Coursework 2- Smart Shop Management System

Ruby Houghton - 26058596, Krystian Koziel - 26218411, Owen Reilly - 26197766, Juliana Medeiros - 26187132, Luke Blaylock - 26225034.

Group name: Not\_TesKo

2025

# Introduction ○ Brief overview of the project goals and purpose (e.g., Smart Fitness Tracker Application). ○ Outline of each team member’s assigned roles and contributions.

Design Documentation  
○ Summary of key design decisions and UML diagrams (class diagrams, sequence diagrams, and use case diagrams).  
○ Description of how Object-Oriented modelling techniques (LO1) were applied.

Implementation Details  
○ Explanation of key functionalities implemented by the team.  
○ Description of the use of imperative programming techniques (LO2), including methods, control flow, and error handling.

Testing Evidence  
○ Provide screenshots and descriptions of test cases:  
■ Include examples of input validation, error handling, and core functionality tests.  
○ Discuss testing methodology and challenges encountered during testing.

Individual Contribution  
○ A personal reflection (200–400 words per member) summarising each student’s tasks, challenges faced, and lessons learned.  
○ Each member should explicitly detail their role in the design, implementation, and testing phases.

HCI Considerations  
○ Discuss how the GUI design adhered to HCI heuristics (LO3).  
○ Include screenshots of the interface with explanations of usability decisions.

Conclusion  
○ Reflect on the team’s collaboration and how problem-solving techniques (LO4) contributed to project success.  
○ Identify areas for improvement in future projects.