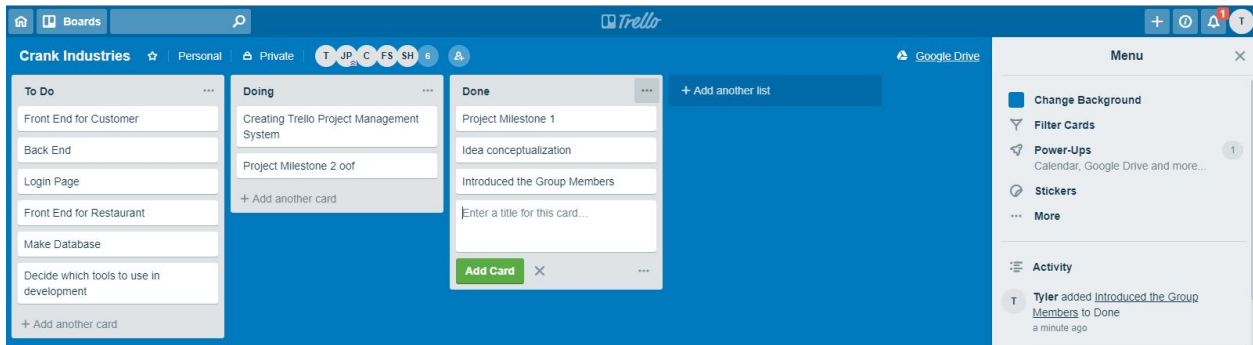# Project Milestone 2: Crank Industries

Project Management Tool: Trello

Description:

       Trello is like a pin board that can be used to keep track of what is done, what is being done, and what needs to get done. With Trello, you are able to clearly see what assignments and steps you have already completed. Currently, this section contains the milestones our group has completed as well as description of our idea. In addition, Trello allows you to create new tasks for what you are currently working on. Another feature of Trello is that you can move various tasks from 'Need to Do' to 'Doing' and to 'Done'. This allows the group to clearly see the progress of their project and where progress on certain tasks lies. Finally, Trello has a Need to be Done section which allows the group to brainstorm new tasks that they will encounter and have to work on in the future.

       The separation of these tasks make Trello a good project management tool for our group because it allows us to be organized and clearly define the progress on each task. Furthermore, Trello is very collaborative and allows each user to update the board to notify the rest of the group that a task has been added, completed, etc.

Requirements:
1. Allow Users to place an order
    a. By using a login screen, the user will be able to find their account in our system by using their name and confirming their last few orders
2. Manage Inventory of what is available
    a. All the manager to check how many products that have left in the store
    b. The manager could order more inventory in order to void short inventory
3. Allow users to choose a time for their order to be picked up
    a. This feature will allow the customer to place an order ahead of time, while choosing a specific pickup time (say between classes) so they are able to just come pick up their food and continue on to their next class.

4. The restaurant side should be able to edit the menu
   a. As part of the manager front end, the restaurant side will be able to update the menu in real time to account for new items or for lack of inventory. By updating the menu on the restaurant side, it will automatically update the menu on the user's side.
5. Allow restaurant to receive orders
   a. When the user logs in and selects an item from the menu, it will automatically send that order (and the connected information about the user, i.e. name) to the restaurant, so they will be able to start preparing the order.
6. Track User Orders
   a. The system will be able to keep track of the user's past orders by storing that information under their account in our database.
7. Have a login page for users
   a. If users don't have account, ask them to sign up for the first times.
   b. If users forgot password, they could request for the new one by their email.
8. Require users to order in advance of their pickup time
   a. When the user logins to place an order there will be a required amount of time between the order is placed and when the pick up time can be. This requirement is meant so that the user doesn't order a product and select a pickup time 2 minutes later, for the order will not be ready yet.
9. Allow restaurant side to change the wait times
   a. If the restaurant has a larger influx of people at peak times (such as at lunch rush or at dinner), then the restaurant will be able to change the amount the time it will take to prepare their order.

Scrum Meeting Documentation:

Since last meeting: Planned out whole app structure, began work on the database, completed milestone

Working on: Dividing up the workload, planning out the timeframe for our application.

Roadblocks: The issue most people are running into is not quite knowing how to proceed. We can alleviate this issue by further breaking up our project and assigning sections out of our sprint.