



Milestone 5

CST-135

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Deliverables

Inventory Management

- Upon selecting an item in the inventory, the stock for the item reduces by 1.
- Upon canceling a selection, the stock for the item increases by 1.
- Define an additional event of your choosing (remove from cart button).
- Add a button that triggers the display of the entire inventory (Admin Button).

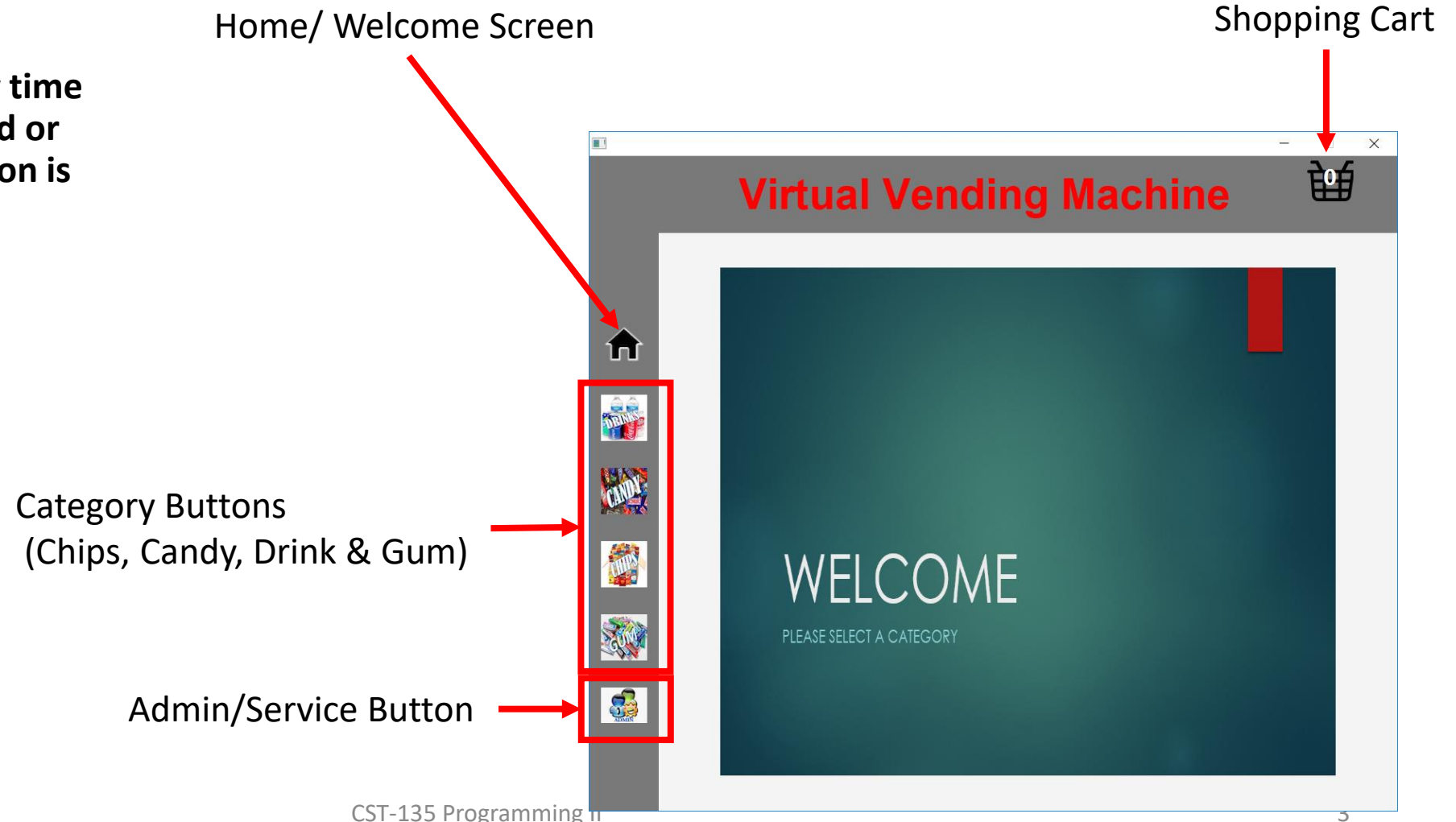
Cart Animation

- Upon selecting an item, animate it “falling into a basket.”
- Modify the existing user interface as needed.
- Synchronization of inventory management and visual components.

Create ReadMe file

Welcome Screen with Category buttons

- This Screen appears every time the application is launched or the Home/ Welcome button is clicked.



Item Selection with Animation

- The user will increase or decrease the quantity of the desired product.
- They will click “Add to Cart” button to add the item to the cart. The cart icon will increase by one (line item) and an animated box will drop into the cart.
- If they change their mind and change the quantity back to zero, the item will be removed from the cart.
- Once the user is ready to review their order, they will click the “Go to Cart” button.

Line Item Count and Box Dropping Animation

The screenshot shows a web application titled "Virtual Vending Machine". It features a table with columns: Product Name, Price \$, Stock, Location, and Quantity. The table lists four products: Crush, Mtn Dew, Pepsi, and Sprite. Each product has a corresponding "Add to Cart" button. A red arrow points to the "Add to Cart" button for Sprite, which is highlighted in blue. Another red arrow points to the "Go to Cart" button. A third red arrow points to the cart icon in the top right corner, which shows a shopping cart with a yellow box inside. A fourth red arrow points to the "Stock" column header. A fifth red arrow points to the "Quantity" column header. A sixth red arrow points to the "Add to Cart" button for Sprite, with the text "Items Added to Cart" next to it.

Product Name	Price \$	Stock	Location	Quantity	
Crush	1.50	10	D2	0	Add to Cart
Mtn Dew	1.50	10	D4	0	Add to Cart
Pepsi	1.50	10	D3	0	Add to Cart
Sprite	1.50	8	D1	2	Add to Cart

Stock Increases or Decreases based on Quantity

Quantity can Increase or Decrease

Items Added to Cart

Inventory: Stock Decrease

- Upon increasing the product quantity, the stock decreases.

Product Name	Price \$	Stock	Location	Quantity
Crush	1.50	10	D2	0
Mtn Dew	1.50	10	D4	0
Pepsi	1.50	10	D3	0
Sprite	1.50	10	D1	0

Pre Selection
Stock = Max
Quantity = 0



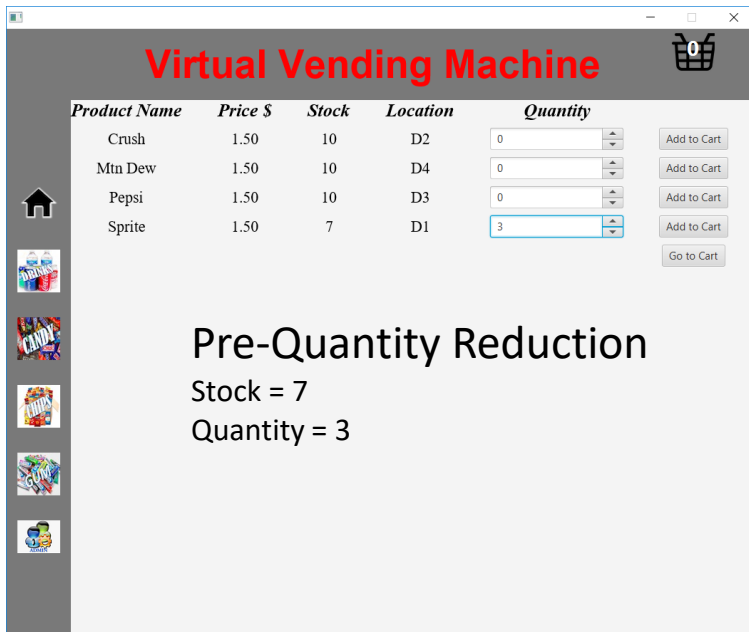
Product Name	Price \$	Stock	Location	Quantity
Crush	1.50	10	D2	0
Mtn Dew	1.50	10	D4	0
Pepsi	1.50	10	D3	0
Sprite	1.50	7	D1	3

Stock Decreased

Quantity Increased

Inventory: Stock Increase

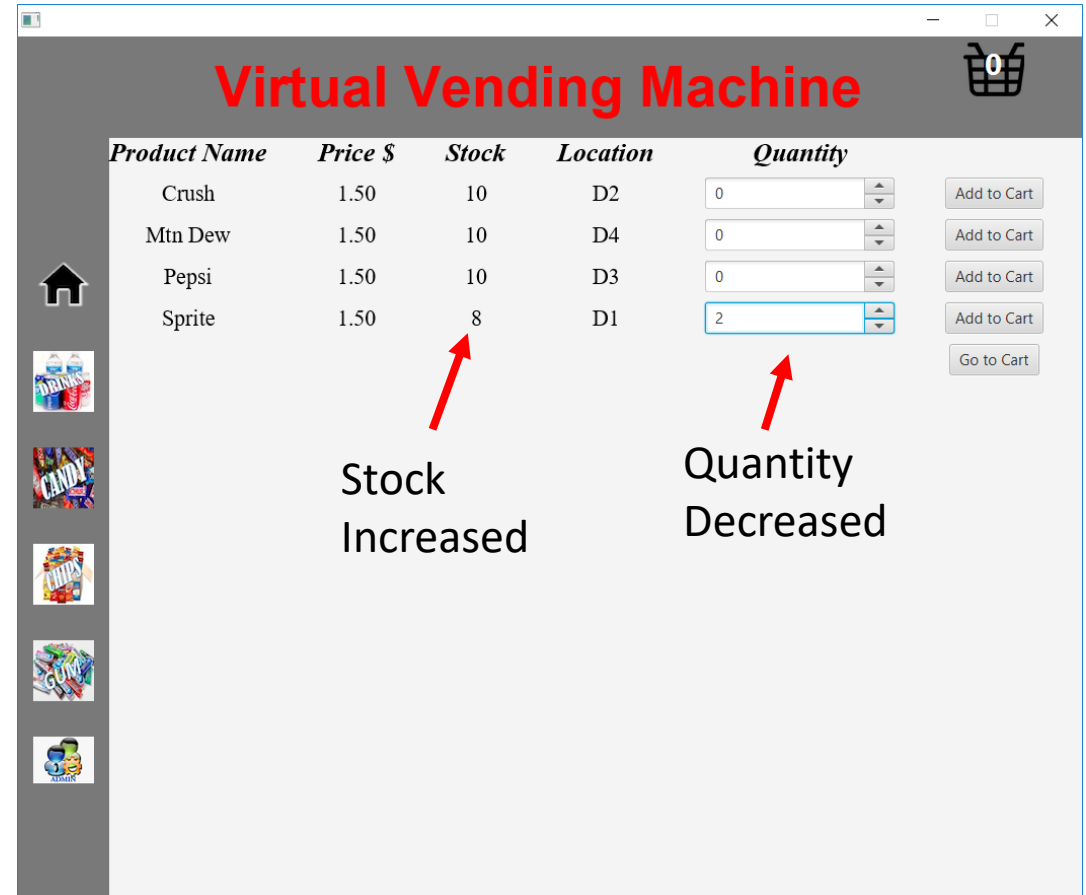
- Upon decreasing the product quantity, the stock increases.



Virtual Vending Machine

Product Name	Price \$	Stock	Location	Quantity
Crush	1.50	10	D2	0
Mtn Dew	1.50	10	D4	0
Pepsi	1.50	10	D3	0
Sprite	1.50	7	D1	3

Pre-Quantity Reduction
Stock = 7
Quantity = 3



Virtual Vending Machine


Product Name	Price \$	Stock	Location	Quantity
Crush	1.50	10	D2	0
Mtn Dew	1.50	10	D4	0
Pepsi	1.50	10	D3	0
Sprite	1.50	8	D1	2

Stock Increased

Quantity Decreased

Additional Event (Remove from Cart)

Cart Line Items Change




Virtual Vending Machine

Product Name	Price \$	Quantity	Total Cost \$
Sprite	1.50	2	3.00
Junior Mints	1.00	1	1.00
Juicy Fruit	0.50	3	1.50
Total			\$5.50

Remove from Cart Buttons

- Clicking Remove
 - Line item is removed from the Cart.
 - Shopping Cart icon displays reduction.
 - Total cost is updated.



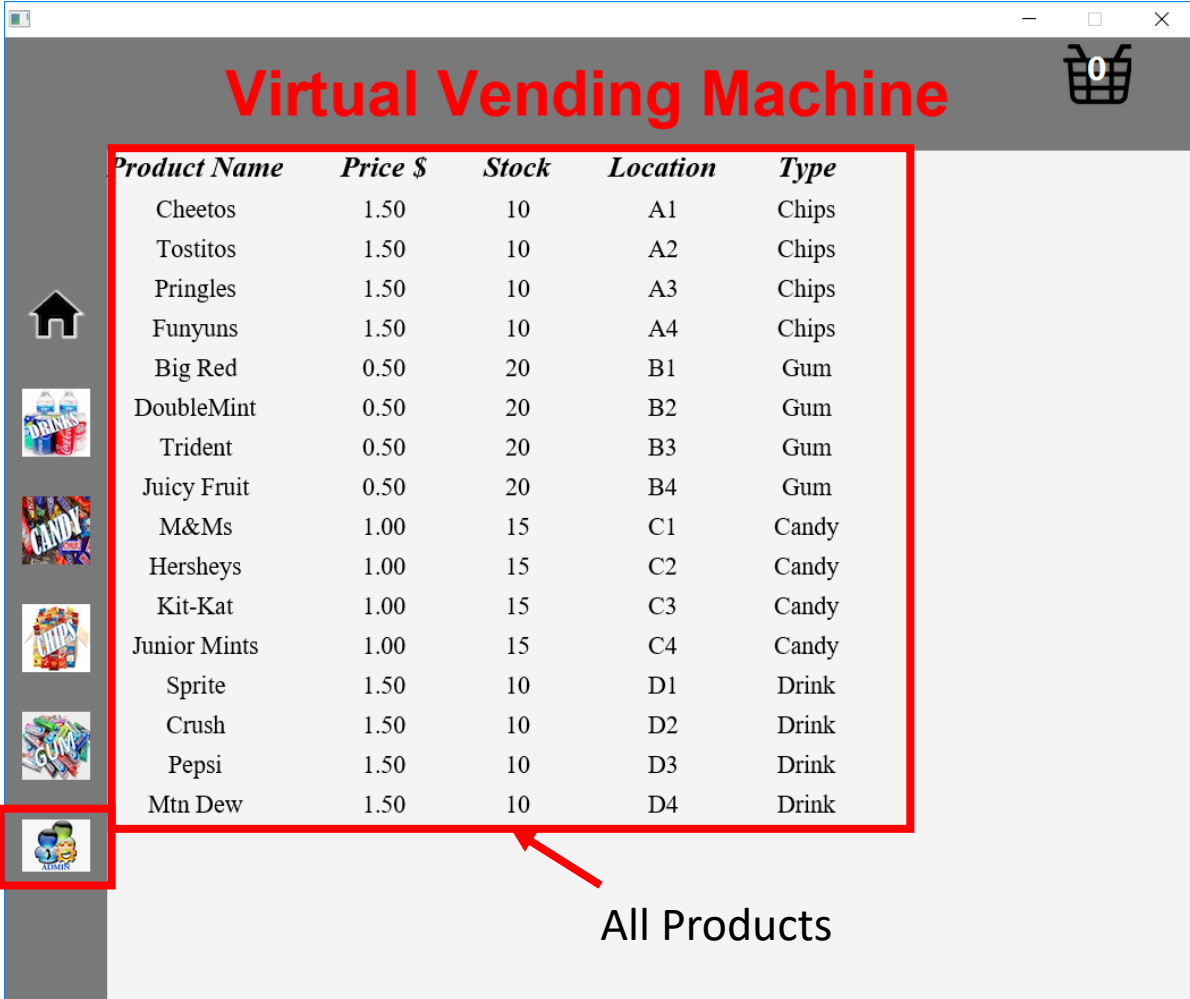
Virtual Vending Machine

Product Name	Price \$	Quantity	Total Cost \$
Junior Mints	1.00	1	1.00
Juicy Fruit	0.50	3	1.50
Total			\$2.50

Total Updated Post Removal

Admin / Service Display

- **Admin/Service Button**
 - Upon clicking, the entire inventory will be displayed.



The screenshot shows a web application titled "Virtual Vending Machine". On the left is a sidebar with icons for Home, Drinks, Candy, and a highlighted "Admin/Service" button. The main area displays a table of products with columns for Product Name, Price, Stock, Location, and Type. A red box highlights the table, and a red arrow points from the "Admin/Service" button to it.

Product Name	Price \$	Stock	Location	Type
Cheetos	1.50	10	A1	Chips
Tostitos	1.50	10	A2	Chips
Pringles	1.50	10	A3	Chips
Funyuns	1.50	10	A4	Chips
Big Red	0.50	20	B1	Gum
DoubleMint	0.50	20	B2	Gum
Trident	0.50	20	B3	Gum
Juicy Fruit	0.50	20	B4	Gum
M&Ms	1.00	15	C1	Candy
Hersheys	1.00	15	C2	Candy
Kit-Kat	1.00	15	C3	Candy
Junior Mints	1.00	15	C4	Candy
Sprite	1.50	10	D1	Drink
Crush	1.50	10	D2	Drink
Pepsi	1.50	10	D3	Drink
Mtn Dew	1.50	10	D4	Drink

Admin/Service Button →

→ All Products

Order Review

- Each line item will have a total cost.
 - $\text{Item Price} * \text{Item Quantity} = \text{Item Total Cost}$
- The total purchase cost will also be displayed.
 - Sum of all line items.
- Items can be removed by going back to the category and setting the item to zero or clicking the remove button.

Remove Item Button

Virtual Vending Machine

Product Name	Price \$	Quantity	Total Cost \$
Junior Mints	1.00	1	1.00
Juicy Fruit	0.50	3	1.50
Total			\$2.50

Total Cost of Line item.

Total Cost of all Line items.

ReadMe

- For our vending machine project, the team had worked together to add different events and additional parts to the application. When the user adds items to the cart, two things happen – the stock goes down or up by the amount the user has selected, and the cart icon animates an object falling into the basket with a total line item count. The added admin/service button will display the whole inventory, perfect for the service person. The cart screen had a remove button added for the customers convenience. This button will remove the item from the cart and update the cart icon number.