User Guide

Baylor Burgers

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Table of Contents

|  |  |
| --- | --- |
|  | Page # |
| What is Baylor Burgers? | 3 |
| 1. Choosing a Perspective | 4 |
| 1. Manager Perspective | 5-6 |
| 1. Customer Perspective | 7-10 |

**What is Baylor Burgers?**

Baylor Burgers is a self-order kiosk for restaurants. Baylor Burgers has features implemented that allow customers to add, delete and customize items for their order. Baylor Burgers also allows for ownership/managers to change the menu from the system. The system also facilitates payment and allow customers to redeem deals. Our top priority has been to provide a simple and easy-to-understand user interface that will allow the managers, menu, and customers to interact seamlessly.

1. **Choosing a Perspective**

The Baylor Burgers App has two perspectives implemented. Namely, the Manager and Customer perspectives.

* If you are a manager, use Manager Login to enter.
* If you are a customer, use the Customer View option.

1. **Manager Perspective**

Manager Sign-up & Login

* To sign-up, simply enter a non-empty desired username and password.
  + If that username and password is not associated with another account, the new manager account is created.
  + If that username and password is associated with another account, a warning dialog box will appear.
* To login, enter the username and password of a valid manager account.
  + If invalid information is given, the system will deny access.

Manager Menu

* + There are three operations a manager can do to the menu: add an item, edit an item, and remove an item.
  + To add an item, simply click the “Add Item to the Menu” button and enter valid values.
  + Valid values are:
    - The name must be at least one and no more than 20 characters long.
    - The description must be at least one and no more than 255 characters long.
    - The price must be an integer or double (cannot leave empty).
    - The category is either “Drinks” or “Food.
  + To edit an item, simply click on the “Edit Item” button next to the item you desire to edit. The same value parameters as mentioned in the previous instruction apply.
  + To remove an item, click on the “Remove Item” button next to the item you desire to remove. This will remove the corresponding item from the menu.

Manager Extras

* + At the top of many manager windows is a menu button. This menu includes the “Back” operation. Once pressed, it will close the current window and open the window that was previously opened.

1. **Customer Perspective**

Customer Main Menu

* Once the Customer View is opened, the customer will be presented with two item categories. Namely, Drinks and Food.

Item Categories

* Each item category has their respective items. The category is chosen by the manager when an item is inserted into the menu. Thus, these items come from the menu that the managers can manipulate.

Adding an Item

* Each item in both item categories is represented by a button. Once the button is pressed, a tab with the item’s details and description is provided. Also on the page is a button with the option of ordering an item.
* To order an item, press the “Order” button. This will prompt the user with customization possibilities. The two possibilities are quantity and a textbox for the user to any enter any other specific preferences for the order.
* On the purchase tab, there are two options: purchase and cancel. To cancel an order, the user can simply click “Cancel” or exit the tab. To purchase, the user can press “Purchase” which will add the item to the cart.

Viewing Cart and Other Customer Extras

* At the top of many customer windows is a menu button. Like the Manager Perspective, this menu includes the “Back” operation. Once pressed, it will close the current window and open the window that was previously opened.
* Many of the customer windows have up to two more menu options: Help and Cart.
  + Help operation
    - The “Help” operation opens a dialog which the user can click if they desire help.
  + Cart operation
    - The “Cart” operation opens the user’s cart. From here, the user can perform many more operations with the cart.

Cart Operations

* Once the user in viewing the cart, they can perform many more procedures.
* This includes “Checkout” and “Remove Item” only if there is at least one item in the cart.
* Remove Item
  + To remove an item, click the “Remove Item”. This will remove the item from the cart and show the remaining items, if any.
* The other operation is checkout.

Checkout the Cart

* To checkout the cart, start by clicking “Checkout”. This will bring the user to the “Pay for Cart” tab.
* When the user opens the “Pay for Cart” tab, the user is presented with the total price of the cart along with several options.
* These options are: “Card”, “Other”, “Cancel”, and “Press for Discount”.
* Cancel operation
  + The cancel operation will simply exit the user from the “Pay for Cart” tab to the “Cart” tab.
* Press for Discount
  + The press for discount operation allows the user to receive a discount price for its cart.
    - The user has a:
      * 1/1000 chance of getting a 100% discount. In other words, the cart is free.
      * 1/100 chance of getting a 50% discount. So, the cart would be half price.
      * 1/10 chance of getting a 10% discount.
  + The other two options are outlined below.

Card Payment

* To pay with card open the “Card” option.
* Then, enter the proper values.
* The proper values for the card are as follows:
  + Card Number: A number with 13-19 digits (inclusive).
  + CCV: A number with 3-4 digits.
  + Expiration Month: A number from 1-12 (inclusive).
  + Expiration Year: A 4-digit number.
* To cancel the payment, press “Cancel”.
* Once valid input is entered, to buy the cart press “Complete Payment”.
  + This will bring up a receipt that the user can either exit or agree to.
    - If the user exits, the user is returned to the “Pay for Cart” tab.
    - If the user agrees to the purchase, the cart is sold, and the program successfully exits. The application has done its job correctly.

Other Payment

* If the user wants to proceed with a payment method that is not card. The user may click “Other”.
* This will require a manager to sign-in to verify that the transaction has process successfully. Once again,
  + - If the user exits, the user is returned to the “Pay for Cart” tab.
    - If the user agrees to the purchase, the cart is sold, and the program successfully exits. The application has done its job correctly.