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1. In this project, we will be creating a Pizza Shop application that will have the ability to process a user's information, add them to a database of different users, and process their orders. By this project's deadline, we will have constructed a demo that covers the basic specifications given for this project.
    a. Components:
        i. Set up new customer accounts
            1. SQL server
            2. New customer GUI
        ii. Take orders
            1. Add items to cart
            2. Customize items
            3. Cart GUI
        iii. Process payments
            1. Checkout GUI
        iv. Restaurant menu
            1. Menu GUI
2. Over the course of the next couple of months, we will be working diligently on various components of the project. We anticipate the programming portion of this project to take

the longest amount of time, so we plan on completing the early documentation phase as quickly as possible. Here is our schedule as of now:

   a. Early Development Stage:
      i. 6/5 - 6/11: Project Plan
      ii. 6/5 - 6/11: Paper Prototype
   b. Development Stage:
      i. 6/12 - 7/2: Implementation of Designs and Concepts (Coding)
      ii. 7/3 - 7/9: Testing and Debugging
   c. Post-Development Stage:
      i. 7/10 - 7/16: Further Testing, Debugging, and Crash Testing
      ii. 7/17: Finalization and Presentation

3. In this section, we will be specifying the roles of all four of our team members, and we will also be providing a resume from each of our members. The resumes will be attached in the folder.
   a. Timon Wood - Documenter and GUI Scripter (Presenter)
   b. Mark Zeagler - GUI Designer and Class Manager
   c. Evan William - Assistant Documenter and Unit Tester
   d. Michael Wong - SQL Programmer and Data Manager
4. On a conceptual, basic level, our project will be a simple demo demonstrating the user's ability to order pizzas on our application, and store their information in our database. With their information being stored in our database, they will no longer be obligated to fill out their credit card information upon reentering the application, nor will they be

forced to reenter their credentials. On a separate application, the user can also access another user's information. This is meant to be used primarily by managers and cashiers looking to process the user's transaction.

We plan on using Visual Studio C# in order to create our GUI that the user can interact with, and we will also be using SQL in order to create our database. The pizza ordering application should be very simple to program, and should consist of some very basic functions in order for it to work. Whenever the user first enters the application, they will be met with a login screen and a registration screen. If they already have an account that is active, they can login to said account, but if they don't they can register for a new account. Once they are signed into their account, they will then be prompted to order a pizza and some side items.

When ordering a pizza, the user will be given numerous choices on what toppings they want, and what special instructions they would like the chef to follow when making the pizza. Finally, before completing the transaction, they must provide the application with how they would like to pay for their order, whether it's by cash, credit card, or check. If they chose to pay with their credit card, they will have to enter their credentials, unless their account already contains said credentials, but if they decide to pay with cash or with a check, the user will be instructed to head to the store from which they ordered their food, then pay there. Once the user completes their order, they will have the ability to print their receipt, and their receipt and information will be added to the database to be stored.

5. We plan on using SQL to store our data, such as the Order History, Customer Information, and Menu Item Specifications. When the user logs in or registers their account on our application, their account information will be stored on our SQL server. Whenever they order something, their order will also be stored on our SQL server, but on a different database. The same will apply for the menu items' information as well.
6. We will be testing our code as we're programming our project, of course, but once we presumably finish our project, one of our group members will go through the project and do a bit of extensive testing to see if there are any significant issues with the project. Once he finishes testing the project, we will all debug the project and finalize it.