Gruppe 10

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GitHub repository:

https://github.com/GuyKawaii/Marios_pizzabar

Trello link:

https://trello.com/invite/b/FJA503ys/2cff2cec331ed805479c8a7d459f8b37/marios-pizzabar

User Stories

1.

As the chef I would like to be able to view the whole menu

Accept criterias:

- Print all items on the menu
- Item has: name, description, price

2.

As the chef, I would like to be able to view all the orders & pickup time, so that i know which pizza to make next

Accept criterias:

- Print all current orders
- Sort orders by pickup time

3.

As the chef I would like to be able to finish/remove an order when it has been made

Accept criterias:

- Remove a given order
- Mark order as finished
- Mark order as delivered
- Mark order as Paid

4.

As the cashier I can make an order of multiples items

Accept criterias:

- Add single or multiple items to list
- Add item by number and not name
- Add multiple of the same item
- Give ID to order

5.

As the cashier I would like to add a delivery time for an order

Accept criterias:

- Add time for all incoming orders

6.

As the cashier I would like to be able to add/remove toppings to a given order-item

Accept criterias:

- Add/remove a single topping to a pizza

7.

As the cashier I would like to be able to remove an item from the current order

Accept criterias:

- Remove multiple items from current order

Interessentanalyse

Mario (Product Owner)

- Resource person
- PO wants a new system such that he potentially gets more money as his shop can run more smoothly
- PO wants a new system such that less errors happen when new orders arrive
- Essential to have a great communication plan

Alfonso (User*)

- Resource person
- As a user of the system Alfonso wants easier time managing orders for consumers by using a newly developed order system

Customers

- Hostages - influence
- The customers have an easier time making orders, and through Mario and Alfonso saving time using the new system, should receive their food faster.
- The customers get less errors in their orders as the shop can keep better track of their orders

Development-team

- Resource person
- If the development team makes a good product, it might attract more customers or influence Mario to work with them again.

Gidsler	***Resourceperson***
• Customer	• **Mario (Product Owner)** • Development-team • Alfonso(user*)
Eksterne interessenter	***Grå Eminence***

(↑) Aktiv medvirkende - (→) Stor indflydelse

Håndteringsplan - kommunikationsplan

Mario

- At the start of the project daily update to hash out the design.
- Weekly update about the project and demonstration of current features and discussion about future development for the next update.
- Weekly update with other questions and explaining Alfonso's concerns and usage.

Alfonso

- Contact for testing of each iteration/build of the system relevant for him
- Halfway through the project Alfonso will get a Beta version in order for him to try out the new system and setup, while working, and give feedback for tweaks/changes to the scrum-master

Customers

- No contact

Development-team

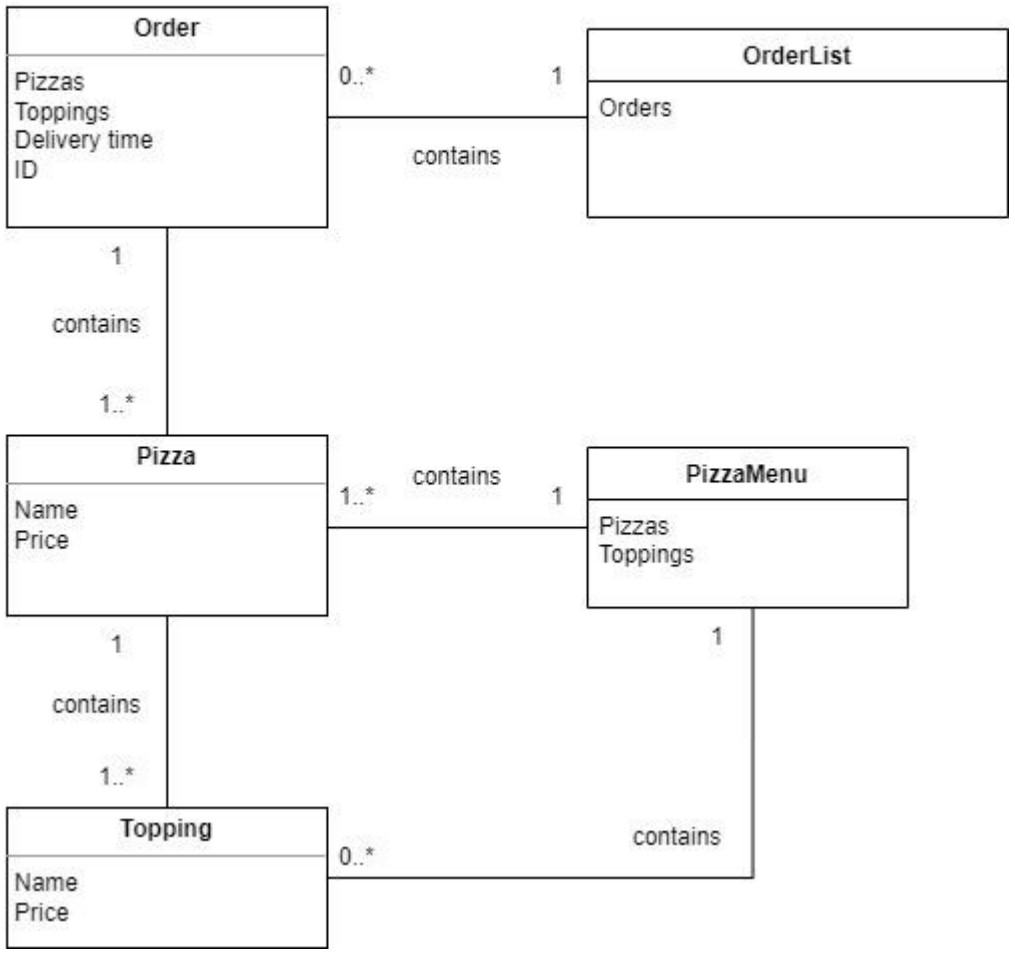
- Daily scrum between team and scrum-master

Interessekonflikter

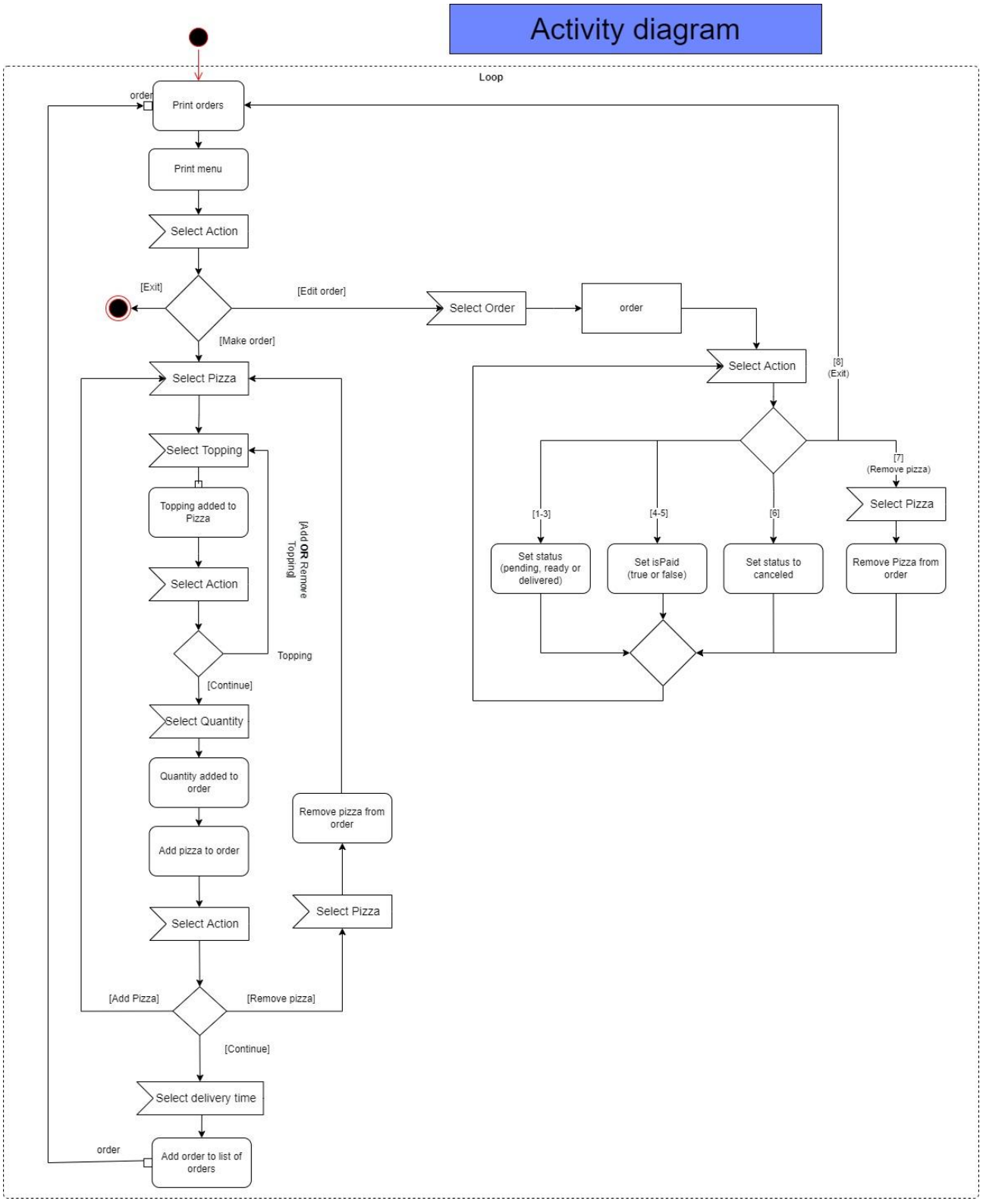
- Disparity between what Mario wants the system to be and how Alfonso would like to use it.
    - **SOLUTION**: Mario gets to choose as he is PO but discussion between scrum-master, Mario and Alfonso can be arranged to find a common ground.

Domænemodel

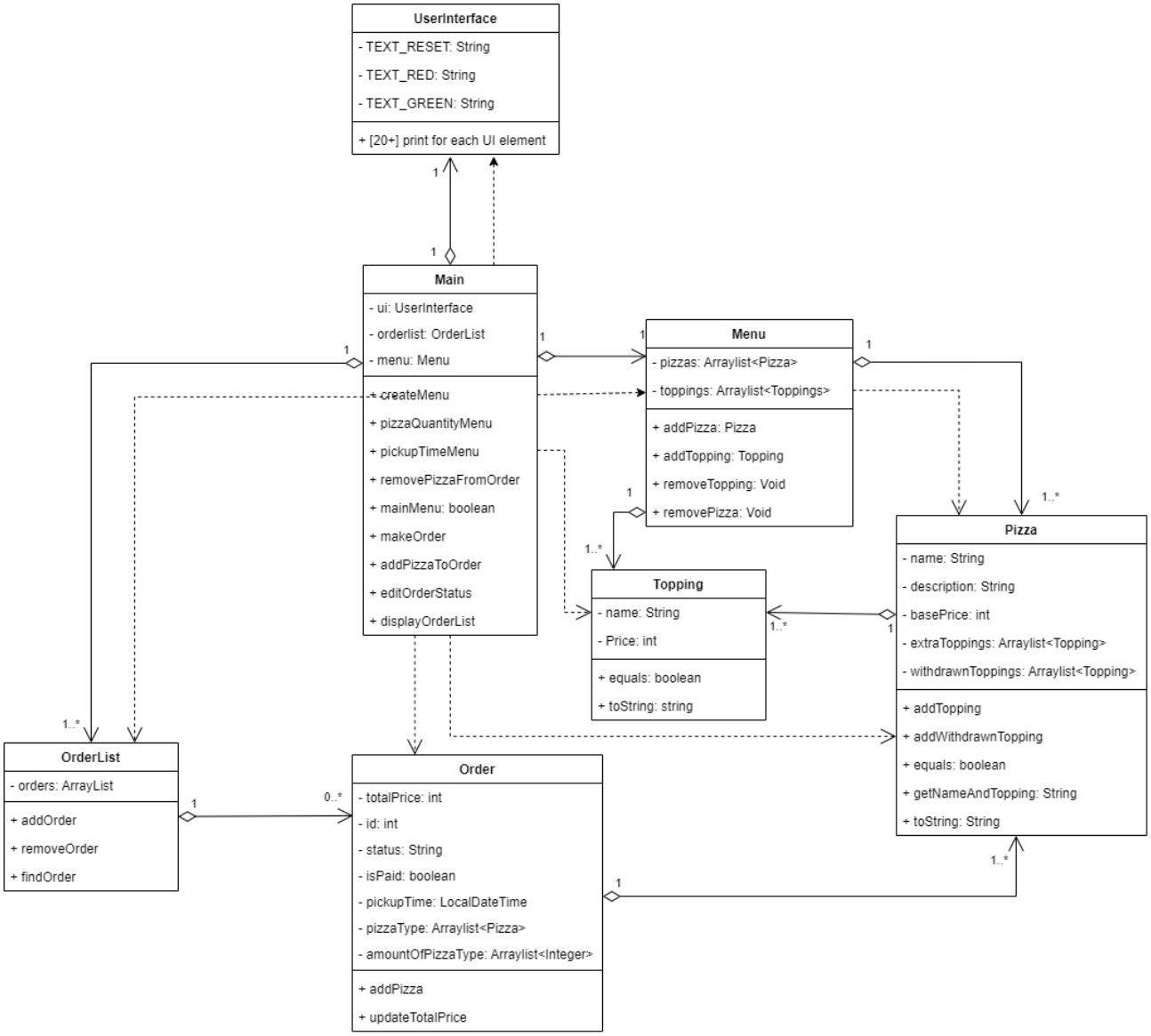
Domain model



Aktivitetsdiagram

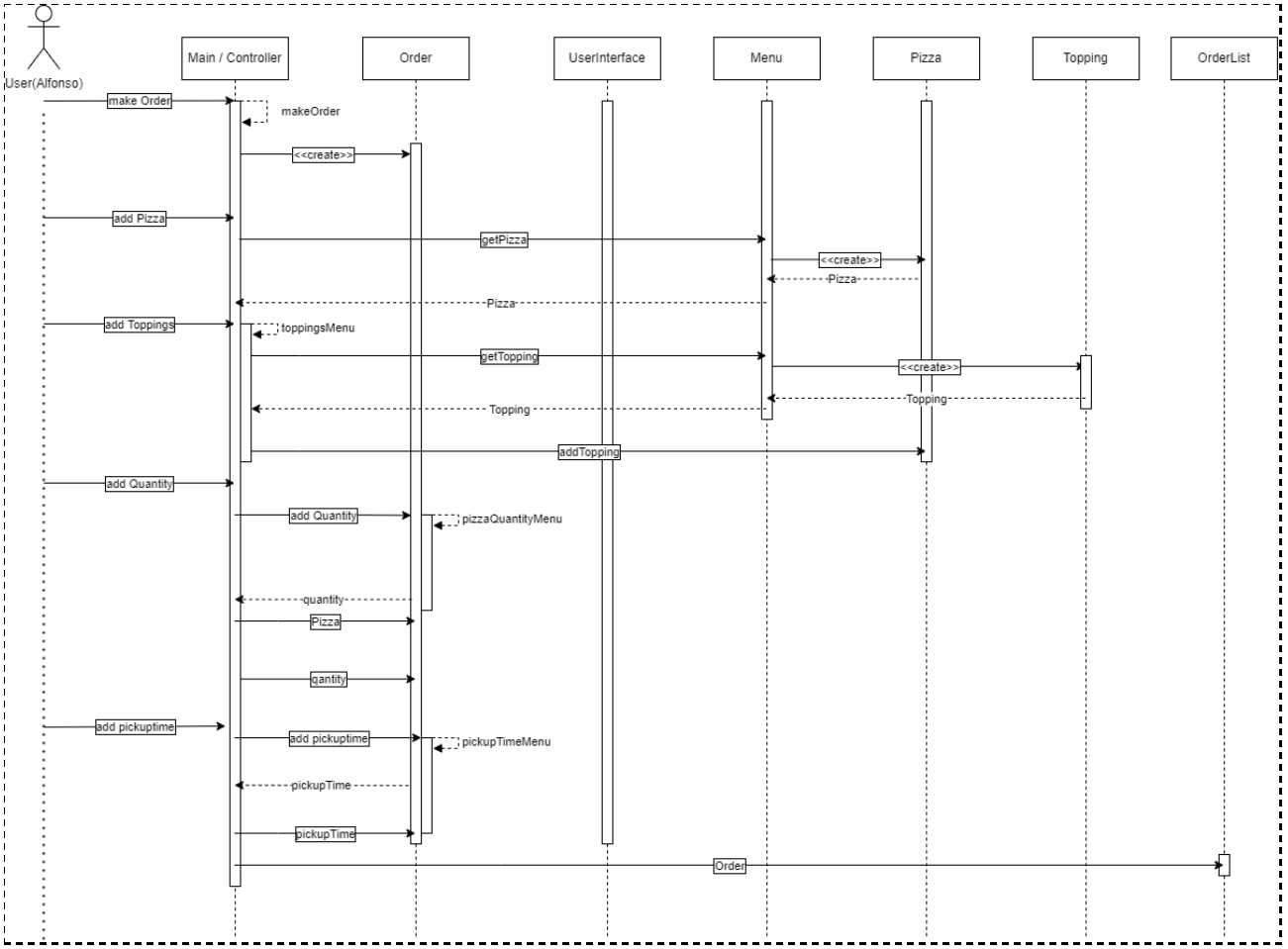
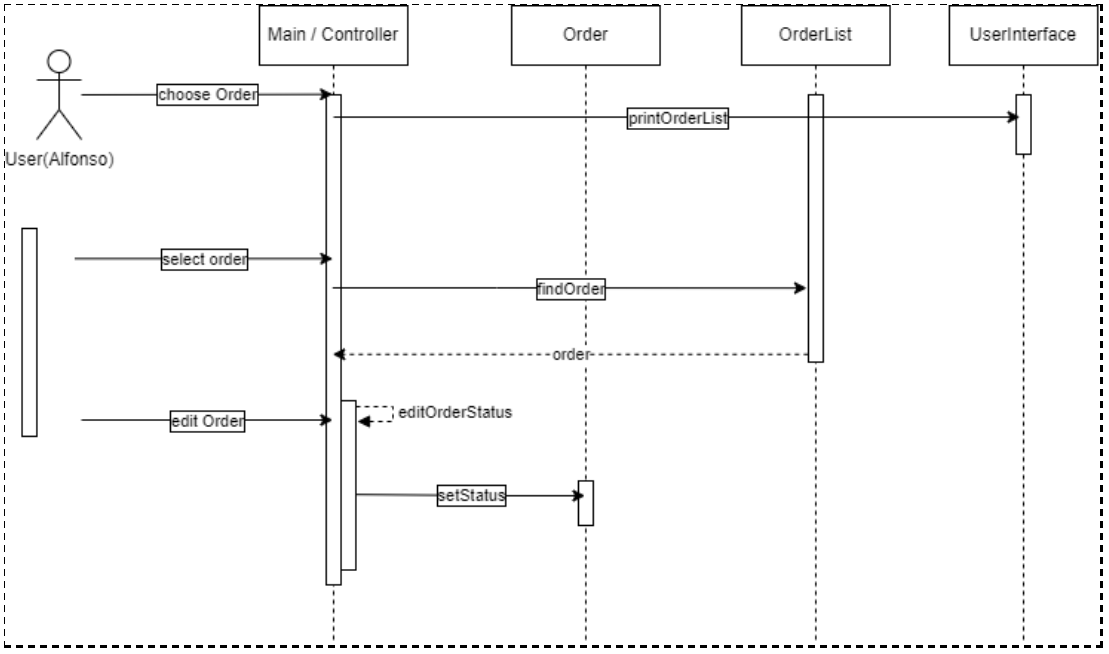


Klassediagram



Sekvensdiagram

Making an order



Editing an order