

## **Management and Tracking**

### **Deadlines:**

#### **Completion of use cases**

- Monday, April 4th (50% completion)
- Wednesday, April 6th (75 % completion)
- Thursday, April 7th (100% completion)

#### **Completion of all testing**

- a. Wednesday, April 6th (50 % completion)
- b. Thursday, April 7th (75 % completion)
- c. Friday, April 8th (100 % completion)

#### **Completion of documentation**

- Monday, April 4th (diagrams for starting code)
  - Class Diagrams
  - Sequence Diagrams
  - State Diagrams
- Friday, April 8th (diagrams for all code)
  - Class Diagrams
  - Sequence Diagrams
  - State Diagrams

#### **Completion of GUI**

- Skeletons, Monday April 4th

- All UI finished (for all code from iteration 2), Wednesday April 6th
- Finished UI (for all new code, in iteration 3), Friday April 8th

### Customer Uses Cases:

Use Case	Coding	Status	Testing	Status
Customer returns to adding items	Mac	In progress	Jessica	In progress
Customer does not want to bag a scanned item	Delara	In progress	Jessica	In progress
Customer looks up product	Delara	In progress	Gurleen	In progress
Customer enters PLU code for a product	Sami	In progress	Gurleen	In progress
Customer enters their membership card information	Mac	In progress	John	In progress
Customer pays with gift card	Ekhonmu	In progress	John	In progress
Customer removes purchased items from bagging area	-	Done	Done	
Customer enters number of plastic bags used	Ekhonmu	In progress	Suman yu	In progress

### Station Use Cases:

Use Case	Coding	Status	Testing	Status
Station detects that the weight in the bagging area does not conform to expectations	Sami	In progress	Sumanyu	In progress
Station detects that the paper in a receipt printer is low.	Monty	In progress	Michael	In progress
Station detects that the ink in a receipt printer is low.	Monty	In progress	Michael	In progress

### Attendant Use Cases:

Use Case	Coding	Status	Testing	Status
Attendant approves a weight discrepancy	Rafael	In progress	Jessica	In progress
Attendant removes product from purchases	Rafael	In progress	Jessica	In progress
Attendant looks up a product	Rafael	In progress	Jessica	In progress
Attendant adds paper to receipt printer	Rafael	In progress	Gurleen	In progress
Attendant adds ink to receipt printer	Rafael	In progress	Gurleen	In progress
Attendant blocks a station	Rafael	In progress	Gurleen	In progress
Attendant empties the coin	Rafael	In progress	John	In

storage unit				progress
Attendant empties the banknote storage unit	Rafael	In progress	John	In progress
Attendant refills the coin dispenser	Rafael	In progress	John	In progress
Attendant refills the banknote dispenser	Rafael	In progress	Sumanyu	In progress
Attendant logs in to their control console	Rafael	In progress	Sumanyu	In progress
Attendant logs out from their control console	Rafael	In progress	Sumanyu	In progress
Attendant starts up a station	Rafael	In progress	Michael	In progress
Attendant shuts down a station	Rafael	In progress	Michael	In progress

## **Teams**

Team	People
Design/implementation Logic	Sami, Rafael, Ekho, Monty Delara, and Mackenzie
Design/implementation GUI	Ammar, Junyi, Kaia
Automated Testing, Bug Reports, Bug Repairs	Jessica, Gurleen, John, Sumanyu, and Michael
Documenting	Alizeh, Samiha, Salman, Yanbo, Luke
Managing and tracking	Delara, Rafael
Demonstrating	-

## **Details about GUI**

1. Attendant Simulation (for physical actions) => Refilling paper, ink, coins, banknotes, etc
2. Attendant Station
3. Self Checkout Station => Display: Start Screen, Select Payment Method screen, thank you screen.
4. Customer Simulation (for physical actions)
  - Scanning
    - Handheld
    - Main scanner
  - Placing item in bagging area