SENG 300 Iteration 3

Meeting #2 - April 10th, 4PM

GUI 40-50% done - Should be done by April 13th
Use cases left:
1. Customer returns to adding items
2. Customer does not want to bag a scanned item
3. Station detects that the paper in a receipt printer is low. - Sarthak
4. Attendant blocks a station

Presentation: Requirements are unclear so will focus on this after completion of iteration 3

Documentation:
Structural diagram is 80% done (Kylie)
- Need to add the last couple of ie GUI classes
- Double check when use cases are finished to add to Diagram

Two State diagrams are done (payment, high level)
Sequence diagrams
- Pay with coin (Joseph Lam) - Finished
  - Dispense change

- Pay banknotes (Joseph Lam) - WIP
  - Getting change

- Pay with card (Mathew Luong) - Finished

- Scan item (Mathew Luong)

- Bagging area (Mackenzie)- WIP
- Attendant logged in

State Diagrams (Matt Jarrams)
- High level external (Matt Jarrams) - Finished
- Payments (Matt Jarrams) - Finished
- Scan items(checking out items) (Mathew Luong) - WIP
- Bagging area/scale (Mackenzie)- WIP

Next meeting will be on Monday during tutorial time and then Wednesday will be submission day.