Circuit Collective

Lab 08
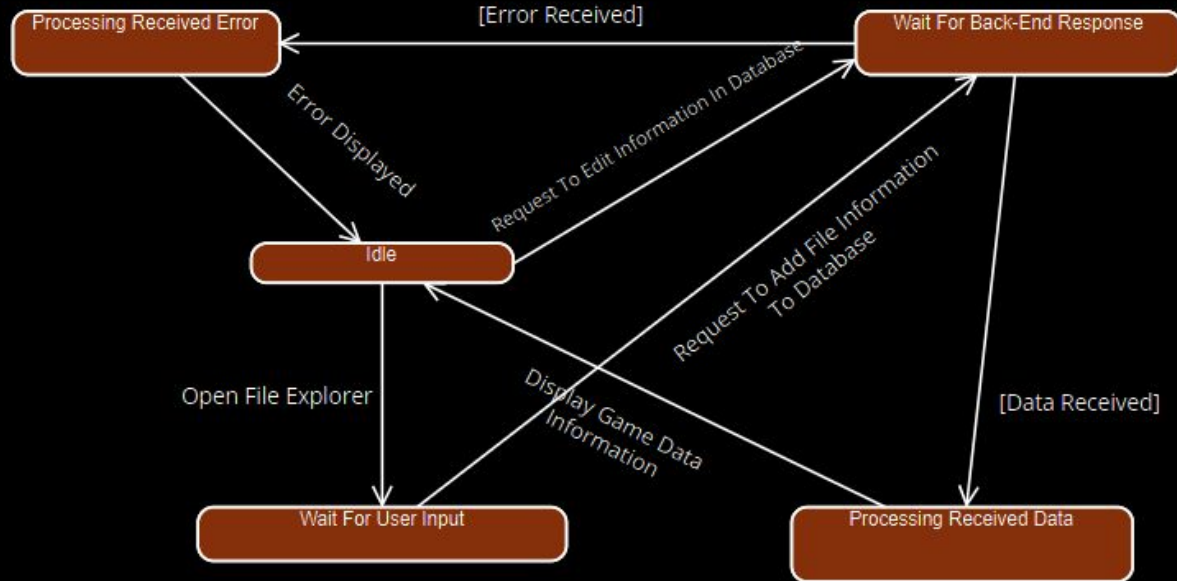## Customer Meeting for March 14th

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

Agenda for Lab 8 Meeting

For this meeting we will…

1. Present our testing of the program using 2 unit tests.

2. Present a statechart for the frontend of the application.

3. Present an updated version of the iteration 2 deliverables.

4. Present a demonstration of the new features.

5. Present updated burndown chart.

6. Present Task Board and Repository.

State Chart Diagram For Front-End

Software Iteration Updates

Current Iteration Updates

Game Tag - Done
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 - In Progress
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

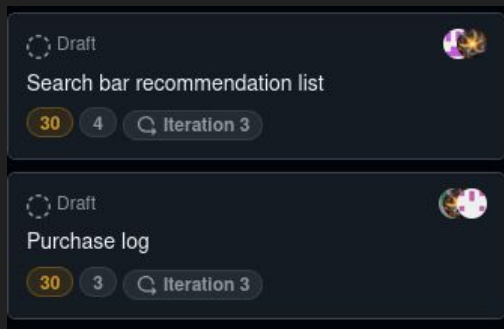Estimated Time: 4 days

Assigned: Nathan, Tobenna

Purchase Log

Add a purchase log so managers can manage customer purchase log
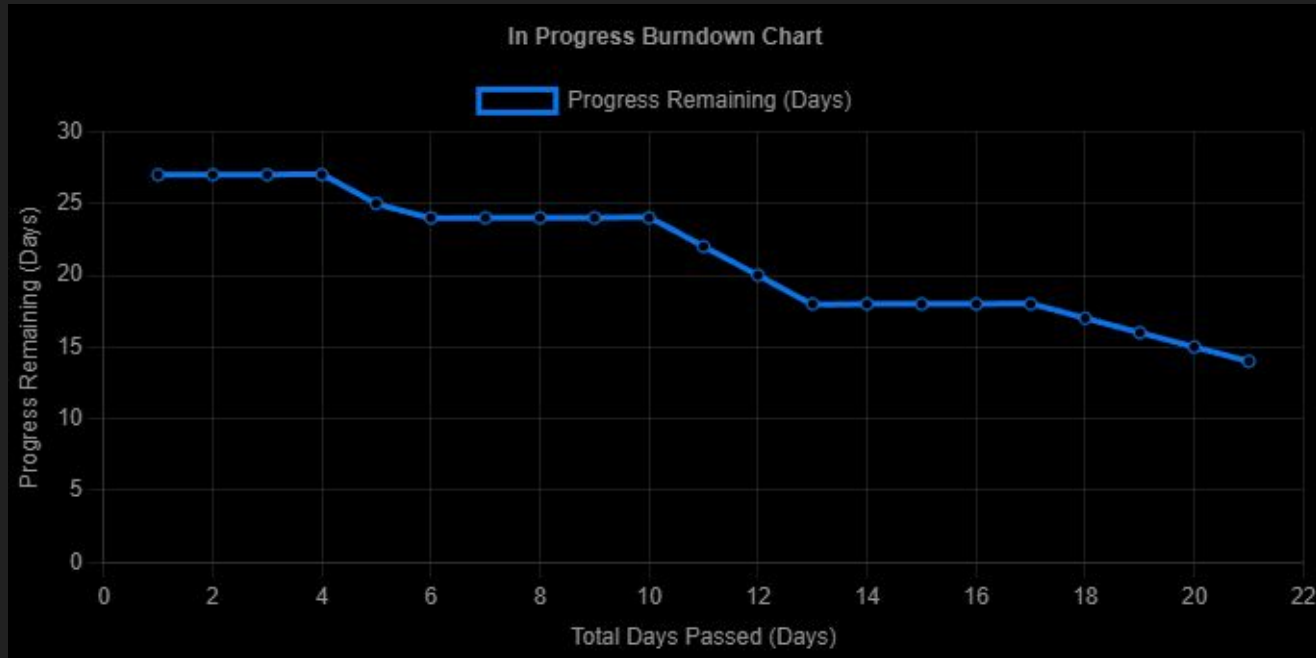
Priority: 30

Estimated Time: 3 days

Assigned: Nathan, Bryce, William

Draft

Search bar recommendation list

30   4   Iteration 3

Draft

Purchase log

30   3   Iteration 3

Software Demonstration

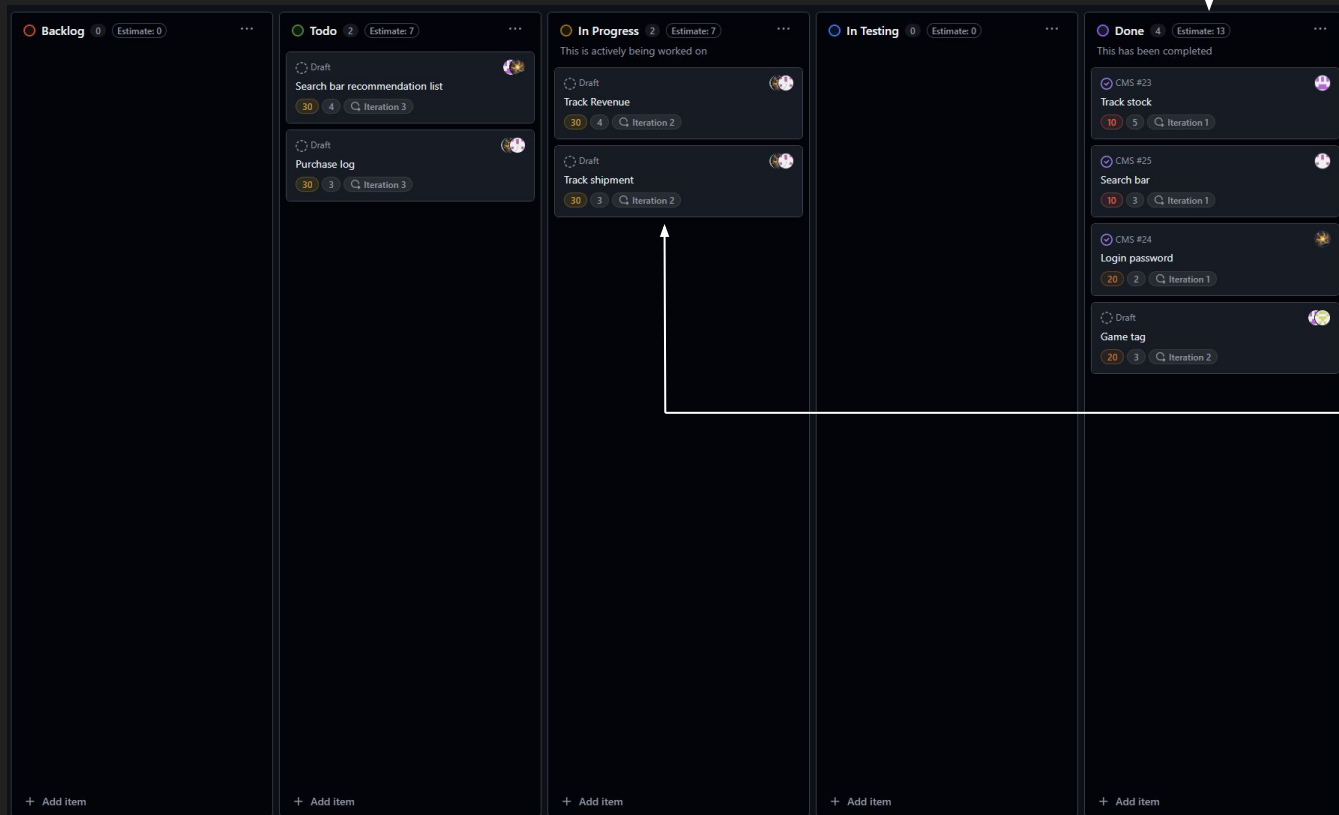# *Present Unit Tests*

Burn-down chart

In Progress Burndown Chart

Progress:

Game Tagging - Done

Track Shipment - 2 Days

Task Board

Finished
Game Tagging

Iteration 2 tasks moved into "In Progress"

Backlog 0 Estimate: 0

Draft
Search bar recommendation list
30 | 4 | Iteration 3

Draft
Purchase log
30 | 3 | Iteration 3

Todo 2 Estimate: 7

In Progress 2 Estimate: 7
This is actively being worked on

Draft
Track Revenue
30 | 4 | Iteration 2

Draft
Track shipment
30 | 3 | Iteration 2

In Testing 0 Estimate: 0

Done 4 Estimate: 13
This has been completed

CMS #23
Track stock
10 | 5 | Iteration 1

CMS #25
Search bar
10 | 3 | Iteration 1

CMS #24
Login password
20 | 2 | Iteration 1

Draft
Game tag
20 | 3 | Iteration 2

+ Add item   + Add item   + Add item   + Add item   + Add item

Repo screenshot

Collapsed unused branches down to only the necessary ones

Added documentation folder to hold past and upcoming documentation and presentations

Further updated the Readme File

https://github.com/CircuitCollective/CMS

Agenda for Lab 8 Meeting

For the next meeting…

1. Demonstrate the features developed in iteration 2.

2. Demonstrate a fully functional version control system for the project.

3. Present unit test deliverables.

4. Review requirements and priorities list.

5. Present Task Board and Repository.

6. Present Iteration 1 retrospective.

Questions & Feedback