1. Team Information:

Name	NetID	i6 URL	Email	Role
Polaris Wu	sw5693	https://i6.cims.nyu.edu/~sw5693/webdev/index.html	sw5693@nyu.edu	Team Leader
Zara Yang	zy2873	https://i6.cims.nyu.edu/~zy2873/webdev/index.html	zy2873@nyu.edu	Team Member
Helen Ji	hj2340	https://i6.cims.nyu.edu/~hj2340/webdev/index.html	hj2340@nyu.edu	Team Member

2. Project Name and Purpose:
   Cat Café is an interactive web platform that allows cat lovers to reserve café visit slots, explore adoptable cat profiles, and enjoy a playful browsing experience with mini-games and an online shop.
   Target audience: Students, young adults, and anyone who enjoys cats.
3. Design/Features:
   [Design will be available later on Stage 1]
   User Authentication
   - Login & Signup built with PHP sessions.
   - Users can manage reservations and view past visits.

   Cat Reservation System (PHP + MySQL)
   - Users choose a date/time slot.
   - Backend checks seat availability before confirming.
   - Confirmation sent to user dashboard.
   - Admin panel (optional): manage bookings and cat schedules.

   Cat Profiles (MySQL)
   - Every cat has:
     - Name, breed, age
     - Temperament tags (playful, shy, sleepy…)
     - Photo gallery
     - "Favorite snack" badge
   - Filter/search by breed, personality, or availability.

   Online Shop (Cart + Checkout Simulation)
   Items include:
   - Cat plushies
   - Signature drinks
   - Light snacks

- Seasonal merchandise
  Shopping cart implemented in JavaScript + PHP
- Add/remove quantity
- Price calculation & total
- "Mock checkout" confirmation page

Search Bar
- Search across:
  - Cat profiles
  - Drinks + snacks
  - Merchandise
- Auto-suggestions (JavaScript)

Mini Game (JavaScript)

Cat Memory Match
- Flip two cards to match cat pairs
- Timer & score
- Fun sound effects + cute animations

4. Responsibilities and Schedule to deliver tasks for the entire project (see deadlines):

Name	S1 (11/24-12/1) Client-side design and interactivity	S2 (12/1-12/8) PHP programs	S3 (12/8-12/10) Demo	S4 (12/11-12/16) Summarize all & Potential Polish
Meeting Schedule (All in-person, at class time)	11/24: Discuss; 11/30: Progress & Finish	12/1: Discuss; 12/7: Progress & Finish	12/8: Prepare for Demo	12/12: Discuss & Summarize & Summit
Polaris Wu	Build HTML structure for pages: home, menu, cats, reservations, shop Prepare MySQL planning (tables for users, products, cats, reservations) Assist Zara by adding semantic HTML components	Create MySQL database & tables (users, products, cats, reservations, orders) Program Signup.php (insert new user into DB) Program Login.php (session start + authentication)	Ensure database + all PHP functions work live on i6 Fix SQL queries, session handling, redirects Prepare 1-minute introduction for the group	Write technical backend section in final report Ensure DB export + PHP Prepare the final i6 URL + folder organization
Zara Yang	Lead UI/UX and design theme (colors, fonts,	Build Search.php (search cats/menu/produc	Polish CSS on all pages for the demo	Write design/UI section in final report

	layout, navbar, footer) Create all CSS styling for pages (responsive design) Add cat illustrations, icons, and section decorations Design and style the shopping cart UI (client-side)	ts using SQL LIKE queries) Create the reservation form & reservation_submit.php Style all PHP output pages (receipts, results, login messages)	Ensure mobile responsiveness for demo	Polish visuals, spacing, alignment Add any missing images or design refinements
Helen Ji	Build the JavaScript Cat Mini-Game (e.g., "Feed the Cats!" or memory game) Add JS interactivity: tabs, slideshows, animations Add client-side shopping cart logic (add/remove/update quantity) Validate all forms with JS (signup, login, cart checkout)	Program Cart.php (server-side cart + checkout) Create process_order.php (store orders in database + confirmation page) Connect JS cart → PHP cart → MySQL Final debugging and linking between front-end and PHP pages	Finalize game & ensure it works smoothly in the live demo Match game → reward system Rehearse demo flow + prepare demo narration	Write JavaScript/game + interactivity section in final report Package all files and help submit final project bundle

5. Additional Comments:
   N/A