
Circuit Collective

Lab 08
Customer Meeting for March 14th

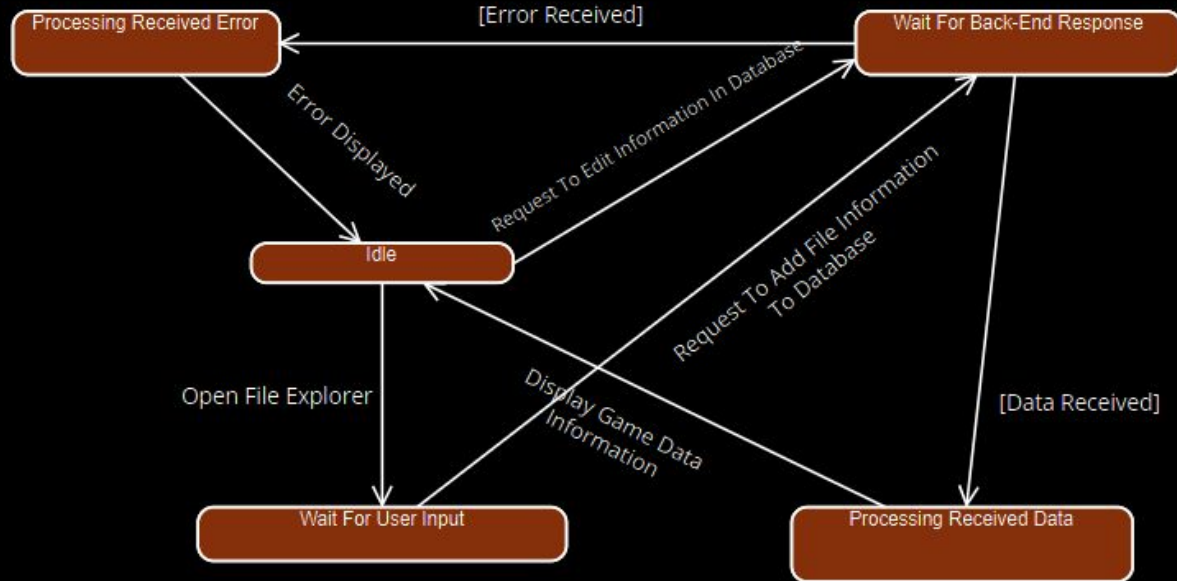
Team Members: William Wedemire, Bryce Gill, Nathan Aguiar, Tobenna Nnaobi, Jerry Yang

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

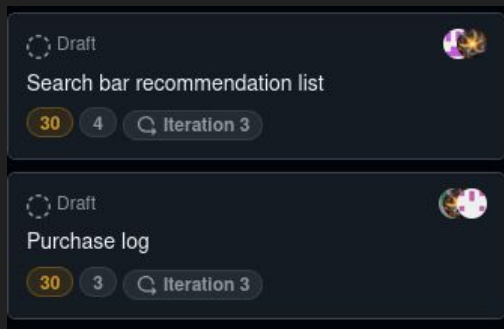
Purchase Log

Add a purchase log so managers can manage customer purchase log

Priority: 30

Estimated Time: 3 days

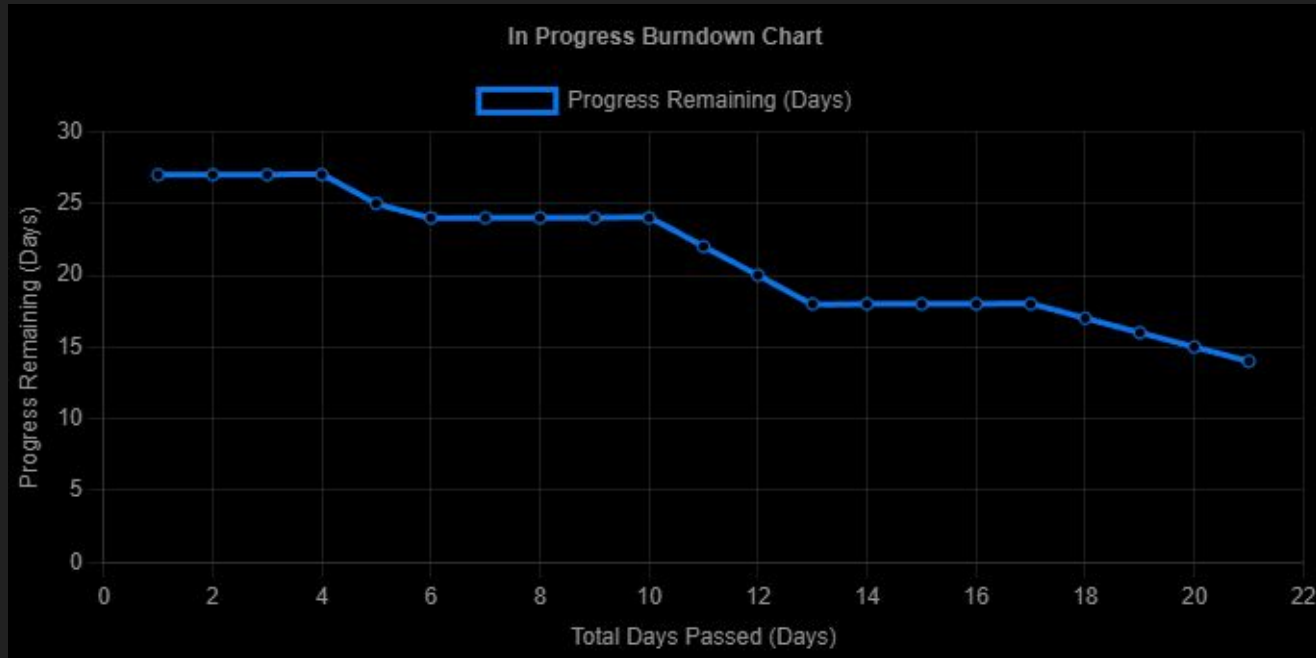
Assigned: Nathan, Bryce, William



Software Demonstration

Present Unit Tests

Burn-down chart



Progress:

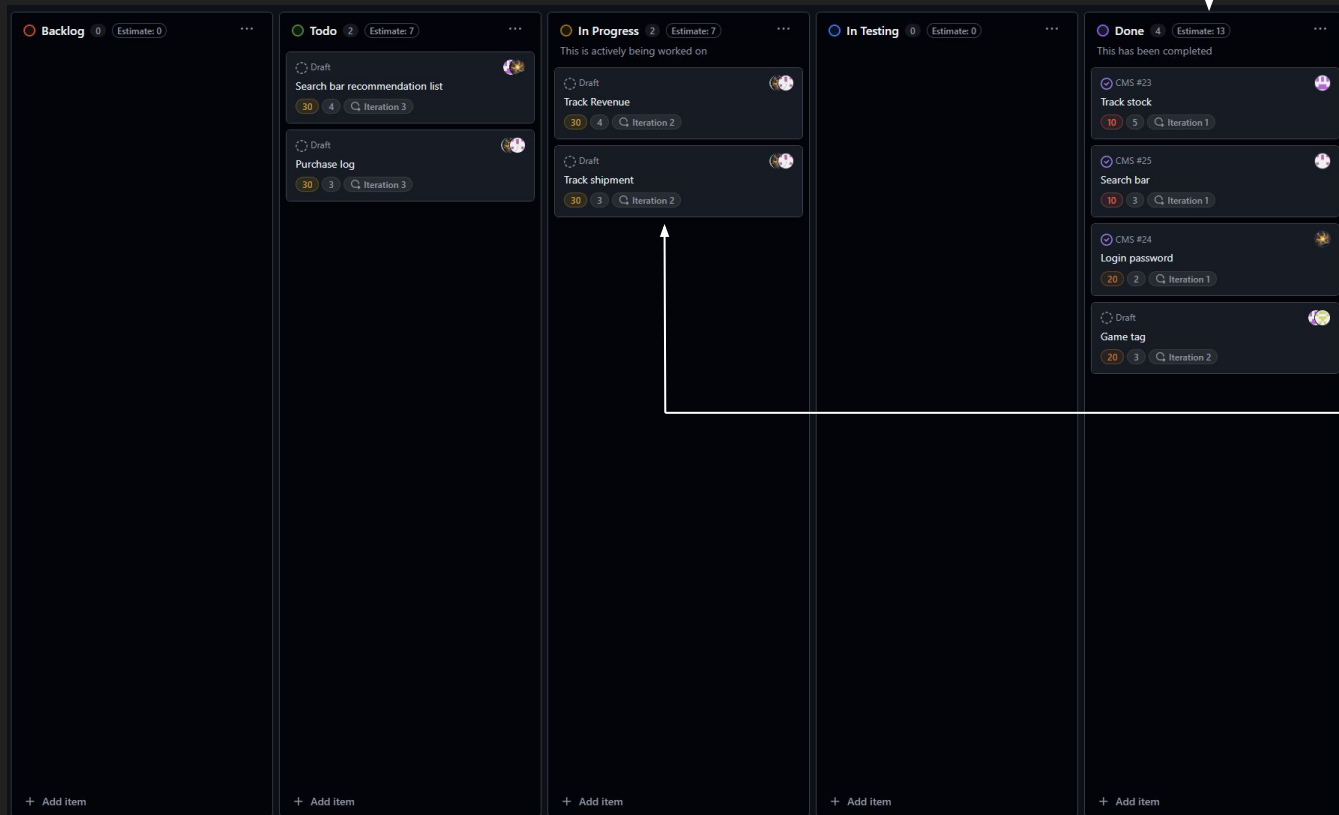
Game Tagging - Done

Track Shipment - 2 Days

Task Board

Since Last Meeting

Finished
Game Tagging



Iteration 2 tasks moved
into “In Progress”

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

CMS Private

3 Branches 0 Tags

Go to file Add file <> Code About

Files

| File | Commit | Time |
|-----------------|---|--------------|
| .github | Automatic pull review requests | 2 months ago |
| documentation | Past Documentation Upload | 7 hours ago |
| gradle/wrapper | Unrevert #13 | 2 months ago |
| src | Many changes (expand commit for details) (#35) | 5 days ago |
| .gitignore | Add fuzzy search functionality to backend (#22) | 2 weeks ago |
| README.md | Update README.md | 5 days ago |
| build.gradle | Many changes (expand commit for details) | 5 days ago |
| gradlew | Initial commit | 2 months ago |
| gradlew.bat | Initial commit | 2 months ago |
| settings.gradle | Unrevert #13 | 2 months ago |

README

CMS (Catalogue Management System)

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's main function is to serve as an inventory catalogue for a hypothetical video game distribution company.

Description

CMS is a basic catalogue management system that allows authorized users to add, delete, and edit video game stock stored in it's catalogue. Unauthorized users can only view items in the catalogue, and must login using the administrator username and password to become authorized. CMS offers a search function to search the catalogue, and the ability to load in inventory from a csv file.

Getting Started

Dependencies

- Java 21 JDK
- Gradle
- IDE with Spring integration (ex. IntelliJ Idea)

Building and running the project directly

```
gradlew bootJar
```

builds a jar under build/libs/jar.

Statistics

- No description, website, or topics provided.
- 0 stars
- 0 forks
- No releases published
- No packages published
- 5 contributors
- Languages: JavaScript (50.0%), Java (40.4%), HTML (16.0%), CSS (2.7%)

<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