GROUP 33 – GROUP REPORT

Team members:

* Jake Barr
* James Lee
* Jiajun Liu
* Owen Norman
* Angelos Tsoutsas
* Eduardo Diaz-Rio
* Mohammed Khan
* Makhmud Abdulkerimov

Statement of Relative Contribution

|  |  |  |  |
| --- | --- | --- | --- |
|  | Design, Planning and Coordination | Coding and Testing | Other |
| Jake Barr | 20% | 20% | TBA |
| James Lee | 20% | 17% | TBA |
| Jiajun Liu | - | TBA | TBA |
| Owen Norman | 20% | 15% | TBA |
| Angelos Tsoutsas | - | 7% | TBA |
| Eduardo Diaz-Rio | 20% | 10% | TBA |
| Mohammed Khan | - | - | TBA |
| Makhmud Abdulkerimov | 20% | 20% | TBA |

These percentages were agreed during an in-person team meeting where all team members were presented and all discussed and agreed on said percentages. Below lies each persons signature to show their agreement to the percentages:

|  |
| --- |
| Jake Barr |
| James Lee |
| Jiajun Liu |
| Owen Norman |
| Angelos Tsoutsas |
| Eduardo Diaz-Rio |
| Mohammed Khan |
| Makhmud Abdulkerimov |

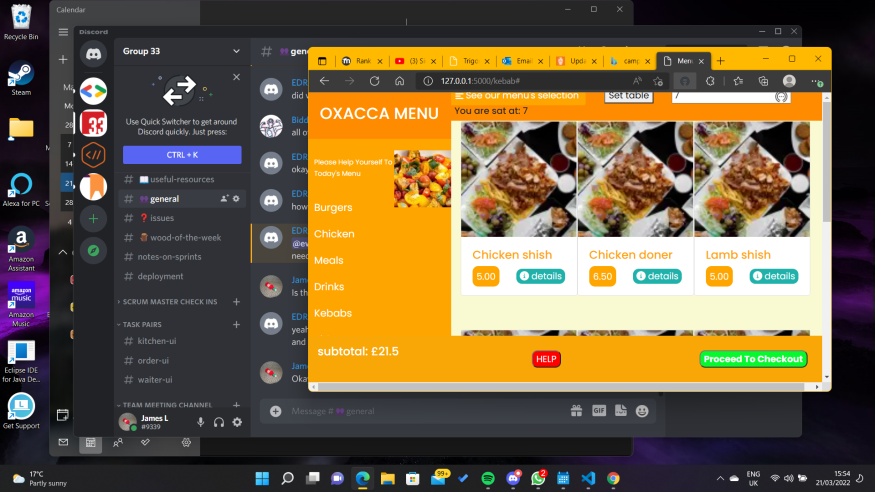
Technical Documentation

Main components

There are 3 sections to our program, the Order UI, the Waiter UI, and the Kitchen UI.

Order UI

This is the section where customers will be ordering from. Once entered the customer will be presented with a variety of submenus, from Burgers to Kebabs and more. The customer will be free to navigate each submenu and add anything the like to their basket. We have made each menu item into a card, which contains a picture of the food, the name, price, and an information button containing any allergic information customers might need. The price also doubles backs as a button that when pressed adds said item to the basket. As seen below the submenus are displayed on the left-hand side for easy traversal and if the customer is ever in need of assistance there is a Help button at the bottom that will alert a staff member. Before the customer proceeds to check out, they must enter the table number, using the button and box on the top right, so that the staff know where to take their food. This was done since the customers will be using portable devices provided by the restaurant and these devices would be moved around frequently and so rather than having to keep track where each device goes, we made the customer do it and speed up the process. Finally, once the customer has added everything, they will procced to the checkout area.



In the checkout area ,seen below, the user will be able to see what they have ordered and can remove any items they no longer want and have the ability to go back to order anything else they might want. Once they have checked that is everything they want, they will be able to press PAY and the order will be sent.

Waiter UI

Kitchen UI

Packages

User Stories

Movie clip