NotWegman’s Online

//ToDo Ventures

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**Introduction:** NotWegman’s Online is an online grocery store that offers a variety of items and made to order food, and offers local deliveries in addition to in-store pickup.

**Purpose:** This project provides a useful and convenient alternative to traditional grocery shopping for those who are too busy, socially awkward, or just want delicious, made to order food without the hassle.

**Platform:** NotWegman’s Online will be based in Java GUI, and should run on any machine capable of running Java.

**Audience:** NotWegman’s Online can be used by anyone over the age of 18, but is especially targeted towards the busy, elderly, socially awkward, those who cannot drive, or people watching a 24 hour Jeopardy marathon.

**Team Dynamic:** Our group will place equal responsibility in each member, and all decisions will be made after consulting everyone. Meetings will generally take place in the evenings as needed when we are all available. Configuration will be managed through diagrams and discussions held during meetings.

**Details:** The NotWegman’s ordering system will run through a Java GUI and allow the user to order both generic foodstuffs (such as cereal, fruit, etc.) and custom-made orders (such as a ham, cheddar, tomato, and turkey sandwich). The site will add each item to an arraylist for the cart and charge the user at the end of the program based on factors such as in-store pickup/delivery, student discount, and membership. The system will also give an estimate on how long it will take for the order to be completed.