

Jessie's Java

Where Code Meets Caffeine! ☕ 💻



About Jessie's Java

At Jessie's Java, we've brewed up the perfect blend of productivity and comfort for the coding community! Step into a space meticulously designed with programmers in mind, where the aroma of freshly ground coffee fuels your coding creativity.


Escape the typical office grind and find inspiration in our vibrant atmosphere. Engage with fellow coders, attend coding events, and stay up-to-date with the latest tech trends.

Jessie's Java is more than a coffee shop—it's a hub where innovation and caffeine collide.

Your next breakthrough awaits—sip, code, repeat.

Background & Motivation

- The motivation for creating **Jessie's Java** stems from the desire to create a specialized environment that is intended for programmers, developers, and tech enthusiasts. Coffee shops are popular spots for working, but few offer the tailored amenities that programmers need, such as fast internet, ergonomic workstations, and a tech-inspired atmosphere that encourages collaboration and creativity.
- Target Audience: programmers, developers, and tech enthusiasts.



Problem Statement & Objectives

- Creating a website for a coffee shop with a programmer-friendly environment.
- Fast internet
- Computer workstations: Plug-ins, monitors, mouse, keyboard, tables for bring your own laptop.
 - Quiet zones
 - Group collaboration areas
- Outcome: a fully functional website that allows customers to book workstations, view special events, & explore the menu & services.

Methodology & Design


- **Technical Stack:** HTML, CSS, JavaScript.
- Design Prototype via **AdobeXD**
 - I plan to use some of the background images in this PP as hero images on the website.
- Programming Environment: **Visual Studio Code**

Experimentation Testing & Evaluation

- User Testing: Specific test cases for each feature of the website
 - (e.g., booking system, payment gateway, menu display).
 - Do all links and functions work properly?
 - Is the design and navigation user friendly?

Project Planning & Scheduling

- **Define the scope:** Task needed to be completed to be successful.
 - Proper coding for “Reserve a Workstation”
 - Customers able to view menu
- **Work Breakdown Structure [WBS]**
 - 8 Week Scheduled Gantt Chart

	Jessie's Java Web Development	Start	End	Dur	2025							
					2/9	2/16	2/23	3/2	3/9	3/16	3/23	3/30
	Tasks 	2/10/25	3/31/25	36								
1	Planning	2/10/25	2/15/25	5								
2	Design	2/14/25	2/21/25	6								
3	Development	2/20/25	3/11/25	14								
4	Testing	3/9/25	3/18/25	7								
5	Deployment	3/19/25	3/25/25	5								
6	Maintenance	3/25/25	3/31/25	5								

8 Week Gantt Chart

My Software Development Life Cycle [SDLC]

A top-down view of a white ceramic coffee cup filled with a latte. The coffee has a beautiful latte art design in the center, resembling a stylized leaf or a heart with internal patterns. The cup is placed on a dark brown wooden surface, which appears to be a coffee table or a desk. The lighting is soft, creating a warm and inviting atmosphere.

1. Planning Phase

- 1.1 Define scope
- 1.2 Create task list and timeline

2. Design Phase

- 2.1 Architecture design
- 2.2 Database design
- 2.3 User interface (UI) design Prototypes

3. Development Phase

- 3.1 Write code
- 3.2 Database development if needed
- 3.3 Use 3rd party tools as needed
- 3.4 Unit testing and debugging

4. Testing Phase

- 4.1 Functional & UX testing
- 4.2 Performance testing
- 4.3 Bug fixing and issue resolution

5. Deployment Phase

- 5.1 Deploy application to production
- 5.2 User training and documentation
- 5.3 Support and bug fixes

6. Maintenance Phase

- 6.1 Monitor performance
- 6.2 Fix bug fixes and patches
- 6.3 Implement updates and enhancements

Rough Prototype – will change layout