Team Superion Final Feature Set

* Meal Options
  + List the possible Meal Options that the User have, either Meal Punch or Browse Food Items.
* Meal Punch
  + The User will create their own personalize meal, by selecting an Entrée, a Side and a Drink.
* Browse Food Items
  + A page that lists items that are separated into categories (Entrée, Sides, Drinks, Others).
  + The User can select item(s) that they wish to purchase and indicate the quantity of that individual item.
* Random Generated Meal Punch
  + This feature will be implemented into the Meal Punch option.
  + The meal randomize option will randomly select items for a meal (e.g. entrée, side, and drink).
* Calorie Counter
  + This feature will be implemented in the punch for a meal menu.
  + The feature of a calorie counter option will display the calorie of the possible items that can be purchased.
* Shopping Cart
  + This feature which will allow the user to review of the items being purchased at the point of checking out.
  + The items that are about to be purchased will be put into a list, organized in alphabetical order, displaying: the item, the item’s quantity, and the total calories of an individual item (the calorie counter may not be shown depending on the selected meal options).
* Payment Method (Punch, Flex, and Cash)
  + There are 3 possible ways to pay for your items during Checkout.
  + Punch will take of $5.50 from the current remaining total, which is the value of a “punch”
  + Flex will take away the entered amount for “flex” and remove it from the remaining total. If “flex” is at 0, not set to 0, Flex will take in the rest of the remaining total
  + Cash will take away the entered amount for “cash” and remove it from the remaining total. If “cash” is at 0, not set to 0, Cash will take in the rest of the remaining total. (Note: Cash includes tax when you are adding or removing it form the remaining total)