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Title: Pizza Point of Sale

Project Summary: This project models a pizzeria, with admin and customers as actors. The objective is to get customer preference and place the order. The customer is notified back when his order is ready for pick-up. If home delivery is requested, it is done through delivery agent. The admin has the power to change and fix the daily menu. He can also view/edit/delete customer orders and stock groceries. This project can also be extended to track the pizza delivery process.

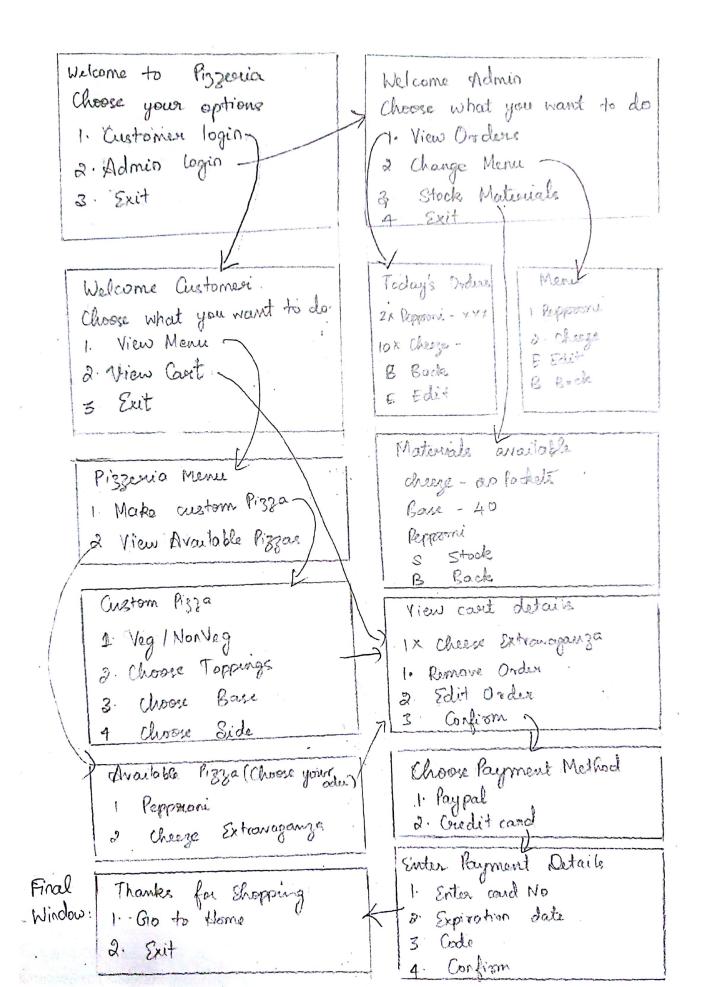
Project Requirements:

Functional Requirements:

Number	Requirement	Responsibility
F-01	User can view the menu and customize the order.	Enable a cart option
F-02	User must be able to view the total price of the order and can edit/delete the order	Show cart details to the user
F-03	For home delivery, user must choose a delivery time within the particular day	Allow home delivery only within a day's time frame
F-04	Admin must be able to change daily menu and stock groceries	Enable admin to view availability of groceries
F-05	Admin can add or delete or edit the orders	Show order details for the Admin
F-06	Admin can track pizza delivery	Enable track delivery option for Admin
F-07	Payment must be done through either credit card or Paypal	Show only Credit card and Paypal options in the payment page
F-08	User and Admin can login	Validate login credentials

UI Mockups:

The following model shows how an user interacts with the application, through a command-line GUI.



Class Diagram:

This projects uses the following design patterns,

1. **Observer**: For notifying the customers when the order gets ready.

2. **Factory**: For creating multiple pizza objects.

3. **Decorator**: To enable new ingredients to be added in custom Pizza.

4. **Template:** To organize the steps involved in making Pizza.

