

HIDE COFFEE PROJECT PLAN

Prepared by: The team, HIDE COFFEE

Prepared for: PROFFESSOR ADKINSSON

Date: October 9, 2022

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Scope

Our final product will be a Windows based, polished, functioning UI used to order coffee drinks by taking in a customer's information. The Scope layout below includes a list of the different screens employees interact with to take customer's orders, and their relationships with each other. Also included is a walkthrough of each screen in more detail, and the different functions each has. Finally, we've included a list of GUI elements that will be added to the project to create these functions, as well as a list of features we do not plan on implementing in this project to prevent confusion.

List of Screens

- Main Menu
 - Customer List
 - Add Customer
 - Order Drink
 - Pay for Order
 - Receipt
 - Management

Creating an Order

- Order Drink Option Chosen
 - Load Order Drink Screen
 - Both menu and current order presented
 - Menu on left
 - Order on right
 - Signature drinks presented
 - Customizations presented
 - Each drink can be customized
 - Multiple customizations allowed
 - Items added to order on button presses
- Pay for Order Option Chosen
 - Load Payment Screen

Paying for Order

- Payment options presented
 - Credit card or Rewards points
- Credit Card
 - Card number is captured and validated
 - If the number is invalid, payment fails
 - If the exp. Date is invalid, payment fails
 - Rewards members earn points for every dollar
 - \$1 = 10 rewards points
 - Points can be fractional and round down to nearest integer

- Anonymous customers do not earn points
- Rewards Points
 - Can only be chosen by rewards members
 - 10 points = \$1
 - Customers must have enough points to cover the current order
 - Customers do not earn rewards points if points are used for purchase
- Successful Payment
 - Load Receipt Screen

View Receipt

- Order Details presented
 - Drinks ordered
 - Customizations
 - Quantity
 - Customizations
 - Drinks
- Price Details presented
 - Subtotal
 - Tax
 - Total
- Payment Method presented
 - Last four digits of credit card
 - Total number of rewards points used
 - Remaining points presented if points are used as payment

View Rewards Members

- Customer List Option Chosen
 - Load Customer List Screen
 - Current rewards members presented
 - Last name, first name, phone number, current rewards points
 - Anonymous customer profile presented
 - Always at the top of the list
- Add Reward Member Option Chosen
 - Load Add Customer Screen

Add a Reward Member

- Enter required fields
 - First name
 - Last name
 - Phone number
 - Phone number verification
 - If invalid, an account is not created
 - Full name verification
 - Must be at least 10 characters
- Rewards Member Created
 - Begin order

- Rewards Member Canceled
 - Return to Main Menu

Management

- Management Option Chosen
 - Load Management Screen
- Generate Sales Data
 - CSV file created upon selection
 - Includes all sales data
 - Total amount of all items purchased among all customers
 - Total amount of anonymous purchases
 - Total amount of reward member purchases
 - Total amount of
 - Text file created
 - Separated by commas
 - File is opened in Excel

GUI Items

- Drink Information
 - Drink buttons
 - One for each drink
 - Customization buttons
 - One for each customization
 - Increase/decrease quantity buttons
 - Drinks
 - Customizations
 - Price displayed for drinks and customizations
- Customer Information
 - Anonymous button
 - Rewards Member button
 - Payment info input field
 - Last four digits of card displayed
 - Current rewards points displayed
 - Add Reward Member input field
 - First name
 - Last name
 - Phone Number
- General GUI Items
 - Back button
 - Next button
 - Return to main menu button
 - Print Sales Report button
 - Cancel order button

Not Included in This Release

- Removable/modifiable customer data

- Data for stock level of items
- Customer contact info besides phone number
- Forms of payment besides credit cards or rewards points
- Option for tipping server
- Icons/art for each item button
- Mobile device functionality
- Web browser functionality
- MACOS functionality
- LINUX functionality
- Data encryption

Schedule

Task number	Task	Estimated time	Teams' Start Date	Teams' Deadline	Final Deadline	Responsibility
1	Project Plan	4 hours 40 minutes	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	All
1.1	High Level Scope	1 hour	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	Ian Chorne
1.2	Create Schedule	1 hour 30 minutes	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	Habeebah Muse
1.2.1	Work breakdown	1 hour	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	Habeebah Muse
1.2.2	Gantt chart	30 minutes	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	Habeebah Muse
1.3	Team Organization	10 minutes	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	All
1.3.1	Organization	5 minutes	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	All
1.3.2	Teams' resume	5 minutes	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	All
1.4	Technical Description	30 minutes	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	Evan Finelli
1.5	Data Management Plan	1 hour	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	Duncan Stephan
1.6	Test Plan	30 minutes	Monday, September 26, 2022	Friday, October 7, 2022, 11:59	Sunday, October 9, 2022, 8:59AM	Evan Finelli
2	Requirements document	3 hours 40 minutes	Sunday, October 9, 2022, 12:00PM	Wednesday, October 12, 2022, 11:59PM	Friday, October 14, 2022, 11:59PM	All
2.1	Requirements Elicitation	40 minutes	Sunday, October 9, 2022, 12:00PM	Wednesday, October 12, 2022, 11:59PM	Friday, October 14, 2022, 11:59PM	Lead: Ian Chorne Backup: Habeebah Muse

2.2	Requirement Definition	30 minutes	Sunday, October 9, 2022, 12:00PM	Wednesday, October 12, 2022, 11:59PM	Friday, October 14, 2022, 11:59PM	Lead: Ian Chorne Backup: Habeebah Muse
2.3	Requirement Priority table	50 minutes	Sunday, October 9, 2022, 12:00PM	Wednesday, October 12, 2022, 11:59PM	Friday, October 14, 2022, 11:59PM	Lead: Duncan Stephen Backup: Evan Finelli
2.4	Decision tables	50 minutes	Sunday, October 9, 2022, 12:00PM	Wednesday, October 12, 2022, 11:59PM	Friday, October 14, 2022, 11:59PM	Lead: Evan Finelli Backup: Duncan Stephen
2.5	Case Diagrams	50 minutes	Sunday, October 9, 2022, 12:00PM	Wednesday, October 12, 2022, 11:59PM	Friday, October 14, 2022, 11:59PM	Lead: Habeebah Muse Backup: Ian Chorne
3	UI Design	1 hour 30 minutes	Wednesday, October 13, 2022, 12:00PM	Saturday, October 22, 2022, 11:59PM	Monday, October 24, 2022	All
3.1.1	Prototype	30 minutes	Wednesday, October 13, 2022, 12:00PM	Saturday, October 22, 2022, 11:59PM	Monday, October 24, 2022	Lead: Duncan Stephan Backup: Habeebah Muse
3.1.1.1	Colors	10 minutes	Wednesday, October 13, 2022, 12:00PM	Saturday, October 22, 2022, 11:59PM	Monday, October 24, 2022	Lead: Evan Finelli Backup: Ian Chorne
3.1.1.2	Font	10 minutes	Wednesday, October 13, 2022, 12:00PM	Saturday, October 22, 2022, 11:59PM	Monday, October 24, 2022	Lead: Evan Finelli Backup: Ian Chorne
3.1.1.3	Images	10 minutes	Wednesday, October 13, 2022, 12:00PM	Saturday, October 22, 2022, 11:59PM	Monday, October 24, 2022	Lead: Duncan Stephan Backup: Habeebah Muse
3.1.1.4	Layout	10 minutes	Wednesday, October 13, 2022, 12:00PM	Saturday, October 22, 2022, 11:59PM	Monday, October 24, 2022	Lead: Evan Finelli Backup: Ian Chorne
3.1.1.5	Flow of interactions	20 minutes	Wednesday, October 13, 2022, 12:00PM	Saturday, October 22, 2022, 11:59PM	Monday, October 24, 2022	Lead: Ian Chorne Backup: Habeebah Muse
3.1.2	Review/ Turn in	20 minutes	Sunday, October 23, 2022, 12:00PM	Sunday, October 23, 2022, 11:59PM	Monday, October 24, 2022	All

4	Technical Design	3 hours	Monday, October 25, 2022, 12:00PM	Sunday, November 6, 2022, 11:59PM	Monday, November 7, 2022, 11:59PM	All
4.1	UML	1 hour	Monday, October 25, 2022, 12:00PM	Sunday, November 6, 2022, 11:59PM	Monday, November 7, 2022, 11:59PM	Lead: Ian Chorne Backup: Habeebah Muse
4.2	Case Diagram	1 hour	Monday, October 25, 2022, 12:00PM	Sunday, November 6, 2022, 11:59PM	Monday, November 7, 2022, 11:59PM	Lead: Habeebah Muse Backup: Duncan Stephan
4.3	Entity Relationship Diagram	1 hour	Monday, October 25, 2022, 12:00PM	Sunday, November 6, 2022, 11:59PM	Monday, November 7, 2022, 11:59PM	Lead: Duncan Stephan Backup: Evan Finelli
4.4	Review	20 minutes	Sunday, November 6, 2022, 11:59PM, 12:00PM	Sunday, November 6, 2022, 11:59PM	Monday, November 7, 2022, 11:59PM	All
5	Coding	13 hours 5 minutes	Sunday, November 6, 2022, 9:00PM	Saturday, November 26, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	All
5.1	Main Screen	40 minutes	Sunday, November 6, 2022, 9:00PM	Thursday, November 7, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Duncan Stephan Secondary: Habeebah Muse
5.1.1	Large button	10 minutes	Sunday, November 6, 2022, 9:00PM	Thursday, November 7, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan
5.1.2	Customer List button	10 minutes	Sunday, November 6, 2022, 9:00PM	Thursday, November 7, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan
5.1.3	Management tool button	10 minutes	Sunday, November 6, 2022, 9:00PM	Thursday, November 7, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Habeebah Muse
5.1.4	Test	10 minutes	Sunday, November 6, 2022, 9:00PM	Thursday, November 7, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Habeebah Muse Backup: Duncan Stephan
5.2	Customer List Screen	1 hour	Sunday, November 7, 2022, 9:00PM	Thursday, November 10, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Ian Chorne Secondary: Evan Finelli

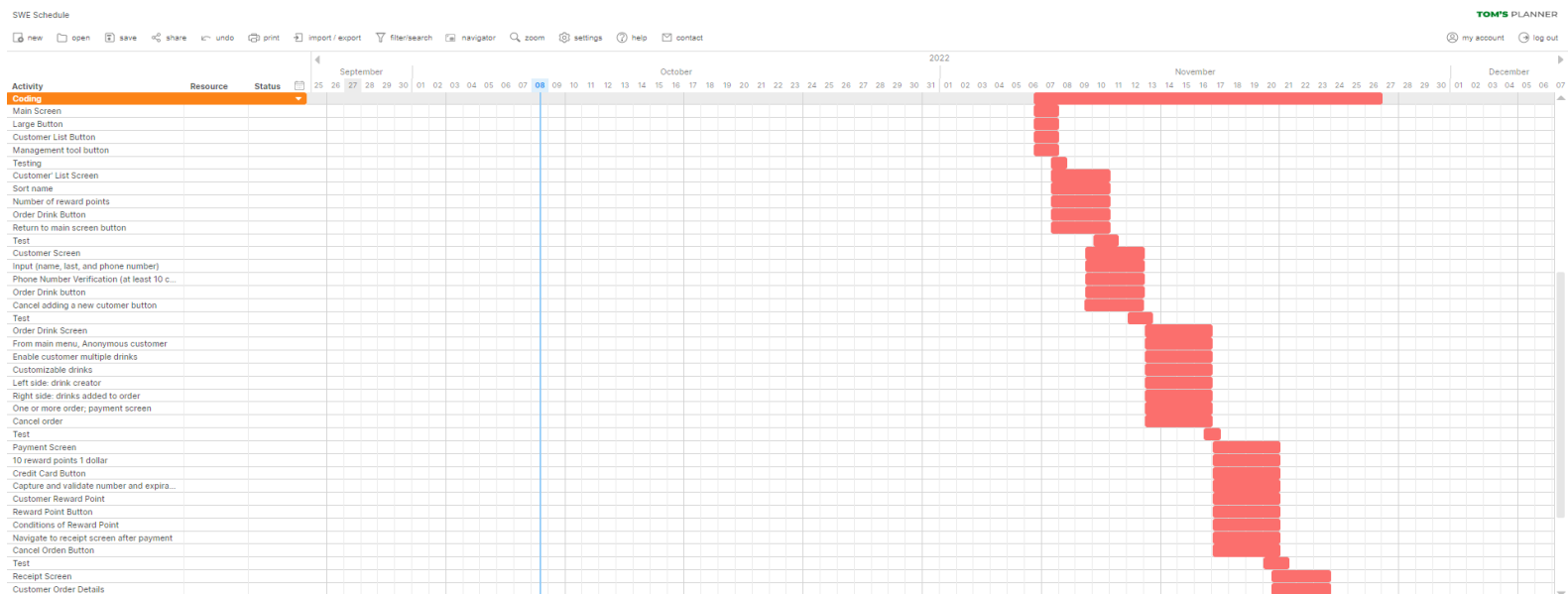
5.2.1	Sort name (last name, then phone number. Anonymous at the top)	20 minutes	Sunday, November 7, 2022, 9:00PM	Thursday, November 10, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Ian Chorne
5.2.2	Number of reward points	10 minutes	Sunday, November 7, 2022, 9:00PM	Thursday, November 10, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Evan Finelli
5.2.3	Order drink button	5 minutes	Sunday, November 7, 2022, 9:00PM	Thursday, November 10, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Evan Finelli
5.2.4	Return to main screen button	5 minutes	Sunday, November 7, 2022, 9:00PM	Thursday, November 10, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Ian Chorne
5.2.5	Test	20 minutes	Sunday, November 8, 2022, 9:00PM	Thursday, November 10, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Ian Chorne Backup: Evan Finelli
5.3	Customer Screen	1 hour 10 minutes	Wednesday, November 9, 2022, 9:00PM	Saturday, November 12, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Evan Finelli Secondary: Duncan Stephan
5.3.1	Input (first name, last name, phone number)	5 minutes	Wednesday, November 9, 2022, 9:00PM	Saturday, November 12, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Evan Finelli
5.3.2	Phone number verification at least 10 characters	20 minutes	Wednesday, November 9, 2022, 9:00PM	Saturday, November 12, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Evan Finelli
5.3.3	Order drink button	5 minutes	Wednesday, November 9, 2022, 9:00PM	Saturday, November 12, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan
5.3.4	Cancel adding a new customer back to home button	20 minutes	Wednesday, November 9, 2022, 9:00PM	Saturday, November 12, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan
5.3.5	Test	20 minutes	Saturday, November 12, 2022	Saturday, November 12, 2022, 11:59PM		Lead: Evan Finelli Backup: Duncan Stephan
5.4	Order Drink Screen	2 hours 55 minutes	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Duncan Stephan Secondary: Ian Chorne
5.4.1	From main screen Order drink, customer is anonymous	5 minutes	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan

5.4.2	Enable customer to order one or more drinks	20 minutes	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan
5.4.3	Customizable drinks	20 minutes	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Ian Chorne
5.4.4	2 panes	1 hour	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Duncan Stephan Backup: Ian Chorne
5.4.4.1	Left side: drink creator	30 minutes	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022	Duncan Stephan
5.4.4.2	Right side: drinks added to order, plus subtotal, tax, and total	30 minutes	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Ian Chorne
5.4.5	If at least one order; payment screen	30 minutes	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan
5.4.6	Cancel order	20 minutes	Sunday, November 13, 2022, 12:00 PM	Wednesday, November 16, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Ian Chorne
5.4.7	Test	20 minutes	Thursday, November 17, 2022, 9:00PM	Thursday, November 17, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan
5.5	Payment Screen	2 hour 15 minutes	Thursday, November 17, 2022, 9:00PM	Sunday, November 20, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Habeebah Muse Secondary: Ian Chorne
5.5.1	Code 10 reward for \$1	20 minutes	Thursday, November 17, 2022, 9:00PM	Sunday, November 20, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Habeebah Muse
5.5.2	Credit card button	40 minutes	Thursday, November 17, 2022, 9:00PM	Sunday, November 20, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Habeebah Muse
5.5.2.1	Capture and validate number and expiration date	30 minutes	Thursday, November 17, 2022, 9:00PM	Sunday, November 20, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Ian Chorne
5.5.2.2	Customer reward points	10 minutes	Thursday, November 17, 2022, 9:00PM	Sunday, November 20, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Ian Chorne

5.5.3	Reward points button	35 minutes	Thursday, November 17, 2022, 9:00PM	Sunday, November 20, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Ian Chorne
5.5.3.1	Conditions of reward points	30 minutes	Thursday, November 17, 2022, 9:00PM	Sunday, November 20, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Habeebah Muse
5.5.4	Navigate to receipt screen after payment	10 minutes	Thursday, November 17, 2022	Sunday, November 20, 2022	Monday, November 28, 2022, 4:59PM	Habeebah Muse
5.5.5	Cancel order button	10 minutes	Thursday, November 17, 2022	Sunday, November 20, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Habeebah Muse
5.5.6	Test	20 minutes	Sunday, November 20, 2022, 11:59PM	Sunday, November 20, 2022	Monday, November 28, 2022, 4:59PM	Ian Chorne
5.6	Receipt Screen	2 hours 40 minutes	Sunday, November 20, 2022	Wednesday, November 23, 2022	Monday, November 28, 2022, 4:59PM	Lead: Habeebah Muse Secondary: Evan Finelli
5.6.1	Customer order details (customizations, prices and quantities, subtotal, tax, and total)	1 hour	Sunday, November 20, 2022	Wednesday, November 23, 2022	Monday, November 28, 2022, 4:59PM	Lead: Habeebah Muse Backup: Evan Finelli
5.6.2	Payment method (last 4 digits credit card or reward points)	40 minutes	Sunday, November 20, 2022	Wednesday, November 23, 2022	Monday, November 28, 2022, 4:59PM	Evan Finelli
5.6.3	Reward points for non-anonymous customers	30 minutes	Sunday, November 20, 2022	Wednesday, November 23, 2022	Monday, November 28, 2022, 4:59PM	Evan Finelli
5.6.4	Return to main button	10 minutes	Sunday, November 20, 2022	Wednesday, November 23, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Habeebah Muse
5.6.5	Test	20 minutes				Habeebah Muse
5.7	Management Screen	1 hour 25 minutes	Wednesday, November 23, 2022	Friday, November 26, 2022	Monday, November 28, 2022, 4:59PM	Lead: Duncan Stephan Backup: Evan Finelli
5.7.1	CSV button	5 minutes	Wednesday, November 23, 2022, 11:59PM	Friday, November 26, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan

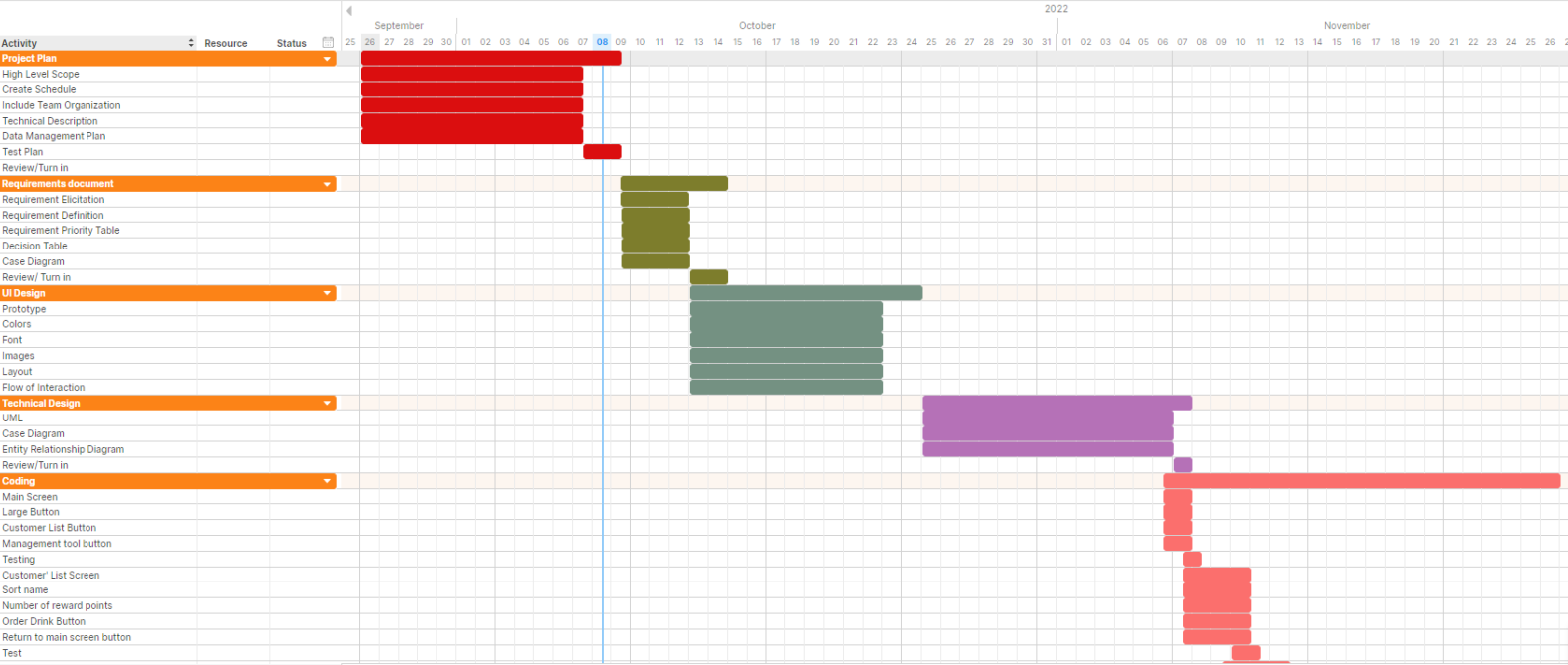
5.7.1.1	CSV file	50 minutes	Wednesday, November 23, 2022, 11:59PM	Friday, November 26, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Duncan Stephan
5.7.2	Return button to main screen	10 minutes	Wednesday, November 23, 2022, 11:59PM	Friday, November 26, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Evan Finelli
5.7.3	Final testing	20 minutes	Wednesday, November 24, 2022, 11:59PM	Friday, November 26, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	All
6	Presentation	1 hour	Thursday, November 25, 2022, 11:59	Sunday, November 27, 2022, 11:59PM	Monday, November 28, 2022, 4:59PM	Lead: Ian Chorne Backup: Habeebah Muse
6.1	Video preparation and editing	1 hour	Thursday, November 25, 2022, 11:59	Sunday, November 27, 2022, 11:59PM	Sunday, November 27, 2022, 11:59PM	All

Gantt Chart



SWE Schedule

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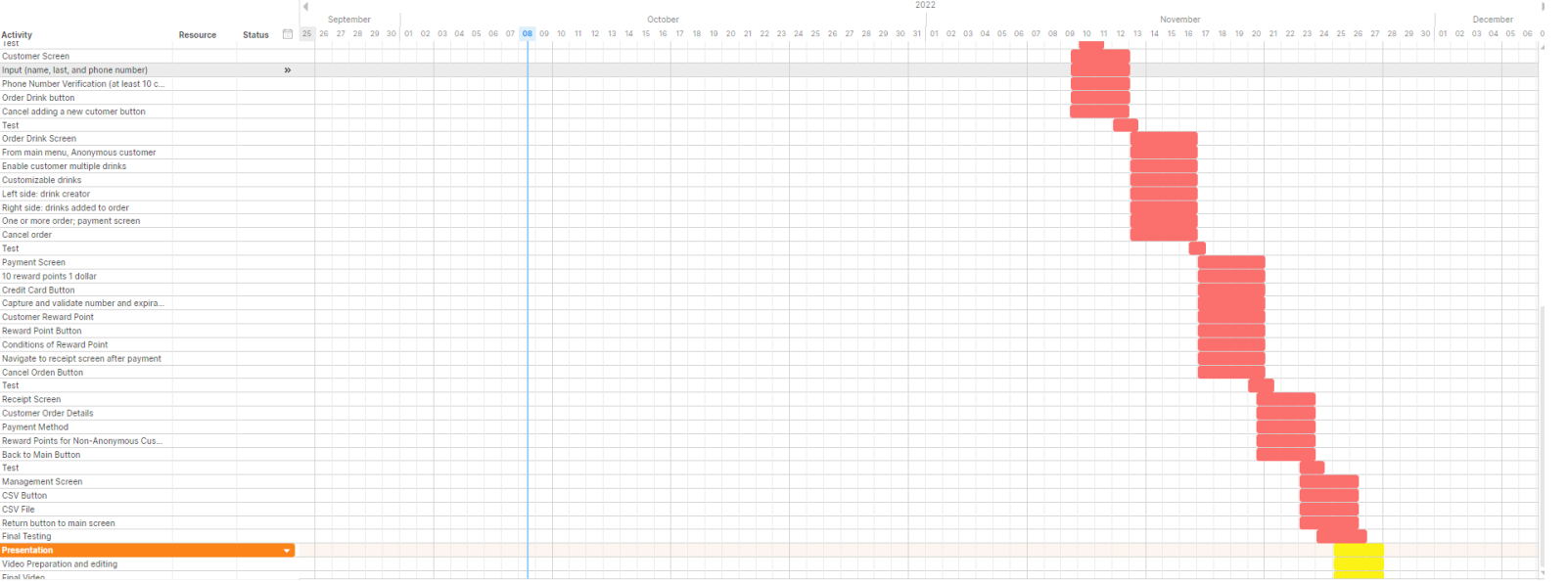


SWE Schedule

TOM'S PLANNER

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Deliverables

- Project Plan
- Requirement Document
- UI Design
- Technical Design
- Coding
- Presentation

Team Organization

Team Roles

- Habeebah Muse: Team Lead and Planning
- Duncan Stephan: Lead Programmer
- Evan Finelli: Technical Designer
- Ian Chorne: Documentation Lead

Team Resumes

Ian Chorne

<p>I am a Game Design and Development major in my third year here at KSU. My long-term goal in my career is to run my own studio in the Atlanta area to develop board games or educational games.</p>	<p>252 Old Tassel Court Woodstock, GA, 30189 (864) 275-1805 ichorne@students.kennesaw.edu</p>
<p>COURSE EXPERIENCE</p> <p>CSE 1321, 1322, Intro to Programming I & II – Spring 2021, Spring 2022</p> <p>Passed 1322 lecture and lab, 1321 lab with an A, 1321 lecture with a B. Gained experience with problem-solving, Object-Oriented Programming, C#, and Java.</p> <p>CGDD 2112, 2112L, Fundamentals of Game Design – Fall 2021, Spring 2022</p> <p>Passed the lecture with a perfect grade, and lab with a B+. Gained further experience with C#, and experience with the Unity game engine. Gained experience with project management, such as requirements elicitation, testing, prototyping, and presentation. Completed multiple projects, including a fully finished board game, and three iterations of an FPS video game.</p> <p>Mathematics, Algebra, Precalculus, Calculus 1 – Fall 2021, Spring 2022, Summer 2022</p> <p>Passed Algebra and Calc 1 with an A, PreCalc with a B. Gained math knowledge relevant to software and game development, such as composition of functions, derivatives, and graphs.</p> <p>EXTRACURRICULAR</p> <p>Catholic Center at KSU— President</p> <p>April 2022 - Present</p> <p>Leads a team of 13 other officers in various departments such as spiritual formation, social media management, hospitality, outreach, volunteering, and fundraising. Plans weekend long retreats for the community, and other events. Manages conflict/crises that arise. Frequently does public speaking. Also served as a Vice President for a year before becoming President.</p>	<p>SOFT SKILLS</p> <p>Leadership Organization Teamwork Communication Problem Solving</p> <p>HARD SKILLS</p> <p>Writing Documentation Public Speaking C# Unity Visual Studio Algebra</p> <p>Other Completed Courses</p> <p>English I & II Leadership and Intercultural Competence Intro to Computing Art in Society Intro to Psychology Premodern World History Econ 1000 American Government World Literature</p>

Habeebah Muse

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EDUCATION

Kennesaw State University
Marietta, GA

(Graduation date-May 2025)

Bachelor of Science in Computer Science

Relevant Coursework: Programming Problem Solving 1321 Java Lab, Programming Problem Solving 1321 Lecture, Programming Problem Solving 1322 Lab, Programming Problem Solving 1322 Lecture, Honors (Learnt of fixed and growth mindsets)

Will have completed by Summer of 2023: Calculus, Computer Organization and Architecture, Discrete Math, Introduction to Software Engineering

Other learning activities: pandas Code Challenges (In progress), Code Path Android Development class with Kotlin

Organizations: Rewriting the Code (Member), Color Stack (Member), Girls Who Code (Member/Volunteer), French Club (Marketing Officer & Club Promoter), Dexterous Art Club (treasurer), Google Developer Club (Member), Eco Owls (Member), Muslim Student Association (Member)

SKILLS

Languages

HTML (Intermediate), CSS (Intermediate), JavaScript (Beginner), Java (Intermediate), SQL (Beginner), Python (Intermediate), Kotlin (Beginner)

Software

Visual Studio, Anaconda, Atom, IntelliJ, Glitch, Replit

Frameworks

Bootstrap (Intermediate), Flexbox (Intermediate), PyLab (Beginner), Pandas (Intermediate)

PROJECT EXPERIENCE

CSE 1322 Projects

- Completed 12 assignments before the deadline every week for 12 weeks. Got an A in the class.
- Learned advanced object-oriented programming such as Inheritance, Interface.
- Consistently attended the tutoring sessions provided by my school to assist in completing my assignments.

Pandas Code Challenge LinkedIn Learning (Completed Projects)

- Completed chapter 1-4 with at least 3 projects per chapter and at most 4 projects per chapter, to learn beginner's java and create projects.
- Used resources such as Google to solve problems while being the first-time doing pandas projects.
- To experiment with different areas of Computer Science to see what area I would like to pursue in the future.

Code Path Android Development Project

- Created and in the process of completing Code Path courses while engaging with a team of 4 people.
- Built and completed 2 projects and pushed them on GitHub with a README illustration of what I did.
- Completed 4 out of 5 of the optional assignments.

Python Quiz

- Created a quiz code for my quiz using python, with limited knowledge of Object-Oriented Programming.
- Used Object Oriented Programming to create code. Inputted 16 Spanish words and their meaning to stimulate real life quiz.
- Searched the web to understand how to create the code using Object oriented programming.

G. Evan Finelli

gfinelli@students.kennesaw.edu • Marietta, GA • (770) 238-2722

EDUCATION

Kennesaw State University: Marietta, GA

Expected Graduation: May 2024

B.A. Computer Science with a concentration in Cybersecurity

Relevant Courses: Programming Problem Solving I and II, Discrete Mathematics, Technical Writing, Data Structures, Computer Organization & Architecture, Intro to Database Systems

EXPERIENCE

UnitedHealth Group, Optum: Technology Development Program Intern, Product Management Team, *Remote* Jun 2022 – Aug 2022

- Performed Documentation Reconciliation
- Updated and enhanced documentation through communication with senior engineers
- Saved an estimated amount of around 400 thousand dollars in budget allocation.

LEADERSHIP & PROFESSIONAL DEVELOPMENT

AFROTC: Cadet, Georgia Tech, GA

Aug 2020 – Dec 2020

- Participated in Air Force Leadership Lab I and received an 'A' final grade

High School Student Government: Spirit Chair, Milan, Italy

Aug 2018 – May 2020

- Responsibilities included planning and hosting the school pep rallies, general assemblies, and attending monthly meetings with school administrators.
- Oversaw new initiative for a school 'house' system (Four teams consisting of grades 9th to 12th which compete in various competitions during pep rallies)

Yearbook: Editor-in-Chief, Milan, Italy

Aug 2018 – May 2020

- Responsibilities included delegating jobs to the other members, revising and editing all completed work, and photographing all school sport teams.

SKILLS

Soft Skills

- Public Speaking
- Leadership
- Organization
- Conflict Resolution
- Customer Service
- Product Management

Hard Skills

- GitHub (Intermediate)
- Python (intermediate)
- Java (intermediate)
- C++ (intermediate)
- C# (beginner)
- SQL (beginner)
- Photoshop (intermediate)

Duncan Stephan
3172 Forest Grove Trail NW, Acworth, GA 30101 · (678) 800-5595
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Career Objective

Full Stack Developer

My long-term goal is to be a developer skilled in all aspects of software development, whether it be planning and designing, back-end, front-end, debugging and maintenance, etc.

Skills

- 2+ Years C# Experience
- 2+ Years Java Experience
- SQL Experience

Job Experience

- Data Center Operations Technician
 - H5 Data Centers (*July 2021 – Present*)
 - Responsible for supporting customers, provides routine maintenance oversight and monitoring of Data Center Infrastructure.
 - Ensure work will be properly scheduled, in keeping with prescribed periodicities and schedules.
 - Perform Remote Hands services for customers including: hardware installation, power strips, rails, cable management and customer equipment troubleshooting/reboots.

Education

- Associate degree from Georgia Highlands College (2018)
- In-Progress bachelor's degree from Kennesaw State University (2019-Present)
 - Intro to Programming I & II
 - Data Structures

Technical Description

Our point of sale (POS) system will design to operate on Windows operating systems only. Our program will be primarily run by C#. The computer running our program must support C#. Due to the simplicity of the program, most general computers should be able to run the program without issue. The following are the minimum hardware requirements for this program:

- A CPU speed of at least 1 GHz
- At least 1 GB of RAM
- At least 3GB of free internal storage space

Note* all requirements are based on modern POS systems.

Several project risks can be identified early on. Customer communication will not be consistent and can lead to certain aspects of the product not meeting the customer's satisfaction. Persistent attempts at communicating with the customer will allow us to mitigate this risk and ensure the product is produced to the customer's specifications. Another project risk is our team members unfortunate scheduling that has three of us four holding external jobs over the weekends. This will be overcome with regular meetings outside of class time during the week, and by assigning backups to each task.

Data Management Plan

Our data will be stored in JSON format, split between three files: configuration data, customer list and sales data, and the drink menu and customizations data.

1. Configuration Data file holds the tax rate and reward points earned for each dollar spent.
2. The Customer List and Sales Data file holds customer information—like first and last name, phone number, and a unique serialized ID—and all sales information associated with that customer, such as their order history—including the customizations on the drinks—, how much they spent, how they paid for the drinks, and their rewards balance.
3. The Drink Menu and Customizations Data file holds the basic drinks and their prices, and the drink customizations and their associated charges.

For each attribute in the JSON files, there is an associated C# class file. These class files are initialized in a Service C# file named after the JSON file it is using, extending from an associated interface. These can be edited in application if the option is available, such as for the Customer List and Sales Data.

1. The configuration data is read if and only if the application is booted, and never written to in the application. All sales generated will reflect an accurate tax rate and customers will accrue rewards points correctly.
2. The Customer List and Sales Data is read when the application is booted, such that all customer information is available immediately. Whenever a new customer is logged, or a transaction occurs, the application will write it to the JSON file.
3. The Drink Menu and Customizations data is read if and only if the application is booted, and never written to in the application.

All financial information will be stored in decimal value type to ensure sales calculations are accurate. Reward points are rounded down to the nearest point.

Test Plan

Project Requirements will be evaluated throughout the product's life cycle to ensure that all are met. Regular evaluation of requirements will be conducted to make sure that customer needs are satisfied.

Application testing will be conducted with various Black Box techniques. Due to the simplistic and non-critical nature of our program, white-box-testing would take up an unnecessary amount. These tests will be run on both Functional and Non-Functional requirements to ensure smooth operation and customer satisfaction.

Black Box Testing Methods

- Boundary Value Analysis: Will test to see that inputs into the system are within a certain range and type. This will be done manually.
- Decision Table Testing: Will test that every possible output condition is achievable and accurately represents the outcome.
- User Testing: We will have an external party with limited understanding of our internal code run the program and try to use the program with limited instructions.

Throughout the development life cycle, every time a new feature is added to the code, we will conduct the above methods of testing to ensure that the product is consistent and not allowing errors to pile upon each other.