# Fix Lower Wismer

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# Description:

This proposal is to revamp the current Lower Wismer kiosk system with a newer and more efficient system that will make ordering food, taking orders, and eating quicker and faster than the current system.

The current kiosk system has many current problems including:

- System crashes
  - These require that the staff instead take the role of a cashier to take orders from the cash register which is not efficient.
- Slow runtime when ordering
  - This makes customers be required to either wait for the system to catch up or to simply give up on their order.
- No images for the objects that are being ordered.
  - Every item on the menu cannot be seen until it is served to the customer.

This new system intends to fix these current issues and to create a faster system that will not only make it easier for the customer to order but will make it easier for the staff to take orders and to service more customers efficiently. This system could also be implemented in the Upper area of Wismer (ie the breakfast/"diner" station) to speed up that process to make eating as easy as possible for the students.

**Project Link:** https://github.com/Normal-Alien/CS375-Project-Spring2023.git

# Functionality (Minimum):

The system will require the below basic functionality:

- Read access to a menu database
- Process transactions
- Interact with current card scanner system to process transactions using credit cards or college ID's for the option selected
- GUI capability

# Functionality (Aspirant):

Additional ideas that would be good to implement, but are not needed:

- GUI improvements
- Storing some previous orders associated with Ursinus ID cards for faster ordering

- ○ Recommendation System
- ● Integrations (Ursinus mobile app integration?)

# Stakeholders:

The Stakeholders of this new system consist of:

- ● Wismer Cooks
  - ○ Receive orders to fill
  - ○ Close orders once filled
- ● Ursinus Residence Life
- ● Ursinus Administration
  - ○ Show off some really cool software to prospective students
- ● Ursinus Students
  - ○ Create orders
  - ○ Pay for orders using credit, debit, or bear bucks/dining
- ● Sodexo Personnel

# Merit and Impact:

The merit for this project resides primarily in the fact that this system is used nearly everyday, by students and staff alike, is so outdated and poorly maintained.
Besides the goal of improving the Lower Wismer experience for all parties, this project also includes interesting problems to solve such as communication between the ordering kiosk and several food court restaurants or the need to build on top of existing infrastructure such as the payment system and other devices used.
This project should make Lower Wismer more efficient overall as it will make both the student and staff experience better. This is not only a quality of life improvement, but also would prevent major issues from shutting down the system entirely as uncommonly happens currently.

## Group Abilities:

Overall abilities:
- ● Java
- ● Python
- ● """C""" (Kinda Sorta)
- ● OOP

Zackary Rodriguez:
- ● Databases
- ● GUI
- ● SQL
- ● FXML

Breeze:

- Data structures
- C++

James:
- Data Structures
- Computer Architecture
- """Javascript"""

Sean:
- Data Structures
- Taking Networks
- Taking Computer Architecture
- Python
- Sort of Javascript

Evan:
- Python
- Javascript

# Roles & Rotation:

Role Descriptions:
- Project lead: responsible for ensuring that everyone remains on-schedule, and adjusting the schedule with the group as-needed
- Document lead: responsible for ensuring that the reports are well-organized and written in a single voice (although everyone should write all the reports all the time)
- Scrum lead: responsible for leading the project group meetings, preparing the agendas, and keeping the project meeting minutes to be included in the periodic scrum reflection report
- Code lead: responsible for the codebase and software repository, and ensuring that code coverage is sufficient
- Web/Test lead: responsible for ensuring the code is well tested and the group website is up-to-date and accurate

| Week | Project Lead | Document Lead | Scrum Lead | Code Lead | Web/Test Lead |
|------|--------------|---------------|------------|-----------|---------------|
| 4 | Zackary | James | Breeze | Evan | Sean |
| 5 | Zackary | James | Breeze | Evan | Sean |
| 6 | Sean | Zackary | James | Breeze | Evan |
| 7 | Sean | Zackary | James | Breeze | Evan |
| 8 | Evan | Sean | Zackary | James | Breeze |
| 9 | Evan | Sean | Zackary | James | Breeze |
| 10 | Breeze | Evan | Sean | Zackary | JamesJames |
| 11 | Breeze | Evan | Sean | Zackary | JamesJames |
| 12 | James | Breeze | Evan | Sean | Zackary |
| 13 | James | Breeze | Evan | Sean | Zackary |
| 14 | Zackary | James | Breeze | Evan | Sean |