

CSCI 2210 Stage 1 Document and Scope

By Miranda Lopez, Iris Haro Ortega, and Jacob Chavez

System Type:

For the final semester project, our team has decided to choose the food delivery system option. This system will manage the process of ordering food from different restaurant locations. The system will then send out information on where to deliver food to the consumer and handle online payments efficiently. This system will provide catalogs for quick referencing, along with search functionality, reports, and a menu-based navigation system. The system will have nine main class functions that will help the program to be able to run operations more smoothly and without any complex issues.

Main Entities:

Customer Entity <i>(Will use persistence [files, loading/saving]).</i> Assigned team member: Iris Haro Ortega	This entity will prompt for the customer's name, contact information, and address. It will also provide the customer with the ability to see old order history and allow for the input of new payment types or to remove vie view their old order history and allow for the input of new payment types or the removal of view their old order history and allow for the input of new payment types or the removal of existing old payment types.
Restaurant Entity <i>(Will use persistence [files, loading/saving]).</i> Assigned team member: Iris Haro Ortega	The entity will prompt for the name of the restaurant, location, and menu items, and will show any order history from previous transactions.

Delivery Person Entity <i>(Will use persistence [files, loading/saving]).</i> Assigned team member: Jacob Chavez	This entity will show the name of the person, the person's availability, any assigned orders, and their performance.
Order Entity <i>(Will use persistence [files, loading/saving]).</i> Assigned team member: Jacob Chavez	The entity will prompt for items, the quantity of items, the status of the order, and the assigned delivery individual.
Payment Entity <i>(Will use persistence [files, loading/saving]).</i> <i>(Will use inheritance) [payment inherits from admin and customer]</i> Assigned team member: Miranda Lopez	The entity will prompt for payment method, status, and transaction history.
Menu Entity <i>(Will use persistence [files, loading/saving]).</i> Assigned team member: Miranda Lopez	This entity will list items, prices, descriptions of food items, and their availability.

Additional Entities:

Admin Entity <i>(Will use inheritance) [Admin inherits from customer and delivery person]</i> Assigned team member: Iris Haro Ortega	The entity will manage all other entities, monitor the system, and generate reports.
Review/Rating Entity <i>(Will use inheritance) [Review/Rating inherits from customer, delivery person, restaurant, and order].</i> Assigned team member: Miranda Lopez	This entity will store the customer's reviews and ratings of restaurants and delivery individuals.

Cart Entity <i>(Will use persistence [files, loading/saving]).</i> <i>(Will use inheritance, [Cart inherits from order, menu, and admin]).</i> Assigned team member: Jacob Chavez	Lastly, this entity will show items that have been selected and are waiting to be checked out.
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Scope:

The overall scope of this project is to create a food delivery system that helps customers, restaurants, and delivery individuals manage/track orders while also providing a seamless way to keep all operations going and to help prevent complex issues or order backups from occurring.