

Cascade Secure POS

Calvin Tallent

Owen Moore

Giovanni Munoz

Spring 2026

Contents

1	Introduction	3
1.1	Abstract	3
1.2	Project Stakeholders	3
2	Team Members & Bios	3
2.1	Calvin Tallent	3
2.2	Owen Moore	3
2.3	Giovanni Munoz	3
3	Project Requirements Specification	3
3.1	Use Cases	3
3.2	Functional Requirements	6
3.3	Non-Functional Requirements	6
3.4	Standards	7
4	Software Design - Solution Approach	7
4.1	Architecture Design	7
4.1.1	Overview	7
4.1.2	Subsystem Decomposition	8
4.2	Data design	8
4.3	User Interface Design	8
4.4	Constraints	8
5	Test Case Specifications and Results	9
5.1	Testing Overview	9
5.2	Environment Requirements	9
5.3	Test Results	9
5.4	9
6	Projects and Tools used	9
7	Description of Final Prototype	10
8	Social Responsibility and Broader Impacts	10
9	Product Delivery Status	11
10	Conclusions and Future Work	11
10.1	Limitations and Recommendations	11
10.2	Future Work	11
11	Acknowledgements	11
12	Glossary	11
13	References	11
14	Appendix A – Team Information	12
15	Appendix B - Example Testing Strategy Reporting	12
16	Appendix C - Project Management	12

1 Introduction

1.1 Abstract

Many stores use point of sale (POS) systems to manage their inventory and sales. These systems help store owners track sales and manage their inventory. These are often touch-operated devices that also give the option of using a mouse pointer or keyboard shortcuts. They consist of purpose-built machines running proprietary, often custom-built, software.

Due to this proprietary nature, these systems are often expensive and are costly and time consuming to update. This incurs higher maintenance costs on businesses and a higher workload on employees due to the unreliability of outdated software and hardware.

1.2 Project Stakeholders

Potential project stakeholders would include any physical retailer with the desire to use this software. The goal is to design the software such that it can be adapted to be used in any setting, offering a decent amount of customization. Although, the main target audience, in the beginning, will be traditional storefront retailers.

2 Team Members & Bios

2.1 Calvin Tallent

Calvin Tallent is a computer science student at Washington State University interested in a wide variety of topics, from embedded automotive systems to machine learning. He has experience in a wide variety of programming languages and tools, including Python, Javascript, Rust, Java, C/C++, Kotlin, C#, Git, and general Linux administration.

2.2 Owen Moore

Owen Moore is a computer science student at Washington State University interested in machine learning, unique computer architectures and configurations, and the intersection between music and computers. He has experience programming in C/C++, Java, Python.

2.3 Giovanni Munoz

Giovanni Munoz is a computer science student at Washington State University interested in software applications and machine learning. Also, systems to solve real world problems. He has experience in a variety of programming languages, including Python, Java, C/C++.

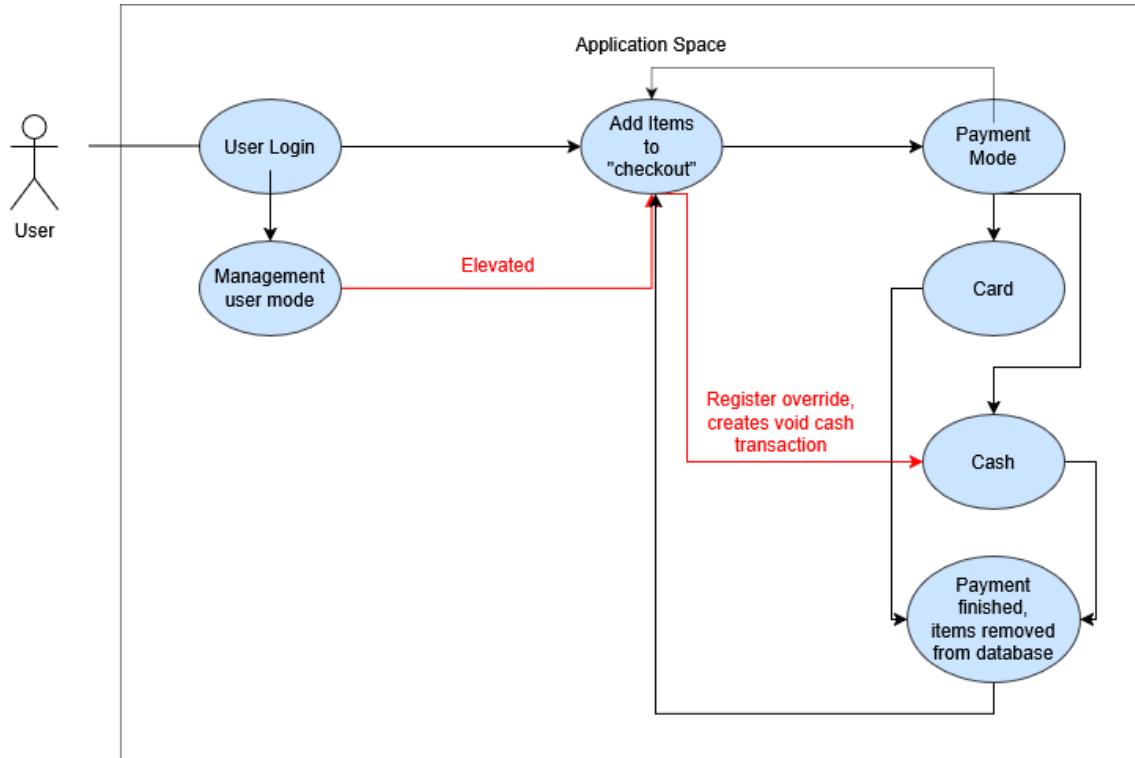
3 Project Requirements Specification

Include the following:

3.1 Use Cases

The major use cases of this software is to facilitate retail transactions at the point of sale. This requires secure interaction with a backend database, requires of the frontend to support multiple input methods such as touch, pointer, and keyboard. Since the end goal of this project is to

be a near drop-in replacement for any existing point of sale system, we intend on using standard communication protocols between every component of the system. We also intend on implementing a form of administration privilages, that can be accessed by passcode on any frontend machine.



User Login

Pre-condition	Backend/frontend online and connected
Post-condition	User is logged in, given appropriate permissions, and is able to create a transaction
Basic Path	User types in username, password, presses enter/sign-in button
Alternate Path	
Related Requirements	Management user mode, Add items to "checkout"

Management user mode

Pre-condition	User enters the username and password associated with an account with elevated permissions
Post-condition	Logged in user is able to acces options associated with managers such as the ability to create a void cash transaction
Basic Path	User enters username and password of elevated account in previous step
Alternate Path	
Related Requirements	

Add items to checkout

Pre-condition	Valid user is logged in
Post-condition	All items are added to the checkout list, and transaction is ready to progress into payment stage
Basic Path	Items are added by entering an associated UPC code into the system. Quantity is also a parameter. This is done either through the use of a barcode scanner or manual entry.
Alternate Path	Stage can be bypassed with manager permissions in order to create a void transaction.
Related Requirements	Payment Mode

Payment Mode

Pre-condition	All desired items added to checkout
Post-condition	Desired payment method is selected OR, payment stage is canceled, and state returns to item add stage.
Basic Path	User selects either a cash or a card transaction
Alternate Path	This stage can be bypassed if manager desires to create void transaction, as the payment option is implied
Related Requirements	Add items to "checkout", card, cash

Card

Pre-condition	Card payment is selected in previous stage
Post-condition	Payment process is handed off to card reader
Basic Path	Control is handed over to card reader terminal until that has reached its accepting state and control is turned back over to POS machine
Alternate Path	
Related Requirements	Payment finished, items removed from database

Cash

Pre-condition	User selected to either create void transaction or User selected for cash payment.
Post-condition	Change is made and traded by user.
Basic Path	Register is opened, user makes appropriate change, state ends when register is closed.
Alternate Path	
Related Requirements	Payment finished, items removed from database

Payment finished, items removed from database

Pre-condition	Previous transaction is completed
Post-condition	Current total for a given item is updated, state is moved back to add items to checkout stage
Basic Path	Frontend sends valid receipt to backend, backend updates current item counts of each listed item
Alternate Path	
Related Requirements	Add items to checkout state.

3.2 Functional Requirements

1. Core Application Requirements

Security

Description	The app must contain a system to verify users in a secure manner, and to process payments into the database without posing a security threat to the customer.
Source	Collaboratively decided properties of a point-of-sale system among the development team.
Priority	Priority 0: Core to functionality of application

Item Database

Description	The backend of the app must contain a relatively simple item database that keeps track of at least each item's UPC(universal product code), the price, and the quantity in stock. This database must be connected remotely to each instance of the frontend, with updates being sent both ways.
Source	Collaboratively decided properties of a point-of-sale system among the development team.
Priority	Priority 0: Core to functionality of application

Multi-headed frontend with privilege levels

Description	The frontend of the app must be able to have multiple instances running simultaneously, each sending updates to a central backend machine. This front end also must be able to make use of different privilege levels in order to support the level of employee organization that matches the environment this machine is designed to run in.
Source	Collaboratively decided properties of a point-of-sale system among the development team.
Priority	Priority 0: core to functionality of application

3.3 Non-Functional Requirements

Security

The ability for the system to be able to securely process transactions is highly important. Although the frontend will be a web-based implementation, the system deploying the frontend will remain offline, save for a secure connection to the backend which is what processes all the data.

Intuitiveness

The goal is to create a User Interface that the user does not need to be told how to use. Labeled buttons and baking in support for multiple different common input standards is key to this operation.

Flexibility

Due to the web-based nature of the platform, the application should be able to be deployed on a wide variety of hardware, eliminating the need for expensive, proprietary point-of-sale machines.

3.4 Standards

We aim to be compliant with several standards:

- W3C WCAG, which regulates accessibility
- GDPR, which regulates consumer privacy
- PCI DSS, which regulates how to securely handle financial information

4 Software Design - Solution Approach

As this section as a whole is designed to be a more comprehensive overview of the software design, it is fitting to restate the project goals.

- Create an flexible, secure, web-based frontend, minimizing downtime due to updates.
- Create a secure backend, capable of frequently communicating with all frontend terminals over the air.

4.1 Architecture Design

4.1.1 Overview

The system that is created is one which accomodates the following functions:

- Inventory Management
- Payment Management
- Transaction Management

Following these requirements, the system will take on a Client-Server Archetecture, with the backend acting as a server, and the multiple POS terminals acting as its clients.

This system has many benefits, including

1. Safety. If multiple terminals all need to keep track of their own databases, in seperate instances, it increases the difficulty and risk of miscounting and other data errors. When numbers are centralizd, and updated in a queue, or other safe data structure, this risk decreases significantly.
2. Flexibility. Any number of these terminals can be added, with no downside.
3. Simplicity. A POS terminal does not need specilized hardware and software, only a network connection, and a modern internet browser. Updates can also be handled over the air, and updates to the software can be server-side.

To describe an example of an implementation, you could have a server, say a desktop running mongoDB through rust, communicating with many terminals, which could be android or otherwise, a lightweight linux locked down into a browser environment, which holds the frontend app, programmed in Svelte script.

This portion of the document will be updated with details further, as the project is built.

4.1.2 Subsystem Decomposition

The major subsystems of the Client-Server approach are the user layer, application layer, and the data layer.

The user layer encompasses the user-interface and all mechanical systems that the user interacts with such as the physical cash register, or touch screen. This portion of the system is almost purely ornamental, but serves the important role of being the way in which the system is experienced. Our team is using Svelte script to create the user-interface, which is the only part of the user layer which is part of the app. Svelte can create complex user interfaces relatively quick and easily, which makes it ideal for usage.

The application layer is the portion of the app that does the "thinking" so to speak. While exact data structures and implementations have not been finalized, the theory is to have a list of items which can be edited within the frontend, until that list is finalized and sent over the network to the database as a list of required updates to make. This process happens before payment in attempt to prevent miscounts.

The data layer is contained almost entirely within the backend, it stores inventory along with UPC's (Universal Product Code(s)) and price for each item. This portion of the software will be done with MongoDB through rust.

4.2 Data design

While the exact data structures are not fully in place, the idea to use MongoDB to create a NoSQL path to mass data storage, that can be fed lists of items and edited without the potential for missed data.

4.3 User Interface Design

The first screen the user will see is the login screen. Here the user can log in to his account; no other pages can be accessed until the user is logged in.

Once the user is logged in, he is presented with the main screen. The main screen is the checkout screen, where items can be scanned in to be included in the transaction.

At the top of the main screen is a info bar containing information, such as the time, logged in user, and other relevant information. At one end of the bar, there is a menu containing some options: log out, user profile, etc. If the logged in user has admin rights, there will also be an option to go to the admin settings page.

The bulk of the main page shows the items that are to be purchased, including name, quantity and price. At the bottom of this view, there will be a line showing the total price and quantity.

At the bottom of the main page there will be another menu, this time for typical actions that would occur during checkout. These include a check out button, a reset transaction button, a text box to enter product codes (one would normally use a barcode scanner to provide the input), a button to find a product by name, and anything else needed.

When the "check out" button is pressed, the program enters the check out screen. Here a total will be displayed, complete with tax and any other charges. There will be buttons for the different payment methods: cash, check, or card. Pushing "cash" will open a popup which allows the user to enter the cash received, and tell how much change to give. Pressing "check" will open a similar popup to record the check details. Pressing "card" will open a similar menu, which will either allow you to enter the card details, or interface with a physical card reader.

After one of these buttons is pressed and the transaction is complete, the program returns to the main screen.

Images will come soon.

4.4 Constraints

Software engineering design is a process of devising a system, component, or process to meet desired needs and specifications within constraints. It is an iterative, creative, decision-making process in which the basic sciences, mathematics, and engineering sciences are applied to convert resources into solutions. Software engineering design involves identifying opportunities, developing requirements, performing analysis and synthesis, generating multiple solutions, evaluating solutions against requirements, considering risks, and making trade-offs, for the purpose of obtaining a high-quality solution under the given circumstances.

Constraints vary by project. Examples of possible constraints include aesthetics, codes, constructability, cost, ergonomics, extensibility, functionality, interoperability, legal considerations, maintainability, manufacturability, marketability, policy, regulations, schedule, sustainability, or usability.

5 Test Case Specifications and Results

5.1 Testing Overview

Include a summary of your test objectives and test plans.

Describe the overall approach to testing and provide the overall flow of the testing process. An example is provided in an Appendix.

Are you using Continuous Integration (CI) and/or Continuous Delivery (CD) in your testing? What tools are you using, what kinds of testing do they provide? Unit tests, integration, system, user interface, speed/non-functional requirement testing, user testing, etc.

In all of these major categories, include at least some material about your implementation, how it is currently executing, and/or what future work would be needed to ensure it happens for this project

- Unit testing
- Integration testing
- System testing
- Functional testing
- Performance testing
- Standards and constraints testing
- User acceptance testing

5.2 Environment Requirements

Specify both the necessary and desired properties of the test environment. The specification should contain the physical characteristics of the facilities, including the hardware, the communications and system software, the mode of usage (for example, stand-alone), and any other software or supplies needed to support the test. Identify special test tools needed.

5.3 Test Results

Include your prototype test results from your “Test Case Specifications and Results” document as updated with your current project status.

5.4

6 Projects and Tools used

Include a summary of the libraries, frameworks, and tools you used to implement your project. For example, you could have used some web frameworks, a database, a network message passing tool, graphics generation libraries, and various operating system platforms. Please list these out with a short one sentence note about what it was used to build/support in your project.

Tool/library/framework	Quick note on what it was for
Bootstrap	Generating layout and visual rendering on web interface
RabbitMQ	Intercommunication between our modules

As a quick survey, let me know what languages you wrote some of the project in. This is anything you wrote yourself, not just used in libraries. This includes both programming languages and markup languages.

Languages Used in Project			
C	C++	JavaScript	Erlang
Java	Python	PERL	Go
HTML5	LaTeX	BASH shell	

7 Description of Final Prototype

In this section provide a detailed description of your final prototype.

(If applicable) Include a brief user manual for your final software where you provide step by step instructions for using your system. Explain the major use case scenarios. You may include screenshots of the user interface.

Describe your final prototype implementation. Please format this section according to what you think is the best way to describe your prototype. The following is just a suggestion.

I recommend to include plenty of images and pictures of the following where appropriate:

- any diagrams/figures that visualize various features of your prototype;
- the screenshots of your user interfaces;
- the screenshots of your test programs;
- pictures of your team testing and debugging the devices, programs, etc.

A well-thought and clear diagram is better than long and descriptive text.

If your document starts to be very long due to screenshots and diagrams, please put at least some of them into an appendix to this document.

8 Social Responsibility and Broader Impacts

Social responsibility: identify informed judgements that you made for this project based on legal and ethical principles. Discuss if those judgements are in line with your responsibilities as a computing / software / cyber engineer. If not, what prompted you to make judgements that are contradictory to your professional responsibilities?

Broader impacts: highlight how your work aligns with the WSU EECS's goals of benefiting society and broadening participation in STEM. Describe not only how your project addressed a real-world problem (briefly state the problem) but also emphasized accessibility, inclusivity, and/or educational outreach. If you engaged with local communities through user testing and feedback sessions, mention that. If you collaborated with multiple teams from various departments or groups, mention that. If you documented your project and released it freely to support open-source missions, mention that. If your project outcomes contribute to technological innovation and provide a foundation for future student-led research, community-based applications, mention that.

9 Product Delivery Status

When was/will the project be delivered to your client? Was it demonstrated and who did you hand it off to?

Also include project location information here. This is for both the instructor and your client as future reference. This should include:

- 1) Source repositories
- 2) Equipment storage location - where did you leave any client or course materials
- 3) Any other materials needed to rebuild your project from the ground up

Ensure that either here or in your detailed description you include any instructions or where the instructions are to install and setup your project so future users know where to start.

10 Conclusions and Future Work

10.1 Limitations and Recommendations

Include a brief description of the limitations of your current prototype that you are aware of, and discuss possible solution approaches to overcome those limitations.

Please keep the discussion brief. 1 page text should be sufficient for this section.

Note that there might be overlap between the Limitations and Recommendations section and the Future Work section. "Future Work" should discuss the possible ways to extend the project, whereas "Limitations and Recommendations" should be more detailed and should discuss the problems and missing features in the final prototype and should describe the possible solution approaches.

10.2 Future Work

Include a conclusion and discuss the future work. Future work should include discussion on how to extend this project. For those of you who are self or EECS sponsored, discuss commercialization possibilities.

11 Acknowledgements

Thank the people who have contributed to your project. Also thank to your sponsors.

12 Glossary

Define technical terms, acronyms, and anything else the reader might need to look up as they go through your document

13 References

Cite all your references here. For the papers you cite give the authors, the title of the article, the journal name, journal volume number, date of publication and inclusive page numbers. Giving only the URL for the journal is not appropriate.

Use either Chicago, IEEE, or ACM style citations

-- Note: you can find many articles on scholar.google.com, which includes a link for each article's citation in various formats.

14 Appendix A – Team Information

List your team members here and provide a team photo.

15 Appendix B - Example Testing Strategy Reporting

- 1) Identify the requirements being tested
- 2) Either link to available online test results and/or take screenshots of the various system testing results
- 3) User testing can be demonstrated via survey results or quotes and a discussion of the feedback received

16 Appendix C - Project Management

Describe your team's weekly schedule, i.e.,

- weekly meetings with the instructor/ mentor
- weekly meetings only with the team members
- other meetings and project related team activities.

Explain the purpose of each of the above activities and describe the routine agenda for each. Please comment on which team activities/meetings were the most beneficial to your team. Please include any planning documents you may have used. Examples could include:

- Gantt charts
- GitHub projects - Screenshots & a figure description

- GitHub issues - Screenshots & a figure description
- Notes on team tools used:
 - Email
 - SMS/IM
 - Slack
 - appear.in or other video conference tools
 - Trello
 - etc.