

Initial Writeup

github respos: <https://github.com/GeorgeYin2004/Designing-and-Implementing-Grocery-System>

- Description of your project

The grocery system will input item prices into the database, and customers will purchase items. The system will make sure to calculate the final price and ensure that there is enough stock for each product. There will be employees that can offer customer service to customers. The system will also determine if the store is making a profit and adjust the prices of the items accordingly.

- What would the final product look like?

- What functionality will it have?

Adding items into the cart and buying items, allowing employees to check out items or settle wages and also you can change the stats of them. Allowing customers to communicate with employees, for example if the customer requires a bag or receipt.

- What is the target demographic?

Adult customers, employees, and managers are the main target demographic.

- What are some similar products in the field? How might they be an inspiration? What would be different from their product?

- Clothing store
- Amazon
- Library
- Supermarket

They can be an inspiration because all of them are similar to grocery stores, sell most types of food or daily needed items. The grocery system is a special case, for instance, the differences between supermarkets and grocery stores are huge. A grocery store is more specialized and not as large as a supermarket. Supermarkets have counters with butchers, hand-cut artisan cheeses, and deli meats & fresh seafood, but grocery stores are usually more focused on a specific category of food or a targeted demographic, with a more limited variety.

- Development plans

- Which flavor(s) of agile will you use?

Scrum.

§ How will you demonstrate this?

Scrum offers a way to connect multiple individuals who need to work together to deliver complex solutions. Since scrum focuses on delivering products in a complex environment, this flavor of agile perfectly fits our grocery system. Grocery system is well suited for this flavor of agile because it does not have clear requirements. Our group members do things individually, and then fix the problem together.

- How will you ensure everyone has equal responsibility for their parts?

- Organized planning and a strict timeline.
- Each member will know their duties and responsibilities
- We will also make sure to help each other out when needed.
- We will make sure to communicate with each other outside of the classroom

- How are your initial plans for the sprints?

Since sprint is a period of time for us to do all the work, to plan a sprint we must decide on how long the time box is going to be, the goal and where to start with the sprint. For the first sprint, the customers can buy products and employees can earn their salary. For the second sprint, the customers can pay the order and employees can receive and change money. For the last sprint, some details will be shown (ex.transport the product and shippers).

- How are you going to test if your program is working?

To begin, we will make a well-structured UML Diagram that is both organized and simple to read. Having an excellent UML Diagram will allow us to code efficiently and effectively. But of course, we will encounter errors which is why we will constantly test and fix errors where needed by debugging.

- Test the code part b.
- When errors occur, we will constantly fix errors where needed by debugging.
- By checking UML Diagrams will allow us to code efficiently and accurately.