End of the Year Project - Design Document

<u>Stage 1 - User Centered Design</u>

1) Who uses it?
    - Restaurants, households, stam people.
2) Why does he use it?
    - Because he needs to restock products and materials.
3) What is he trying to accomplish when he uses it?
    - Keep track of what needs replenishing.
    - And receive clear directions how to actually order the items through given links to those items from various stores.
        - (Offer to place the order for them or to give a list that the user can take and go buy in person).
4) What functions does your software provide to the user that help him achieve his goal(s)?
    - Ability to add new products to the list.
    - Ability to find the cheapest price of a product from a few specific stores and give the customer the option about which stores to place the order from.
    - Notify users to create new orders when stock is critically low.
5) How does he use it?
    - With a user interface.
6) What steps does he go through in order to achieve his goal(s)?
    - He puts his request in, and responds based on what he receives.
    - Inputs current stock levels (whenever you change a product).
    - Adds products to the list of things that he wants to purchase.
7) What are the workflows he progresses through when using it?
    - Initially:
        - Input current stock.
        - And whether he needs more of a given product or what's to change what's being ordered.

- Then:
    - Keep track of the shopping list as it gets updated.
    - When low, give the customer a notification and then send them an email with websites to restock from.

Stage 2 - Data Model (OO Principles)

1) What data will your system deal with to meet the user's needs?
    a) Classes: Main class that runs the orders and interacts with the user and the stores in which people are ordering from to find out info about them and their products.
    b) One class for going online and finding a link for the exact item the customer desires.
    c) One class for actually buying and ordering (which is accomplished through sending an email to the user with websites to order the food from).
    d) Class for the different instances of items.
2) What data structures should you use to store and access your data?
    a) Sets, Maps, Lists.