**CSET 120 – Software Development**

**Project Requirements**

**Overview**

Students will be working in groups for this project. This project will help each student understand and experience the project environment in the industry.

Each group will be responsible for developing **a web application which will provide solutions to restaurants**. With the help of the knowledge, we learned in the previous courses, each group will be developing a restaurant service using HTML, CSS, JavaScript and any other tools and libraries required to complete the project.

The purpose of this project is to create an application and showcase it to the investors so that they agree to invest in your product.

**Project Details**

This project will help **restaurants** to take **orders** from customers using the application. The application will display the **menu** from which customers will be able to order food and **checkout** through the system. The customers will be able to **select and deselect items** from the menu. The **final orders** should be added to a **cart** and should have a checkout functionality which will **print a receipt at the end of each order**. Each group should have at least **20 items** in their menu with **different food sections**. The functionalities of a customer user will be:

1. Enter a name for the order
2. Direct the customer to the menu page
3. The customer will be able to select items from the menu
4. The customer will be given the flexibility to add and remove items from the cart.
5. The customer will be given the option to pay with **card** or **cash** and will have an **extra field to add some tips**.
6. The customer should be able to place orders successfully.
7. The customer will be provided a receipt at the end of the order which will show, items order, customer name, total amount and the time required to complete the order.

The **second user** of the application will be the **manager** of the restaurant. The manager of the restaurant will be able to **add or delete menu items** from the web page. The manager will be given an option to add and delete items from the menu.

So, to make it simple here is a small hint: store all the menu items in an array/set/map and when the manager wants to add or delete a menu item, just add or delete them from the array/set/map.

**The functionalities of a manager will be**:

1. Adding and deleting items from the menu.

**Note:** As we do not have access to the database, you can hardcode the username and password for the manager, and when and only when the username and the password of the manager matches, the manager will be able to login.

**Pages Required for the project**

1. Sign up page for customer (For now show the user page for each visit)

* Only for customer

1. Login page for customer

* Both for customer and manager

1. Page that shows the menu
2. Final cart page where the customer checks the order and places the final order. (Can be on the same page as the menu)
3. Page to give a payment option.
4. Page to show the receipt and details of the order.
5. A page for the manager where the manager adds and deletes the items from the menu.

* This functionality can be achieved in many different ways. Programming is all about thinking and innovating, so think and innovate.
* **Each group needs to add two more functionalities for the website that are not mentioned above. If you add more than two functionalities, then EXTRA CREDIT. The functionalities need to fit well with the application.**

**Flowchart for the project**

1. Create an SRS document for the project first. **Before coding, the instructor should see and approve the SRS document. If the SRS document is not approved, edit on the suggestions, and make the document approved first.**
2. Create a github repository with a logical project name and add your team members including your faculty.
3. Create a **trello agile board** to keep track of the project and assign tasks to team members.
4. Before coding, decide which part to work on which week. Add goals in trello to achieve each week. Make sure to create and move stories at the beginning and end of the week. **The trello board should also be approved by the faculty in order to dive into coding. So, each group needs to add user stories before you start coding.**
5. I will be acting as a project leader for all the groups so at the end of each week we will go over the trello board for each group and see what stories are completed and what needs to be updated.