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# ***Circuit Collective***

*Lab 7*  
*Demo Presentation for March 7th*

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*Team Members: William Wedemire, Bryce Gill, Nathan Aguiar, Tobenna Nnaobi, Jerry Yang*

# Agenda for Lab 7 Meeting

For this meeting we will...

1. Demonstrate the features developed in iteration 1.
2. Present a diagram that visualises the structure of the application.
3. Review requirements and priorities list.
4. Present Task Board and Repository.
5. Present Iteration 1 retrospective.

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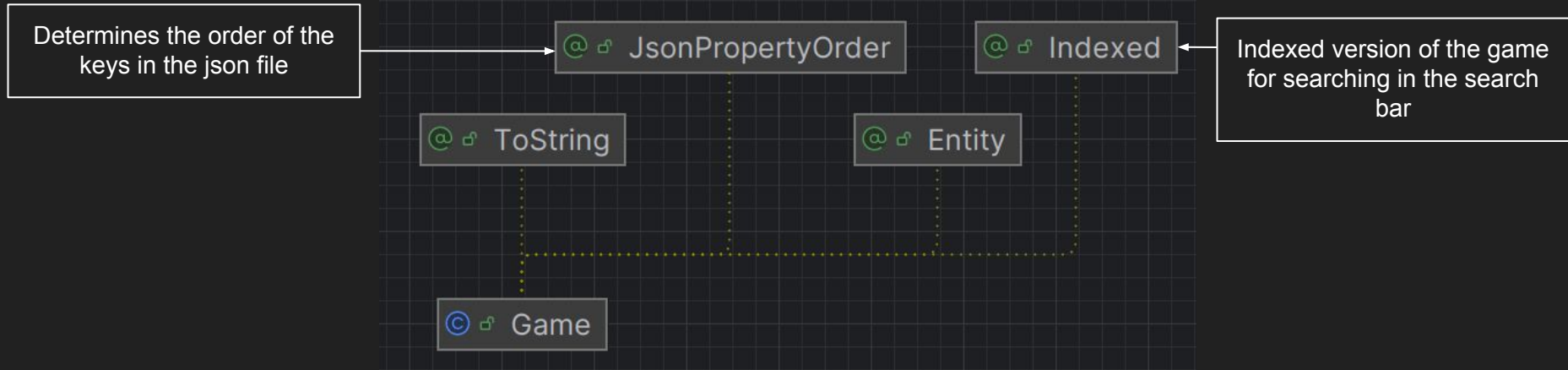
# Software Demonstration

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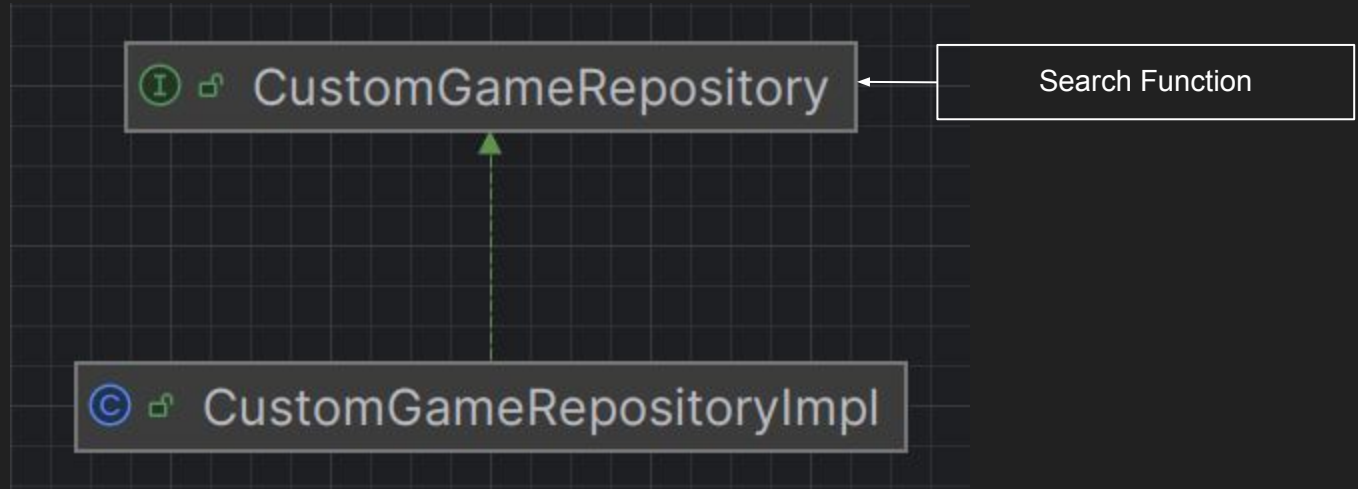
# UML Overview Diagram



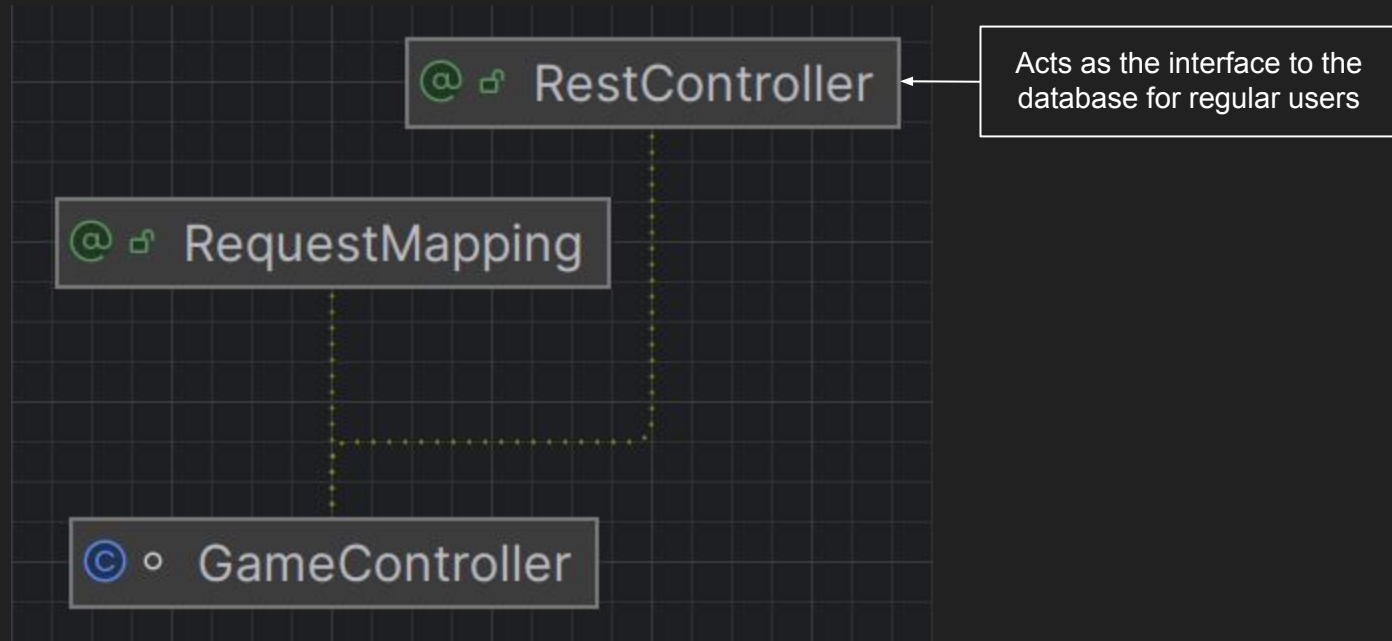
# UML Class Diagram: Game Object



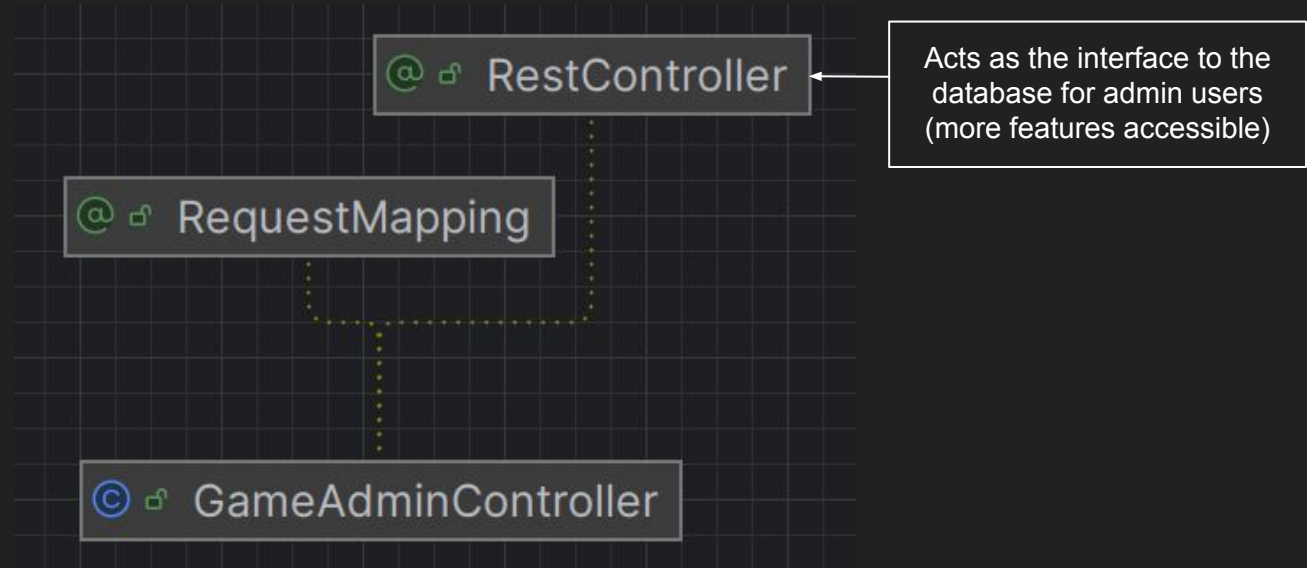
# UML Class Diagram: Custom Game Repository Implementation



# UML Class Diagram: Game Controller

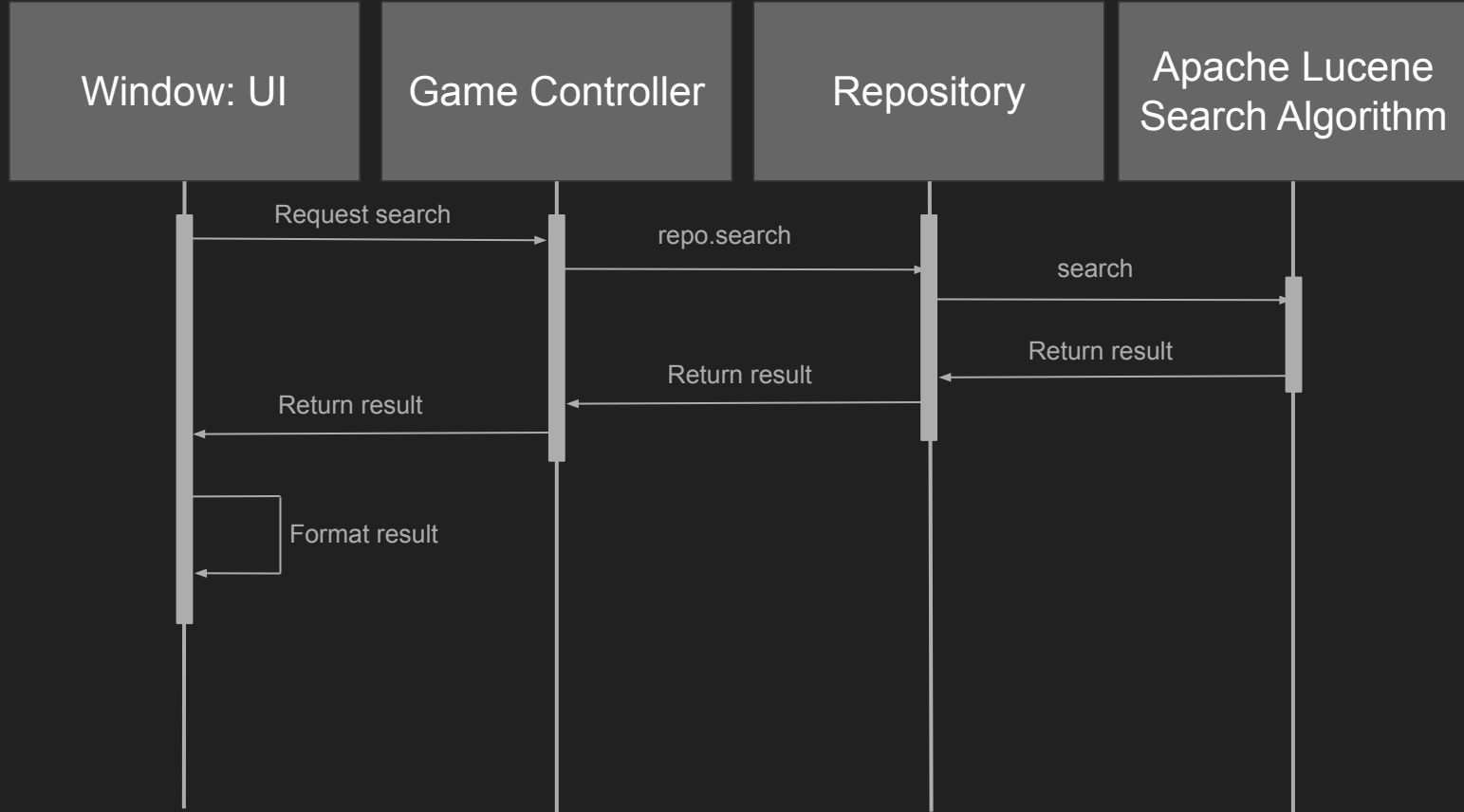


# UML Class Diagram: Game Admin Controller





# UML Sequence Diagram - Search



# As a reminder...

## Search Bar - Done

*Add a search bar to allow users to search for items in the catalogue*

Priority: 10

Estimated Time: 3 days

Assigned: Nathan, Tobenna

## Track Stock - Done

*Allow the user to update the stock in the catalogue*

Priority: 10

Estimated Time: 5 days

Assigned: Bryce, William, Nathan, Jerry

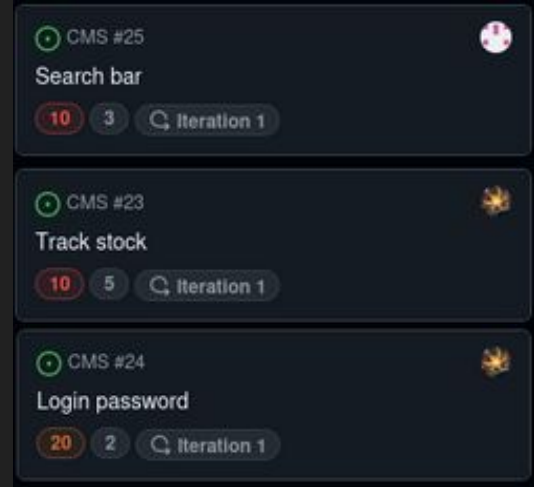
## Login Password - Done

*Allow the user to login using a universal password*

Priority: 20

Estimated Time: 2 days

Assigned: Nathan, Tobenna, Bryce



# What to expect in the next iteration...

## Game Tag

*Allow inventory controllers the ability to add tags to games*

Priority: 20

Estimated Time: 3 days

Assigned: Jerry, Tobenna

## Track Revenue

*Allow managers to view data on sales and revenue analytics to relay to customers*

Priority: 30

Estimated Time: 4 days

Assigned: Nathan, Bryce, William

## Track Shipment

*Allow managers to keep track of shipments.*

Priority: 30

Estimated Time: 3 days

Assigned: Nathan, Bryce, William



# Iteration 3

*To be completed during labs 10 and 11*

## Search bar recommendation list

*Add functionality to the search bar to give recommendations based on the search*

Priority: 30

Estimated Time: 4 days

Assigned: Nathan, Tobenna

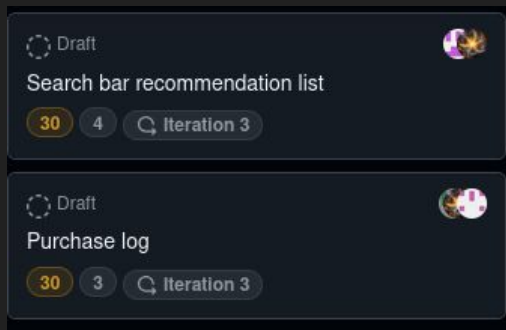
## Purchase Log

*Add a purchase log so managers can manage customer purchase log*

Priority: 30

Estimated Time: 3 days

Assigned: Nathan, Bryce, William



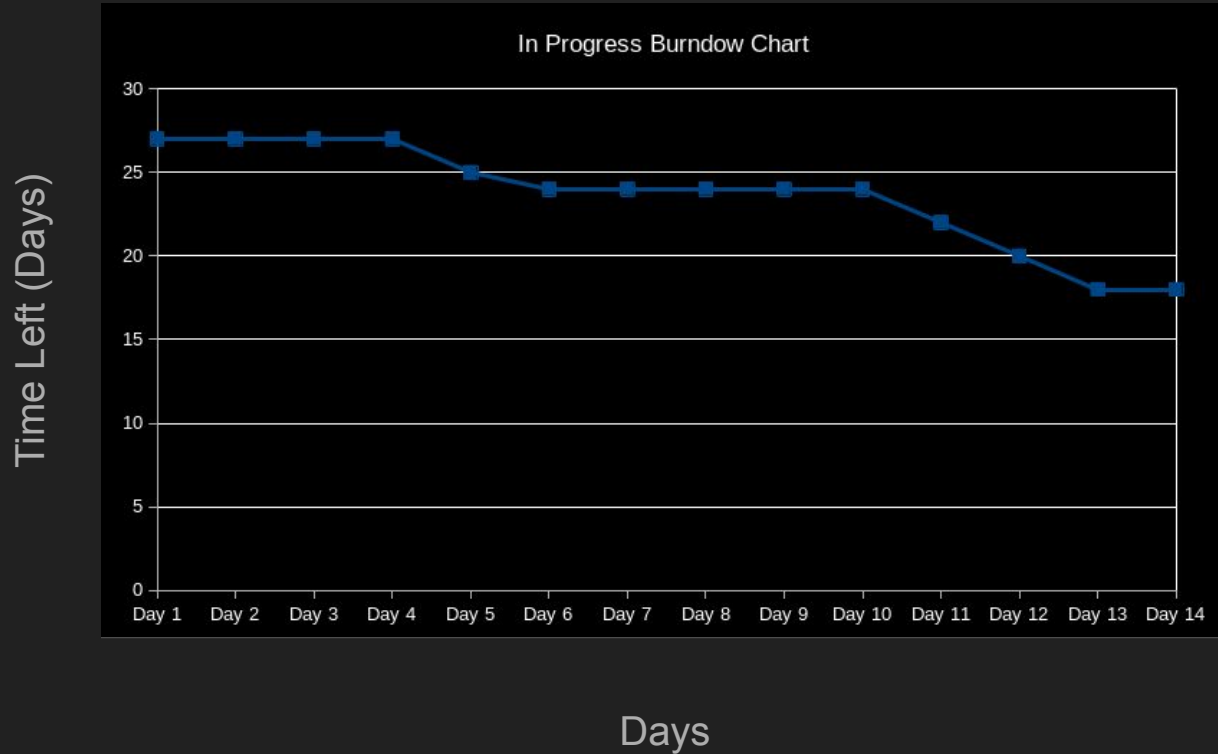
## Iteration 2 Velocity

Estimated Days: 10

Velocity: 0.7

Days Required: 15

# Burn-down chart



Progress:

Search Bar - Done

Login Password - Done

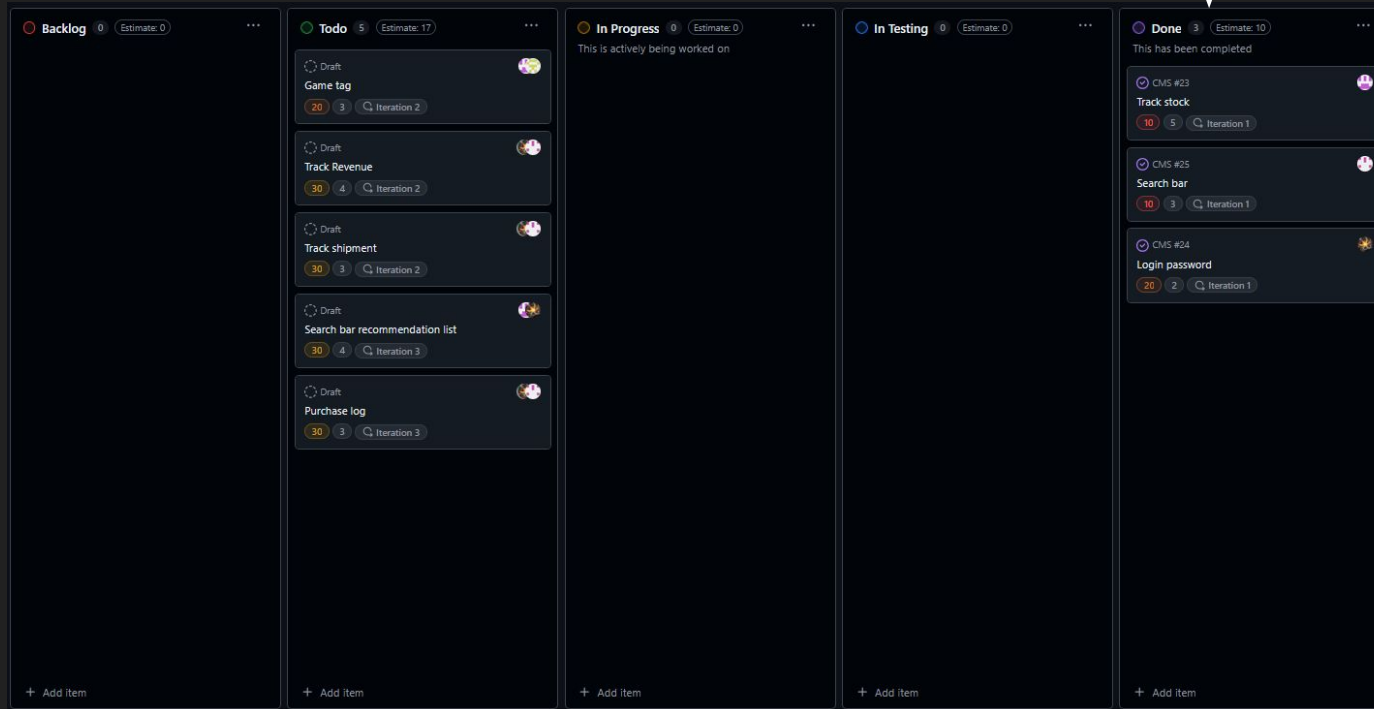
Track Stock - Done

Total: 9 days

# Task Board

Since Last Meeting

Finished  
Track stock  
Login password  
Search Bar



# Repo screenshot

*Merged iteration one to main branch of repo*

*Updated Readme File*

The screenshot shows a GitHub repository named 'CMS' with a dark theme. The repository is private and has 6 branches and 0 tags. The commit history shows a recent commit by 'TekBot0507' updating the README file. The README file is titled 'Course project for Software Design and Analysis' and describes a project developed as a course project for the course Software Design and Analysis during the 2025 Winter Semester Term at Ontario Tech University. It mentions the team lead, Bryce Gill, and other team members. The README also includes sections for 'Building and running the project', 'Structure', and 'REST'.

**Commit History:**

Commit	Author	Message	Time
000953	TekBot0507	Updated the Readme File	1 minute ago
61	Commits		
github		Automatic pull review requests	2 months ago
gradlewrapper		Unrevert #13	2 months ago
src		Merge in stock & tags	2 hours ago
gihnone		Add fuzzy search functionality to backend (#22)	last week
README.md		Updated the Readme File	1 minute ago
build.gradle		Add auth, move frontend to resource dir.	last week
gradlew		Initial commit	2 months ago
gradlew.bat		Initial commit	2 months ago
settings.gradle		Unrevert #13	2 months ago

**README Content:**

### Course project for Software Design and Analysis

This project was developed as a course project for the course Software Design and Analysis during the 2025 Winter Semester Term at Ontario Tech University. It was completed by William Wedemire (Team Lead), Bryce Gill (Technical Manager), Nathan Aguiar (Backend Developer), Tobenna Nnaobi (Frontend Developer), and Jerry Yang (Quality Assurance).

For the project, the team was tasked to develop a catalogue management system for storing and handling of physical game stock. In addition to the base catalogue, the team was also tasked to develop a search feature (with recommendations), user login feature, a stock tagging feature, revenue tracking, shipment tracking, and logging of purchases.

Throughout the project, the team followed the software development process as taught throughout the course. This process included but was not limited to the creation and subdivision of user stories into iterations, frequent customer meetings, scrum meetings, constant updating of the team's kanban board, review and analysis of the team's velocity through the use of a burndown chart, and the use of UML diagrams to portray the inner workings of the software in an easy to understand format.

### Building and running the project

`gradlew bootJar` builds a jar under build/libs/jar.

`gradlew bootRun` runs the project directly. Alternatively use an IDE with spring support builtin.

### Structure

`src` contains the java source, all work is under the `circuitalcollective` package.

### REST

Interactive API docs are available at <http://localhost:8080/swagger-ui.html> once the project is running.

<https://github.com/CircuitCollective/CMS>



# Iteration 1 Retrospective

## What went well?

- Writing backend is a fun experience
- Writing frontend is enjoyable
- Meeting Consistently
- Peer programming
- Team dynamic

## Possible Improvements?

- UI improvements, better looking UIs, better style
  - Fluent design, more images
- Meeting earlier than thursday night
- Better communication
- Clean up the Repository
  - Remove unnecessary branches
- Showing up to the lab before the start time

## Any challenges?

- Single line of code caused program to not work
  - More frequent testing and validation of code
- Branch conflicts causing inability to merge
  - Merge more frequently between branches

# Agenda for Lab 8 Meeting

## For the next meeting...

1. Present our updated task board.
2. Go through each task in iteration 2 that we are working on.
3. Go over the tasks in iteration 3 that we will be working on in later weeks.
4. Present our burndown chart to have a visual representation of our progress.
5. Present our github repository/kanban to show our organization.
6. Go over the agenda for Lab 9.
7. Questions and Feedback.

***Questions & Feedback***