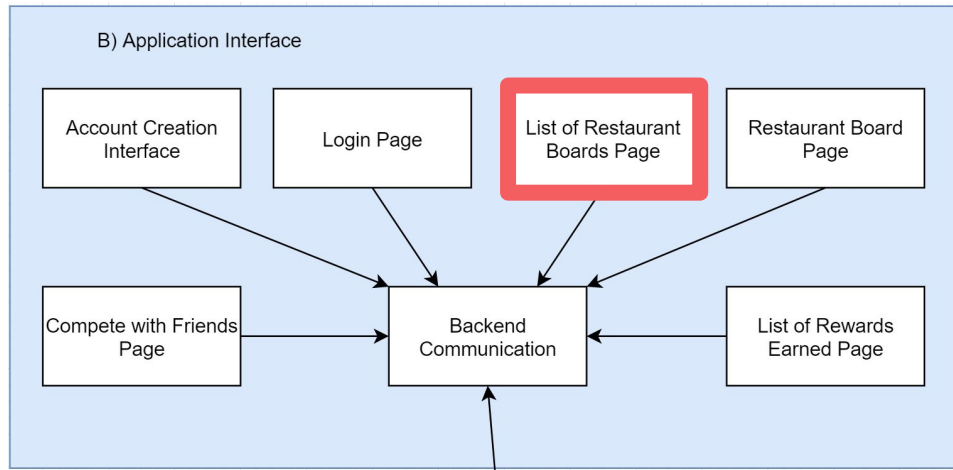
System Design: Application Interface

Restaurant Board Page

- Displays to user an individual restaurant game board

- Dependent on the Backend Communication to access game board information
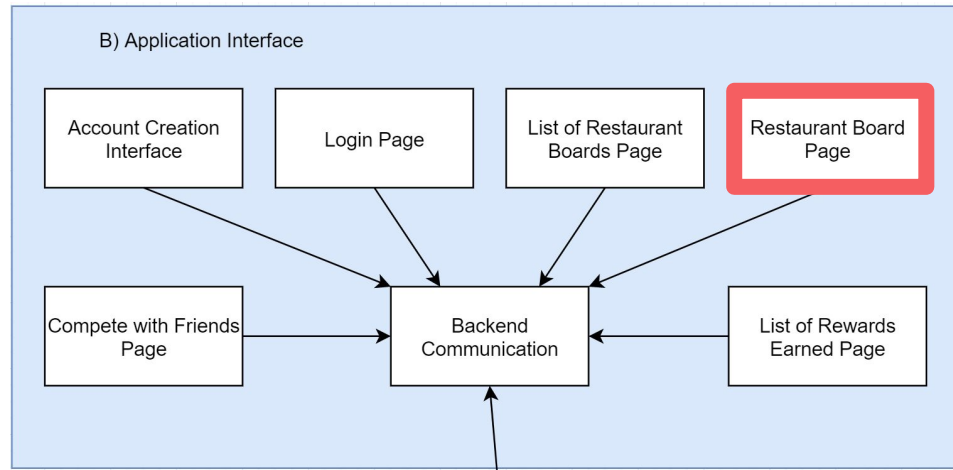
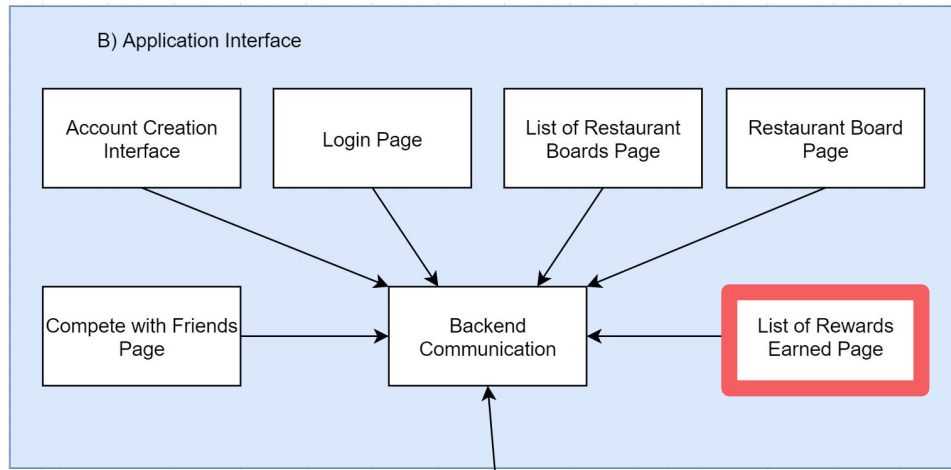# System Design: Application Interface

Compete with Friends Page

- Shows the user their ranking in comparison with their friends who use the application
- Dependent on the Backend Communication component to access user information
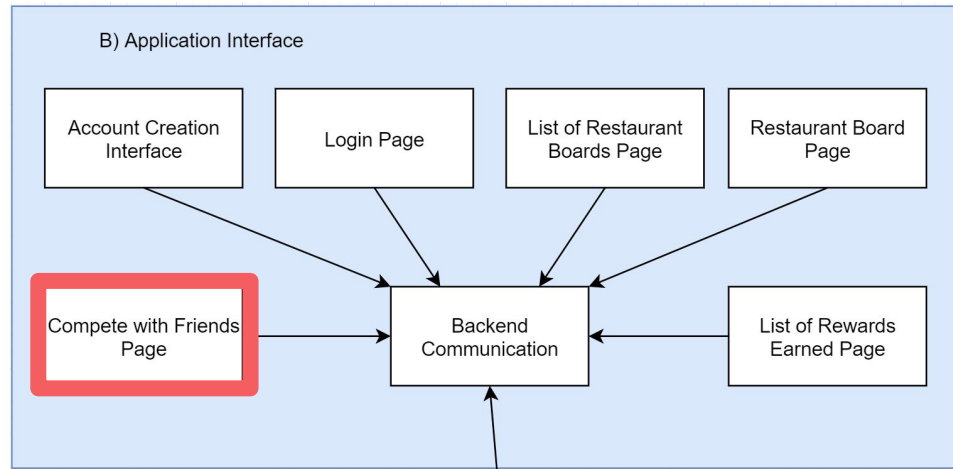
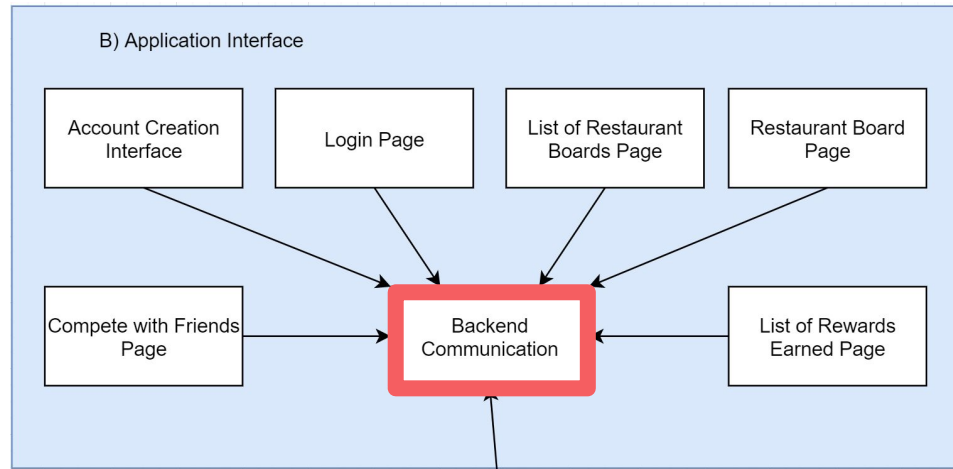# System Design: Application Interface

List of Rewards Earned Page

- Shows the user a list of all the rewards that they redeemed
- Dependent on the Backend Communication component to access user reward information
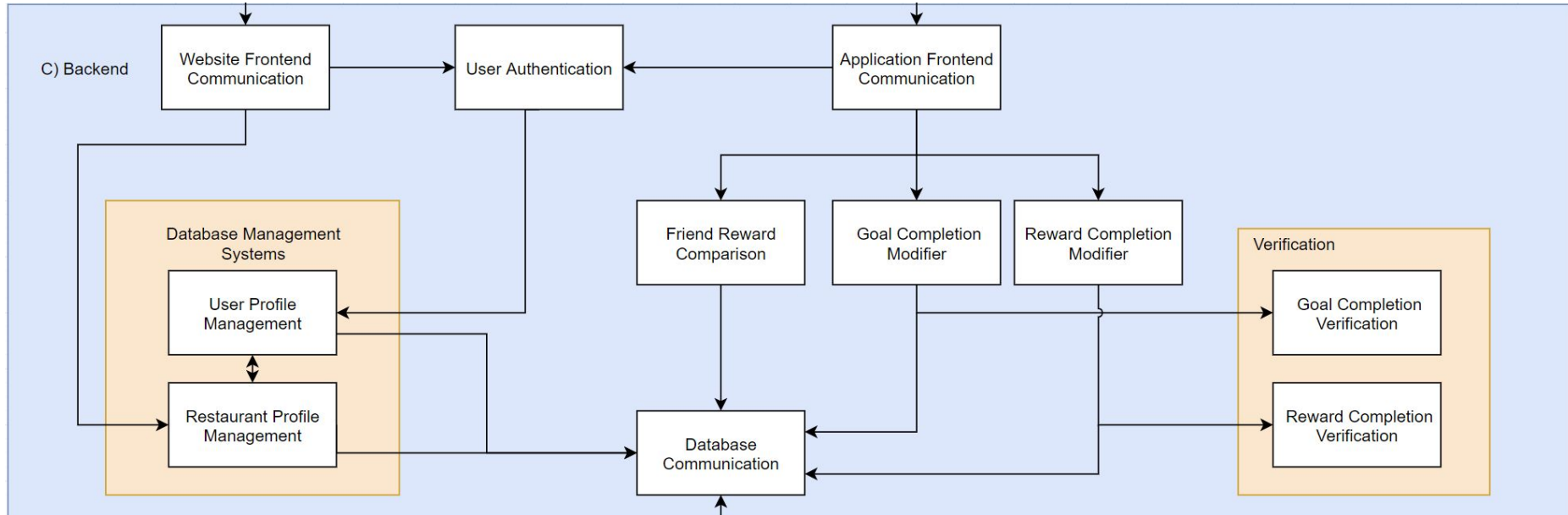

B) Application Interface

| Account Creation Interface | Login Page | List of Restaurant Boards Page | Restaurant Board Page |

| Compete with Friends Page | Backend Communication | List of Rewards Earned Page |

System Design: Application Interface

Backend Communication

- Allows the interfaces to interact with the Backend subsystem
- Dependent on the Application Front End Communication component to access information and allow response to user interaction

System Design: Back End

System Design: Back End
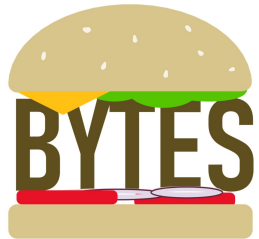
Website FrontEnd Communication

- Allows the website interface to interact with the backend

Application FrontEnd Communication

- Allows the application interface to interact with the backend

User Authentication

- Verification of inputted username and password

System Design: Back End

User Profile Management

- Allows user to modify their account information

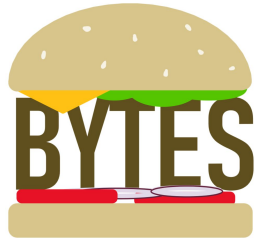**Restaurant Profile Management**

- Allows restaurant owners to modify their restaurant profile details

Friend Reward comparison

- Ranks customers based on rewards earned compared to their friends

Goal completion modifier

- Updates the goal field of a particular customer when a goal is completed

System Design: Back End

Reward completion modifier

- Updates a reward field of a customer when a reward is redeemed
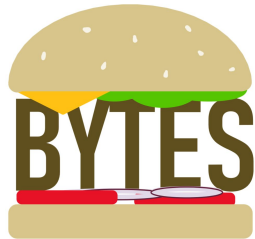
Goal completion verification

- Verifies if a goal has been completed successfully

Reward completion verification

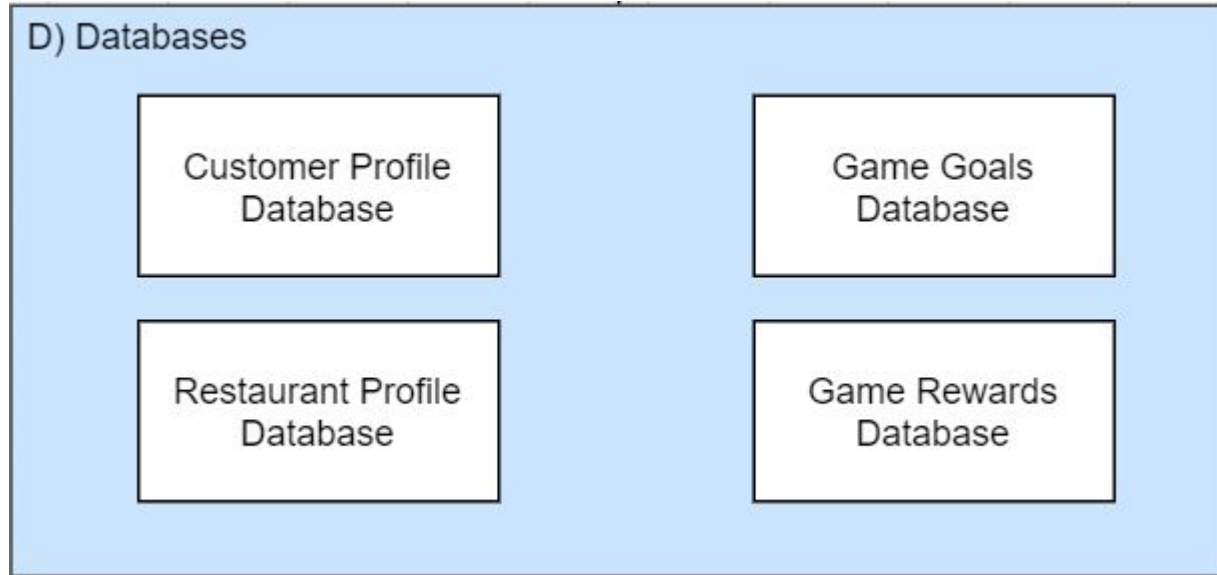- Verifies if a reward is still valid and has been redeemed successfully

Database communication

- Allows the backend to communicate with the databases
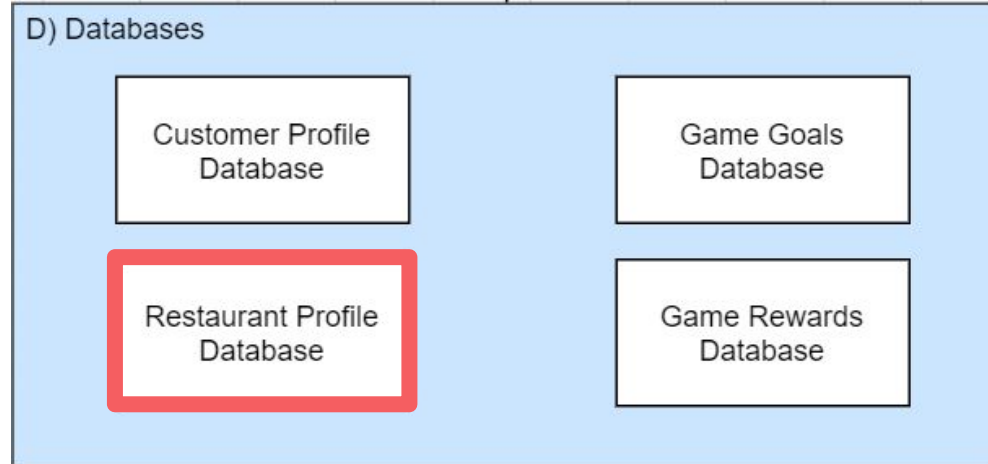
System Design: Database

- Not dependent on any subsystems

D) Databases

Customer Profile Database	Game Goals Database
Restaurant Profile Database	Game Rewards Database

System Design: Database

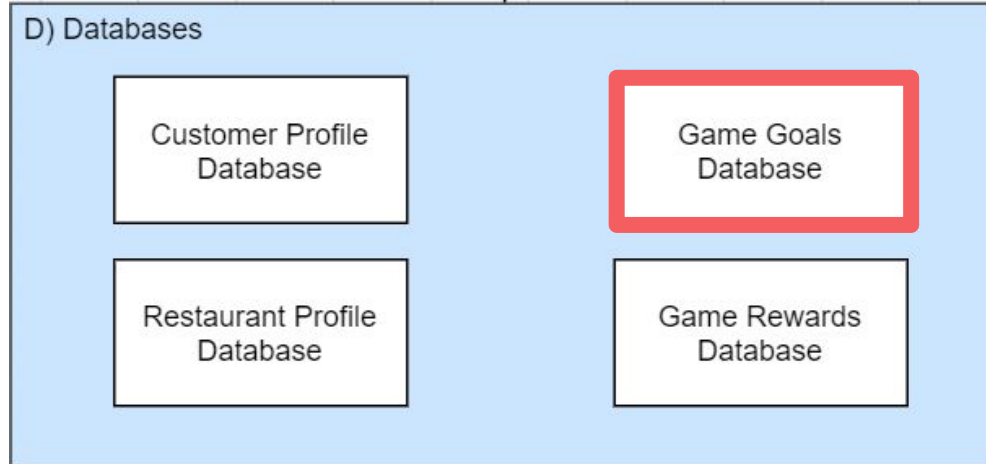**Restaurant Profile Database**

- Stores restaurant user information such as username, name of restaurant, restaurant goals, game boards, and restaurant rewards

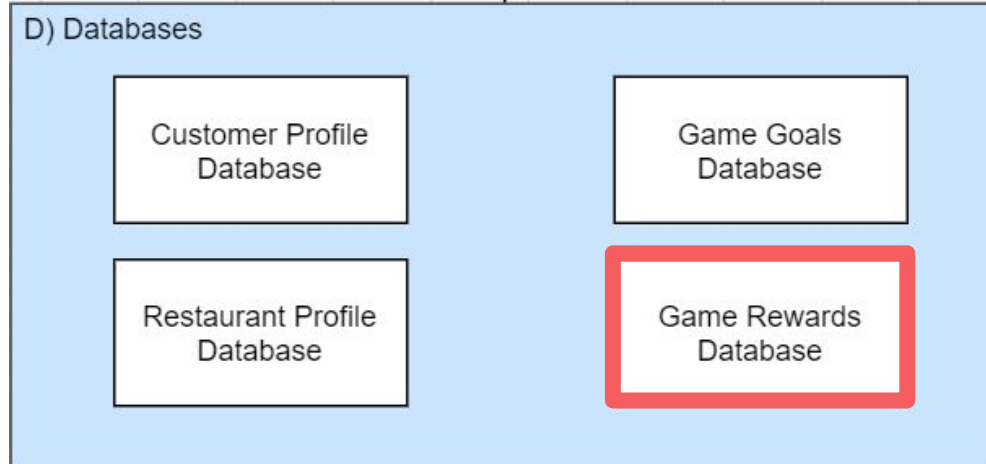# System Design: Database

Game Goals Database

- Stores premade goals used for the bingo loyalty game

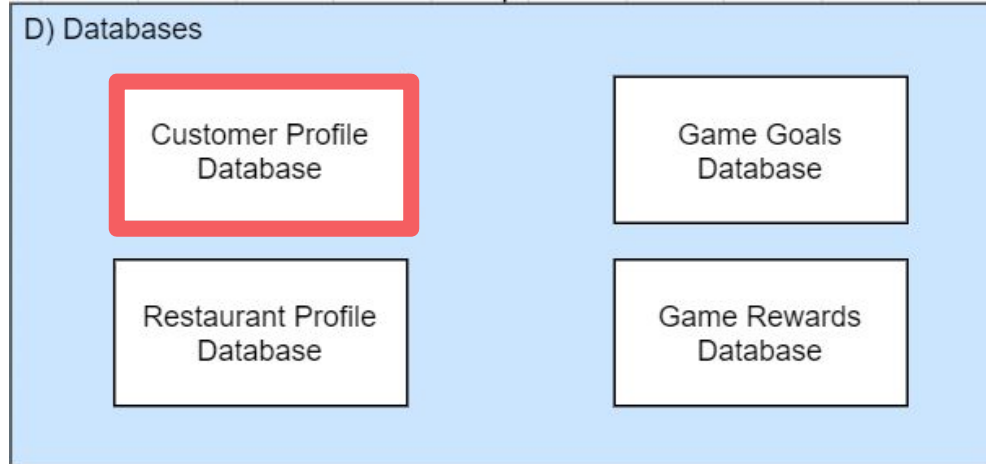# System Design: Database

Game Rewards Database

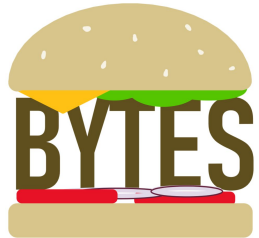- Stores premade rewards used for the bingo loyalty game

System Design: Database
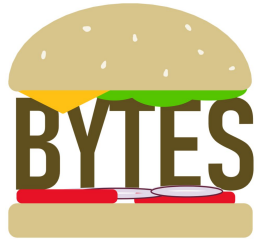
Customer Profile Database

- Stores customer user information such as username, active game boards, rewards earned, and friends' usernames

Demo of First Release

Questions?

Thank you for listening!