



# THE AMERICAN UNIVERSITY IN CAIRO الجامعة الأمريكية بالقاهرة

**Software Engineering**

**First Sprint**

**Group 3**

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## **Planning of our First Sprint**

- We started our first sprint by meeting and discussing what we should include in the sprint's backlog and when's the deadline for every deliverable.
- The sprint length is 1 week.
- We chose our objective for this sprint which is to have a functional user interface for our food ordering application. The most significant features that are listed in the product's backlog and that we selected to be included in the sprint's backlog will be included in the user interface.
- Our aim is to get a true understanding of how the food ordering application will work.
- We will develop a source code that includes all the features that we will include in this sprint's backlog.
- We will create a list that contains the functions for each defined user story.

## User Stories & Sprint Backlog

### User stories

1.1	As a new user of the app	I want to create an account by providing my AUC email and password	So that I can view the different food vendors and order food	<ul style="list-style-type: none"><li>-Ensure that the user can enter their AUC Email and password to sign up</li><li>-Ensure that the AUC Email provided is valid</li><li>-Ensure that the password provided contains at least 8 characters with 1 uppercase letter and 1 special character.</li><li>- After the user has been successfully registered, ensure that the user can login with his chosen credentials</li><li>-ensure that this user has not registered before</li></ul>
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1.2	As a registered user of the app	I want to be able to access my account	So that I can view the different food vendors and order food	<p>-Ensure that the user can enter their AUC Email and password to login</p> <p>-Ensure that the AUC Email and password provided are valid and correct</p>
2.0	As a user of the app	I want to be able to navigate the menu	So that I can view the different food vendors	<p>-ensure that the user can view all the available food vendors</p> <p>-ensure that the user can choose any available food vendor to order from</p>

3.0	As a user of the app	I want to be able to select items and add them to the cart	So that I can order them	<p>-ensure that the user can add items to the cart</p> <p>-ensure that only 1 item is added to the cart at a time</p> <p>-ensure that the user can select the quantity of each item selected</p>
4.0	As a user of the app	I want to be able to customize my items	So that it matches my food preferences	<p>-given that the user selected an item, ensure that he can customize it</p> <p>-given that the user selected an item, ensure that the user can view all the ingredients that he can add or remove from the item</p>

5.0	As a user of the app	I want to be able to remove items from the cart	So that I can edit my order	<p>-given that the cart is not empty, ensure the user can remove items from the cart</p> <p>-given that the cart is not empty, ensure the user can delete the whole cart</p>
6.0	As a user of the app	I want to be able to pay for my order either by credit or debit card or AUC pay.	So that I would not have to pay in cash at the food vendor	<p>-given that the user chose to pay with AUC Pay, redirect the user to the AUC pay page</p> <p>-ensure that the payment process is secure</p>

## Sprint Backlog

1.1	<b>Sign up</b>  The user must sign up with the AUC email to ensure that the user belongs to the AUC community (staff, faculty, students) and a password containing 8 characters with 1 uppercase letter and 1 special character.
1.2	<b>Logging in</b>  The user uses the email and password that was used when signing up.
2.0	<b>Navigate the menu</b>  A menu is used to make the application more user-friendly so that the user can use it to maneuver easily through the application.
3.0	<b>Select an item (Add to Cart)</b>  The user must select 1 item at a time and add it to the cart.
4.0	<b>Customize the item</b>  After selecting an item, the user can customize what they ordered (if applicable), for example, a sandwich without olives.
5.0	<b>Remove item (Remove from Cart)</b>  An option if the user wants to remove an item from the cart, the user must select 1 item at a time or delete the whole cart.



<b>6.0</b>	<p><b>Pay for order (Credit or Debit Card / Auc Pay)</b></p> <p>The user must input the credit/debit card number, name, expiration date, and CVV, or the user can scan the card, and he won't need to fill in this information. However, if the user chooses to pay through Auc pay, he will be directed to AUC's website to pay.</p>
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## Testing of Sprint

### Test cases

1	Given that the user entered the correct AUC email and password, display the list of food vendors
2	Given that the user entered the wrong AUC email and/ or password, display an error message and ask the user to re-enter the email and password

3	Given that the user wants to sign up, if the user entered a valid AUC email and a password containing 8 characters with 1 upper case character and 1 special character, create an account.
4	Given that the user wants to sign up, if the user did not enter a valid AUC email and a password containing 8 characters with 1 upper case character and 1 special character, display an error message “Please enter a password that contains 8 characters of which 1 is an uppercase and 1 special character”
5	Given that the user is logged in, the menu should be scrollable
6	Given that user selected a food vendor to order from, if the user selects an item, the item and the quantity should be reflected in the cart
7	Given that the user selected an item, a list of the ingredients that can be added or removed from the item is displayed and the user can select any ingredient. The added or removed ingredients should also be displayed in the cart
8	Given that the cart is not empty and has only one item, if the user chooses to remove this item, the cart should be empty
9	Given that the cart is not empty and has multiple items, if the user chooses to remove an item, the item should be removed from the cart, and it should show the rest of the items
10	Given that the user chose to pay with credit/ debit card. If the user entered the correct information, send a confirmation email and display a payment confirmation message.
11	Given that the user chose to pay with credit/ debit card. If the user entered the correct information, display an error message and ask the user to re-enter the information.
12	Given that the user chose to pay with AUC pay, redirect the user to the AUC website

## **Review of the status of the sprint**

For the first sprint, the team aimed to focus on and prototype a few chosen features of the application. For those features we created a sequence diagram for the login, signup and ordering processes. Therefore, by the end of this sprint there should be a number of features prototyped with a graphical user interface. Those features are as follows:

1. The user will be able to login to their account using their username and password.
2. If the user does not already have an account the user should be able to create a new account and verify the new email address using their phone number.
3. After a successful login, the user will be able to navigate the list of available food vendors available in the AUC.
4. The user can click/tap on their preferred option and will be redirected to the menu of the chosen food vendor.
5. The user can navigate the food vendor's menu and add their desired items to the cart.

The following features however, are not yet in the prototype due to time constraints but were added to the sequence and activity diagrams and were also included in the source code. Those features include:

1. Customizing the individual items available from a food vendor before adding to cart if applicable.
2. The full functionality of adding and removing from cart.
3. The options to either pay with AUC pay or a credit card.

## **Release of the Increment with a Demo and Source code.**

### **Proto.io Prototype Link:**

<https://pr.to/8VN2I2/>

### **Prototype Video Link:**

[https://drive.google.com/file/d/1P0\\_GbhJfkEdDIM6TerFwoLTXi58r4z5/view?usp=share\\_link](https://drive.google.com/file/d/1P0_GbhJfkEdDIM6TerFwoLTXi58r4z5/view?usp=share_link)

### **Trello Link:**

<https://trello.com/invite/b/kzUt2RNn/ATTIb8ca809d4be484af722caa24eab6e4087F7F1FBA/swe-project>

### **Source Code**

<https://drive.google.com/file/d/1lhanz5yJ3SuaWCoPjpfer4kJGJg4VBp/view?usp=sharing>

## **A sprint retrospective**

### **What went well**

- We were able to create a running source code for each class in our class diagram.
- We were able to develop a demo prototype (UI) for the features we included in this sprint.
- We gained a lot of knowledge and experience on how to use the prototyping software to better accommodate our project.

### **What could be improved**

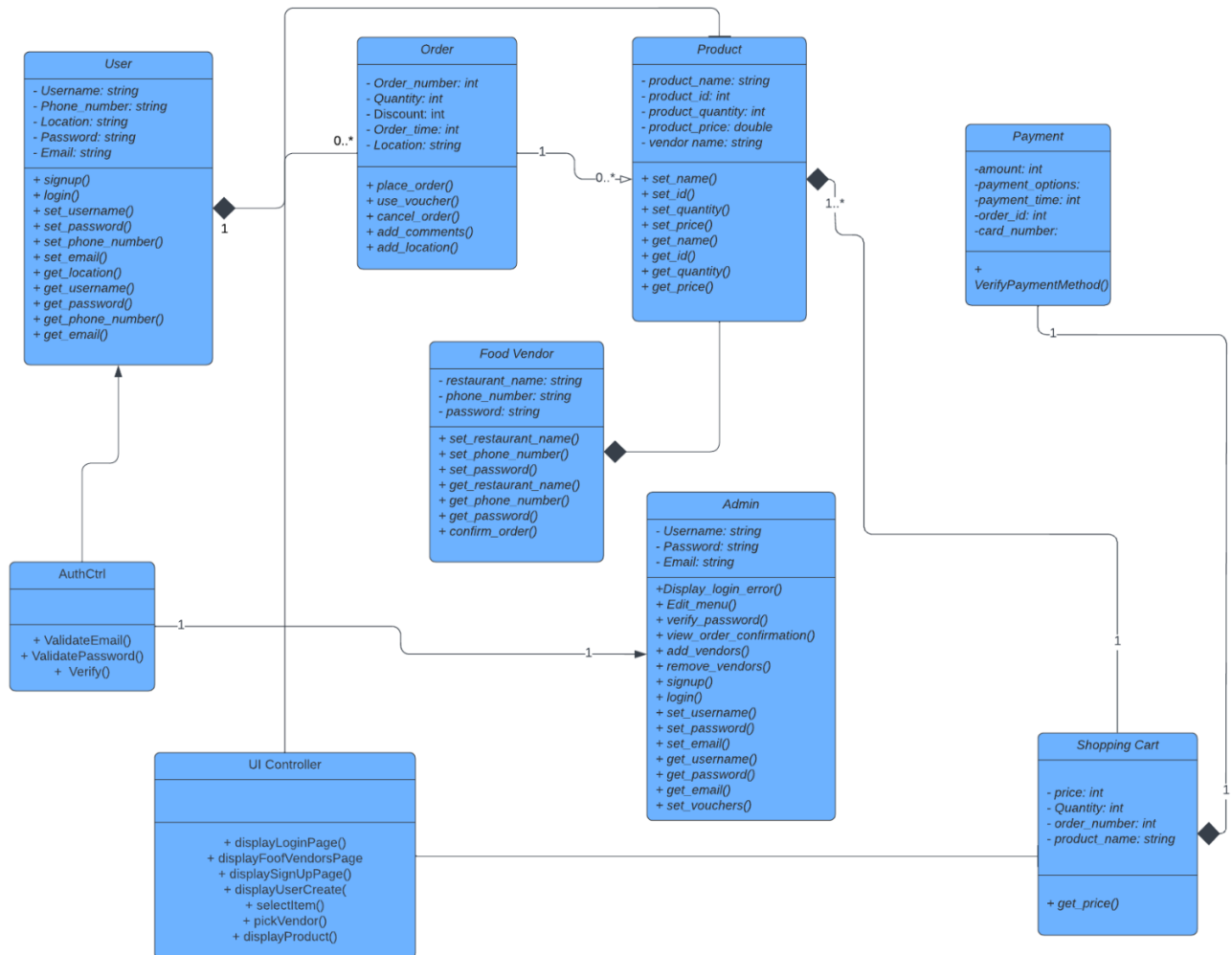
- The user interface for the next sprint will include further details and it will accommodate other types of users (admin and food vendors).
- The source code will be improved to accommodate the new features that will be added.
- The class diagram will have modifications as new features will be added in the next sprint.
- The class attributes and methods should be revised to ensure it includes the things needed.

### **What you will be doing for the next sprint**

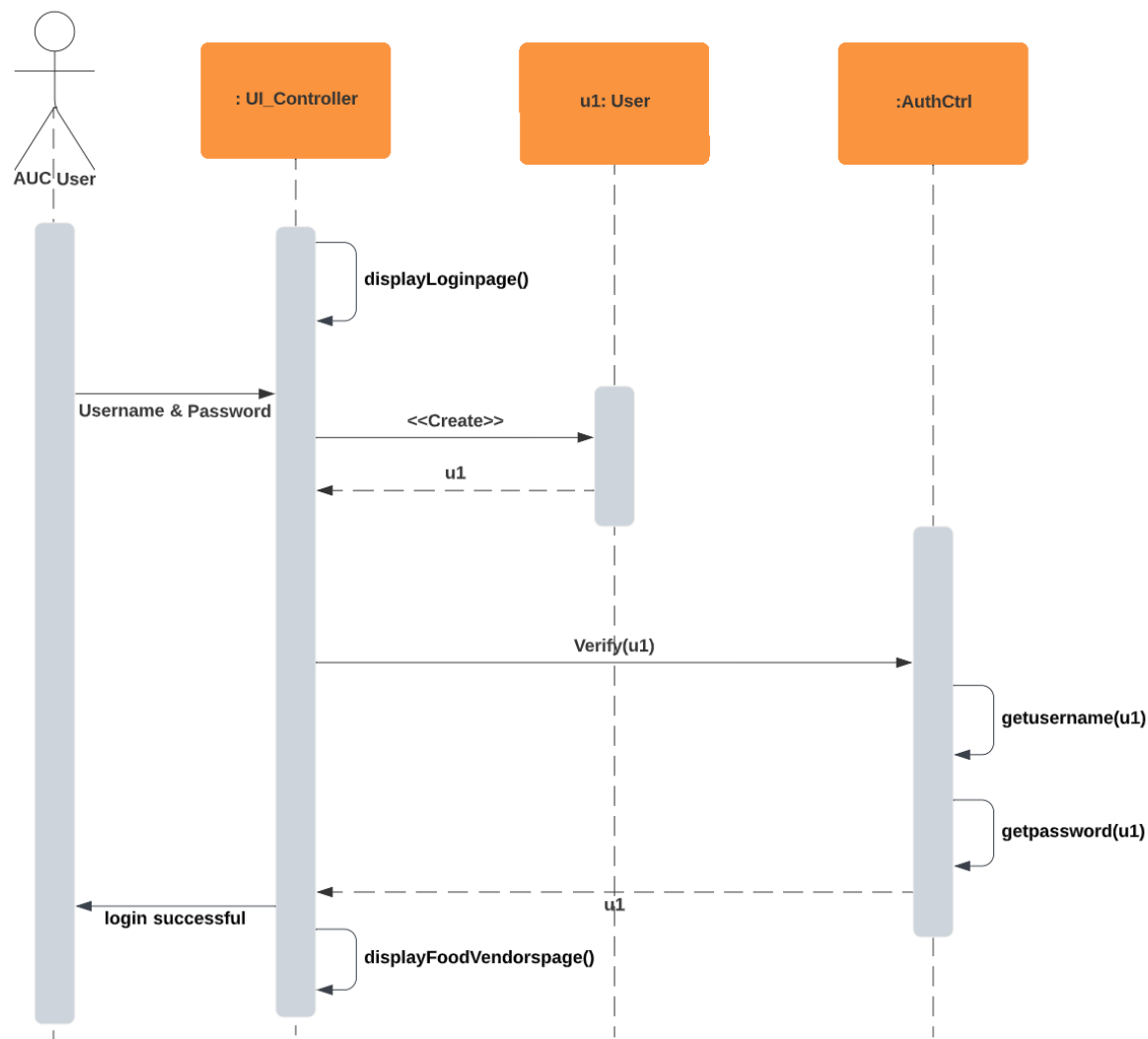
- We will be repeating the same process we used in this sprint to include the rest of the features
- New classes, new attributes, and new functions in the class diagram to accommodate the new features that will be added.
- Modifications in the activity diagram to fit the new features.
- A more detailed sequence diagram that will help in understanding the course of the data flow of the system.
- Expanding the user interface to include the admins and food vendors' features.
- We will be working on improving our prototype so that it can be more user friendly.

## A refined object oriented design for the features you developed

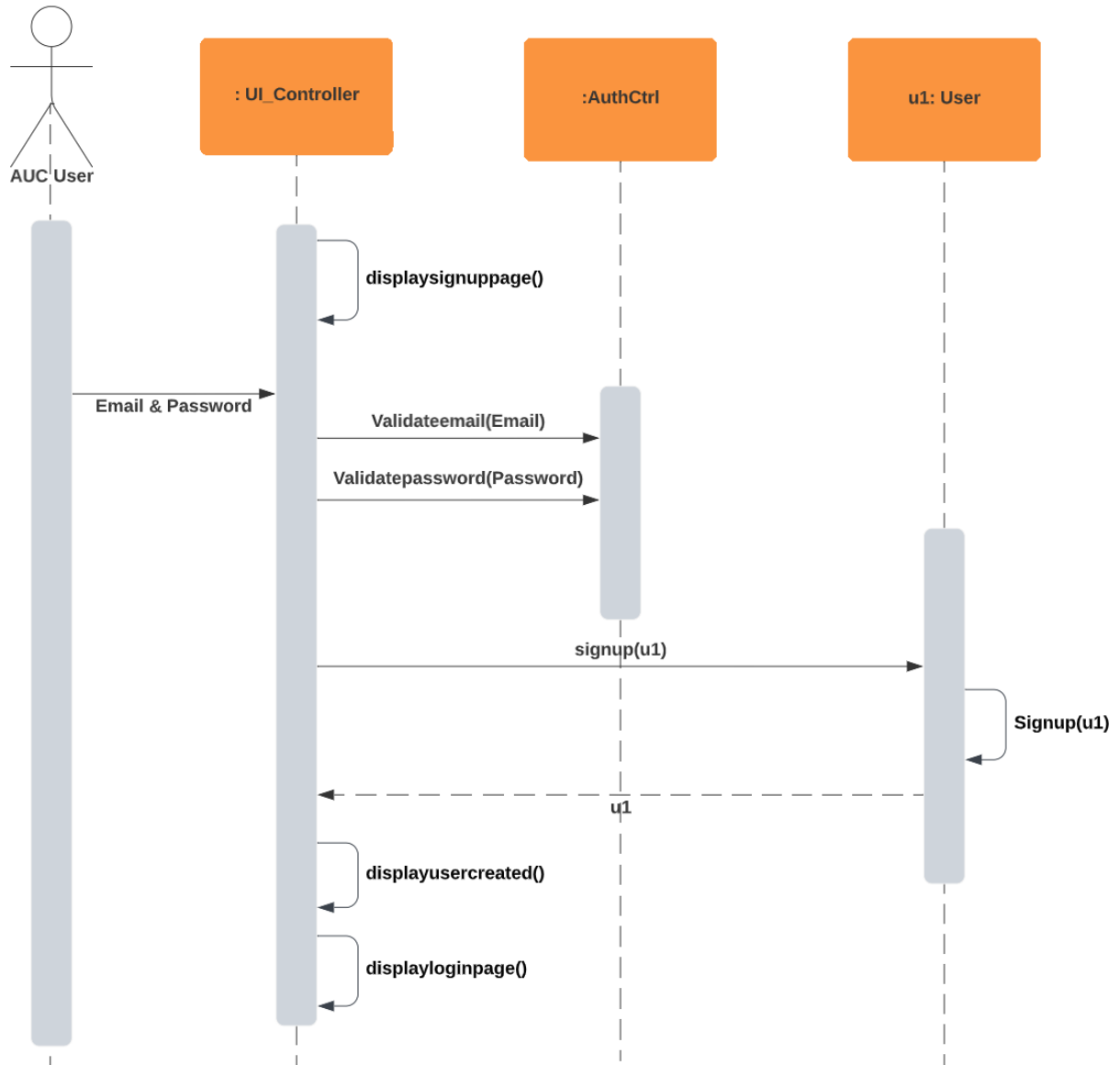
### Class diagram



Sequence diagram

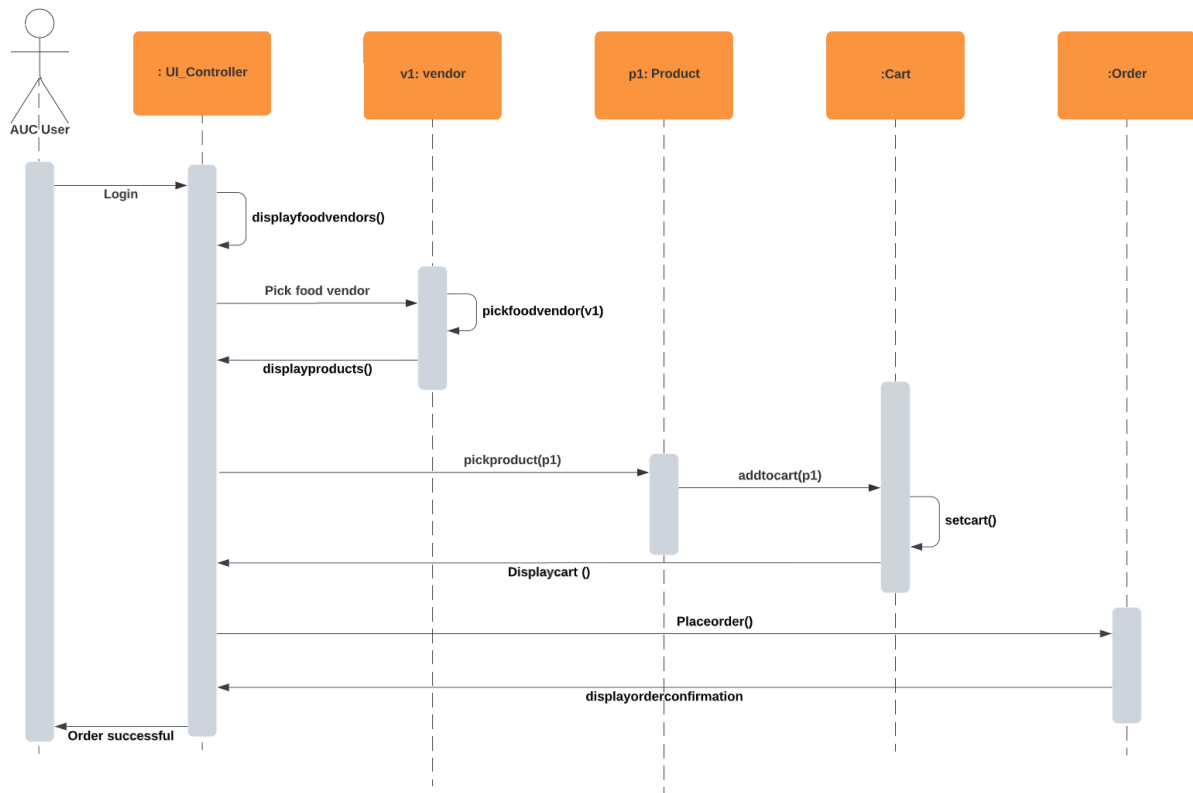


Exhibition 2: Login Sequence Diagram



**Exhibition 3:** Signup Sequence Diagram





**Exhibition 4:** Making an Order Sequence Diagram

Activity diagram

