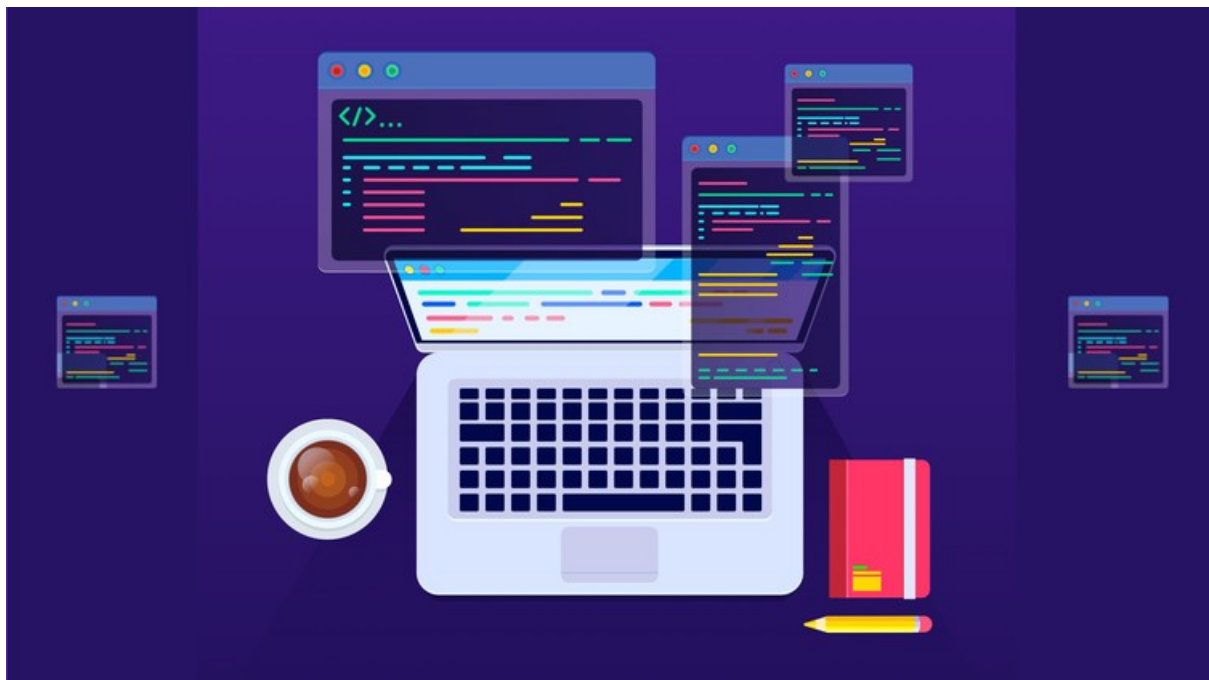


# COMP1531 - Software Engineering Fundamentals

Group Tilde



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## User Stories

### 1. Customer - Online Orders

Epic Story: As a customer I'd like to be able to order mains, sides and drinks which I can then monitor the progress of completion through the use of order ID.

<b>ID:</b>	US13
<b>Name:</b>	Base burger/wrap option
<b>User-Story Description:</b> As a customer I should be offered the basic main burger or wrap so that I have a quicker and convenient option to order instead of the lengthy process of customising a main.  <b>Acceptance Criteria:</b> <ul style="list-style-type: none"><li>• The customer has the ability to select either a base burger or wrap.</li><li>• The customer should be notified of the price of the base burger/wrap selection.</li><li>• This selection will be added to their current order review.</li></ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	2

<b>ID:</b>	US1
<b>Name:</b>	Customer choice of main
<b>User-Story Description:</b> As a customer I should be able to choose to choose a wrap or a burger so I can purchase the main that most interests me.  <b>Acceptance Criteria:</b> <ul style="list-style-type: none"><li>• The customer has the ability to see options displayed for the 'mains' section.</li><li>• The customer has the ability to select a 'main' option for either a wrap or burger.</li><li>• The customer has the ability to select either option (wrap/burger)</li></ul>	
<b>Priority:</b>	Essential (4)
<b>Size:</b>	3

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US2
<b>Name:</b>	Customer choice of bun type
<p><b><u>User-Story Description:</u></b> As a customer I should be able to choose what type of bun I desire to be able to create a main that will fulfil my personal taste requirements.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• Customer should be displayed options for all bun types and should have the ability to select any type of bun they want (potato, sesame, muffin, tortilla).</li> <li>• Customer should be notified and allowed to only choose one type of bun per main order.</li> <li>• If they try to order more than 1 type of bun per main order, the customer should be denied the attempt.</li> <li>• Customer should be notified of the price of bun they selected (next to displayed item they selected).</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	2

<b>ID:</b>	US3
<b>Name:</b>	Customer choice of number of buns
<p><b><u>User-Story Description:</u></b> As a customer I should be able to choose the number of buns I want to be able to create a main that will adequately satiate me.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer has the allowed ability to enter any number of buns.</li> <li>• They should be given a warning of the number of buns they can order.</li> <li>• If they go over the max limit of buns they should be denied and notified that they have reached the max limit.</li> <li>• Customer should be notified that number of buns indicates the size of main order (e.g. 3 buns will give a double burger).</li> <li>• Customer should be notified that the number of buns also indicates the minimum number of patties (e.g. 3 buns means minimum 2 patties which is a double deck burger).</li> <li>• Customer is notified of price when selecting multiples of buns (i.e. cost of multiples buns is determined using a linear relation, i.e. 2 x 'the cost of a muffin bun' will be the cost for 2 muffin buns).</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	2

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US4
<b>Name:</b>	Customer choice of patty type
<b><u>User-Story Description:</u></b> As a customer I should be able to see the type of patties that I can have in my main order so I can choose the option that pertains to my personal dietary requirement.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"> <li>• The customer should be displayed the options for the patties, and they should have the ability to also select the type of patty they want (beef, chicken, lamb).</li> <li>• The customer should be notified that they can only choose one type of patty per burger.</li> <li>• If they select more than one type of patty, they should be denied that attempt to do so.</li> <li>• The customer should be notified of the price of patty type (next to displayed item they selected).</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	2

<b>ID:</b>	US5
<b>Name:</b>	Customer choice of number of patties
<b><u>User-Story Description:</u></b> As a customer I should be able to enter the number of patties that I want in my main order so that I can choose the option that pertains to my personal dietary requirement/hunger.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"> <li>• The customer has the ability to enter a number of patties.</li> <li>• They should be notified that they cannot go over the maximum number of patties and should be denied in an attempt to do so.</li> <li>• The customer is required to select a minimum number of patties based on the number of buns they previously selected.</li> <li>• The customer should be notified of the price of multiples of patties (price is determined using a linear relation, so i.e. 2 x 'the cost of a beef patty' will be the cost of 2 beef patties).</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	2

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US6
<b>Name:</b>	Customer choice of type of ingredients
<p><b><u>User-Story Description:</u></b> As a customer I should be able to choose the type of ingredients to add to my main so that I have a personalised order that will adequately satiate my personalised hunger.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer has the ability to see different types of ingredients (tomato, lettuce, onion, mayonnaise).</li> <li>• The customer has the ability to select all types of ingredients.</li> <li>• The customer should be notified of the price of ingredients they chose (next to displayed item they selected).</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	2

<b>ID:</b>	US7
<b>Name:</b>	Customer choice of number of ingredients
<p><b><u>User-Story Description:</u></b> As a customer I should be able to choose the number of ingredients I require in my main so that I can personalise and customise my choice of order to satisfy my hunger.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer should be notified of the maximum number of ingredients per ingredient.</li> <li>• They have the ability to select the maximum number of all types of ingredients.</li> <li>• The customer should be denied the ability in continuing to select more than the maximum number of ingredients.</li> <li>• The customer should be notified of the linear increase of price when choosing more than one of the same ingredients.</li> </ul>	
<b>Priority:</b>	Optional (2)
<b>Size:</b>	2

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US8
<b>Name:</b>	Type of customer drink
<p><b><u>User-Story Description:</u></b> As a customer I should be able to select different types of customer drinks so that I can choose a beverage that will satiate my thirst and pair nicely with my main.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer has the ability to see available drinks and to select different types of drinks (cola, fanta, sprite).</li> <li>• The customer has the ability to see different sizes of drinks (350mL can, 600mL bottle).</li> <li>• The customer must be notified of the price of the drinks they selected.</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	2

<b>ID:</b>	US9
<b>Name:</b>	Number of customer drink
<p><b><u>User-Story Description:</u></b> As a customer I should be able to select different numbers of customer drinks so that I can pair it with the main and satiate my thirst.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer has the ability to select the number of drinks.</li> <li>• They should be notified of the maximum selection they can enter (which is the inventory) and if they select an option greater than the inventory they should be denied in this attempt.</li> <li>• The customer should be notified of the linear price increase of drinks as the number of drinks increases.</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	1

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US10
<b>Name:</b>	Type of customer side
<p><b><u>User-Story Description:</u></b> As a customer I should be able to select different types of customer sides, so that I compliment the main with additional choices to satiate hunger.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer has the ability to select different available sides and to select all types of sides (fries, nuggets, salad, sundae).</li> <li>• The customer should be notified of the different available sizes of sides.</li> <li>• The customer should be notified of the price of sides (next to displayed item they selected).</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	1

<b>ID:</b>	US11
<b>Name:</b>	Number of customer side
<p><b><u>User-Story Description:</u></b> As a customer I should be able to select different numbers of customer sides, so that I can satisfy how much additional sides I require to compliment the main and satiate my hunger.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer has the ability to select the number of sides.</li> <li>• The customer should be notified the maximum number of sides they can select, which is inventory (remains the same for different sizes of sides).</li> <li>• If they select an option greater than the inventory they should be denied in this attempt.</li> <li>• The customer should be notified of the linear increase in price as the number of customer sides increase.</li> </ul>	
<b>Priority:</b>	Desirable (3)
<b>Size:</b>	1

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US12
<b>Name:</b>	Customer updated cost
<p><b><u>User-Story Description:</u></b> As a customer I should be able to see cost of my order so that I can make a financially responsible decision when ordering.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer should see cost as soon as ingredient/side/main/bun/patties are entered.</li> <li>• The price should be constantly updated with each selection and be displayed to the customer.</li> </ul>	
<b>Priority:</b>	Optional (2)
<b>Size:</b>	2

<b>ID:</b>	US13
<b>Name:</b>	Customer checkout
<p><b><u>User-Story Description:</u></b> As a customer I should be able to complete selection and proceed to checkout so that I can purchase the order I created to satiate my thirst or hunger.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer has the ability to select all sides, mains and drinks which have been done in previous user stories.</li> <li>• The customer should be notified of price of the total order (including main, drinks, sides).</li> <li>• They have the ability to continue to the checkout and to also complete checkout.</li> </ul>	
<b>Priority:</b>	Essential (4)
<b>Size:</b>	2

<b>ID:</b>	US14
<b>Name:</b>	Customer order ID
<p><b><u>User-Story Description:</u></b> As a customer I should be given an 'Order ID' so that I can instantly identify my order in case I need to notify staff.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The customer receives a unique Order ID that details their order selection (main chosen, drinks chosen, sides chose, total price of order).</li> </ul>	
<b>Priority:</b>	Essential (4)
<b>Size:</b>	2

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)



<b>ID:</b>	US15
<b>Name:</b>	Customer order status
<b><u>User-Story Description:</u></b> As a customer I should be able to use my order ID so that I can check my order status at any point in time and check to see when my order is completed.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"> <li>• The customer has the ability to check their order status through inputting their unique order ID.</li> <li>• They should also be able to check if their order has been completed using the order ID, when the staff has input that the order has been completed.</li> </ul>	
<b>Priority:</b>	Essential (4)
<b>Size:</b>	1

<b>ID:</b>	US16
<b>Name:</b>	Denial if no order
<b><u>User-Story Description:</u></b> As a customer I shouldn't be able to proceed to checkout if I have no order, so that I do not waste my time if I decide I do not want to order anything.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"> <li>• The customers should be notified that they have to select at least an item to continue ordering.</li> <li>• Customer is denied proceeding to order if they do not select an item.</li> </ul>	
<b>Priority:</b>	Essential (4)
<b>Size:</b>	1

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

## 2. Staff - Service Orders:

Epic Story: As a staff member I want to be able to view the current orders at any point in time and update the status of their order as available for pickup when it has been prepared.

<b>ID:</b>	US1
<b>Name:</b>	View details of order
<b><u>User-Story Description:</u></b> As a staff member I want to be able to access all of the customer's orders in the system so that I have a much easier job to track their order progress.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"><li>• Staff is able to view the list of all the current customer's orders respective to their order ID number.</li><li>• Staff is able to look at customer's purchase (including bun type, meat type, vegetables used, sides and drink).</li><li>• Details of customer's purchase such as timestamp are also shown.</li><li>• Correct price and total of the customer's purchase should be displayed to staff.</li></ul>	
<b>Priority:</b>	Essential (4)
<b>Size:</b>	2

<b>ID:</b>	US2
<b>Name:</b>	Change the status of order
<b><u>User-Story Description:</u></b> As a staff member I want to be able to update and change the status of the customer's order so that I can let the customer know their order is done.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"><li>• Staff is able to change the status of order from "In progress..." to "Finished".</li><li>• Staff should indicate order is "Finished" to customer so that when the customer refreshes the service, they are notified to pick up their order.</li><li>• Staff should be shown an option "Picked up" that when chosen indicates the customer order is complete.</li></ul>	
<b>Priority:</b>	Essential (4)
<b>Size:</b>	2

### Key:

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US3
<b>Name:</b>	Remove completed order from list
<p><b><u>User-Story Description:</u></b>  As a staff member I want to be able to remove the completed order from the staff orders menu so that I can easily access all the remaining current orders.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• Staff have the ability to remove completed order from the list of all pending orders.</li> <li>• Staff is able to change the status of order from “Finished” to “Picked Up!”.</li> <li>• Ability for this change in status to result in just the remaining current pending orders in the menu.</li> </ul>	
<b>Priority:</b>	Essential (4)
<b>Size:</b>	1

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

### 3. Staff - Maintain Inventory

Epic Story: As a staff member, I should be able to maintain an up-to-date inventory of ingredients so I can keep track of what we sell and know when to restock.

<b>ID:</b>	US1
<b>Name:</b>	View inventory
<b><u>User-Story Description:</u></b> As a staff member, I should be able to view the inventory so that I can keep a recorded track of stock.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"><li>• All stocked items are displayed with inventory levels.</li><li>• Each stocked item's inventory level is displayed in appropriate units (burgers = whole units, fries = grams).</li><li>• Items stocked in different sizes are accounted for separately.</li></ul>	
<b>Priority:</b>	4 (Essential)
<b>Size:</b>	3

<b>ID:</b>	US2
<b>Name:</b>	Edit inventory
<b><u>User-Story Description:</u></b> As a staff member, I should be able to edit the inventory levels to account for restocking and/or shrinkage.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"><li>• Staff should be given an option when viewing the inventory to edit the inventory.</li><li>• Staff should be able to decrease or increase the inventory level of a product.</li></ul>	
<b>Priority:</b>	4 (Essential)
<b>Size:</b>	3

**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US3
<b>Name:</b>	Decrement inventory levels automatically with each order
<b><u>User-Story Description:</u></b> As a staff member, I should be able to have the inventory levels automatically altered according to what is ordered to reflect the actual stock.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"> <li>• The inventory level decreases by the correct amount and units when a customer orders.</li> <li>• This action should update after every order has been completed.</li> </ul>	
<b>Priority:</b>	4 (Essential)
<b>Size:</b>	3

<b>ID:</b>	US4
<b>Name:</b>	Create new item
<b><u>User-Story Description:</u></b> As a staff member, I should be able to have the option to create a new menu item so that I can update the menu to satisfy the taste of an ever-changing customer base.	
<b><u>Acceptance Criteria:</u></b> <ul style="list-style-type: none"> <li>• Staff should be able to name the item according to what they want to create.</li> <li>• The unit of the new item is displayed in appropriate units (single, single leaf, bowl, scoop, 350mL can, 600mL bottle).</li> <li>• The staff should be able to define the type of item they are creating (bun, wrap, protein source, ingredients, side, drink)</li> <li>• The staff should be able to set an appropriate price of the new item.</li> <li>• The staff should be able to define the quantity of the new item that is to be created.</li> </ul>	
<b>Priority:</b>	4 (Essential)
<b>Size:</b>	3

**Key:**

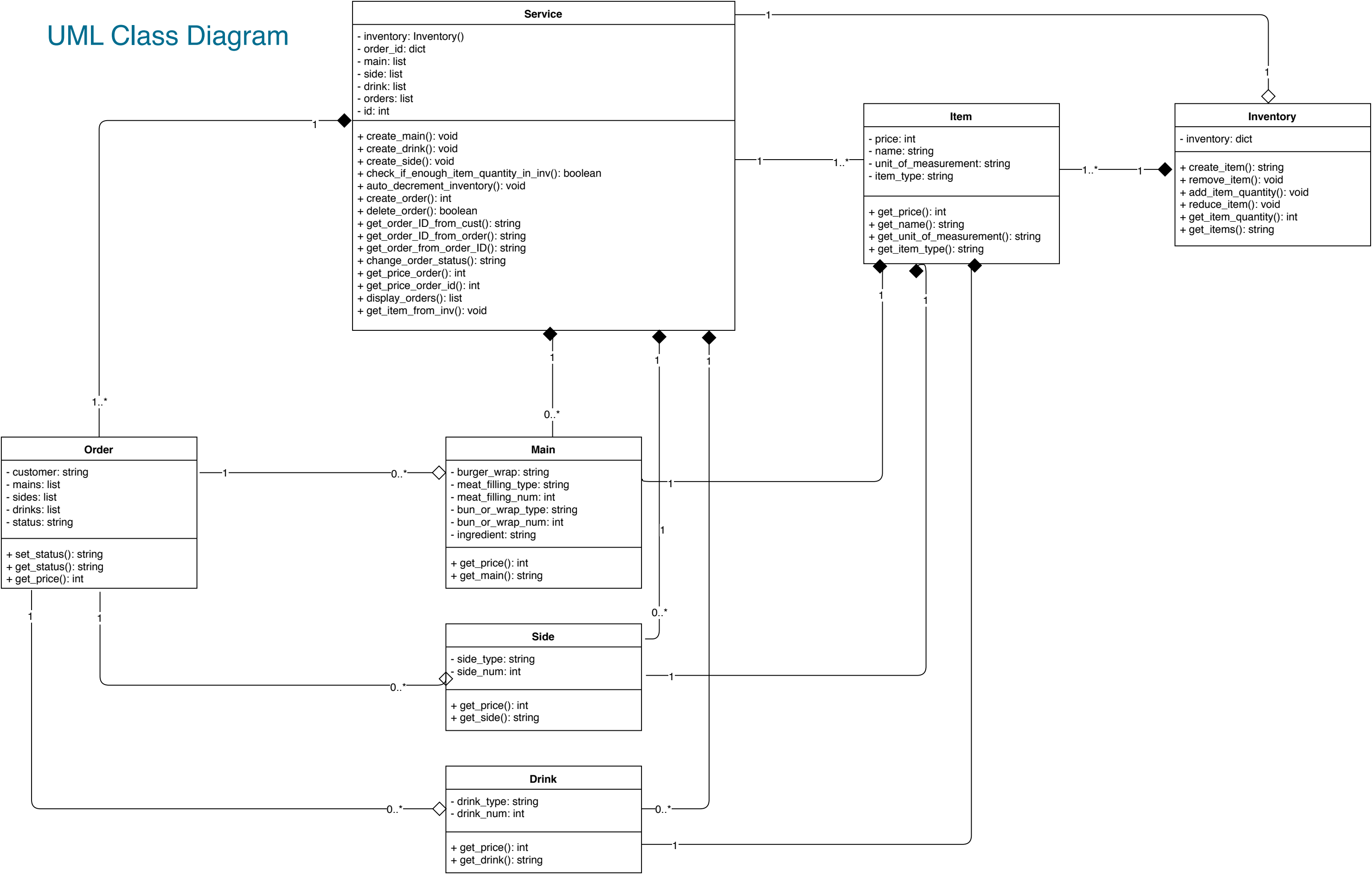
- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

<b>ID:</b>	US5
<b>Name:</b>	Remove item from inventory
<p><b><u>User-Story Description:</u></b>  As a staff member, I should be able to have the option to remove items from invent when they are no longer in stock so that the inventory is constantly updated to make it easier for staff to know what to restock on.</p> <p><b><u>Acceptance Criteria:</u></b></p> <ul style="list-style-type: none"> <li>• The staff is displayed all the options of the items they are allowed to remove from inventory (buns, wraps, meats, sides, drinks)</li> <li>• The staff should be able to select the item they want to remove from the inventory and remove it.</li> <li>• The staff should now be displayed the current inventory that does not contain the item they selected to remove.</li> </ul>	
<b>Priority:</b>	4 (Essential)
<b>Size:</b>	3

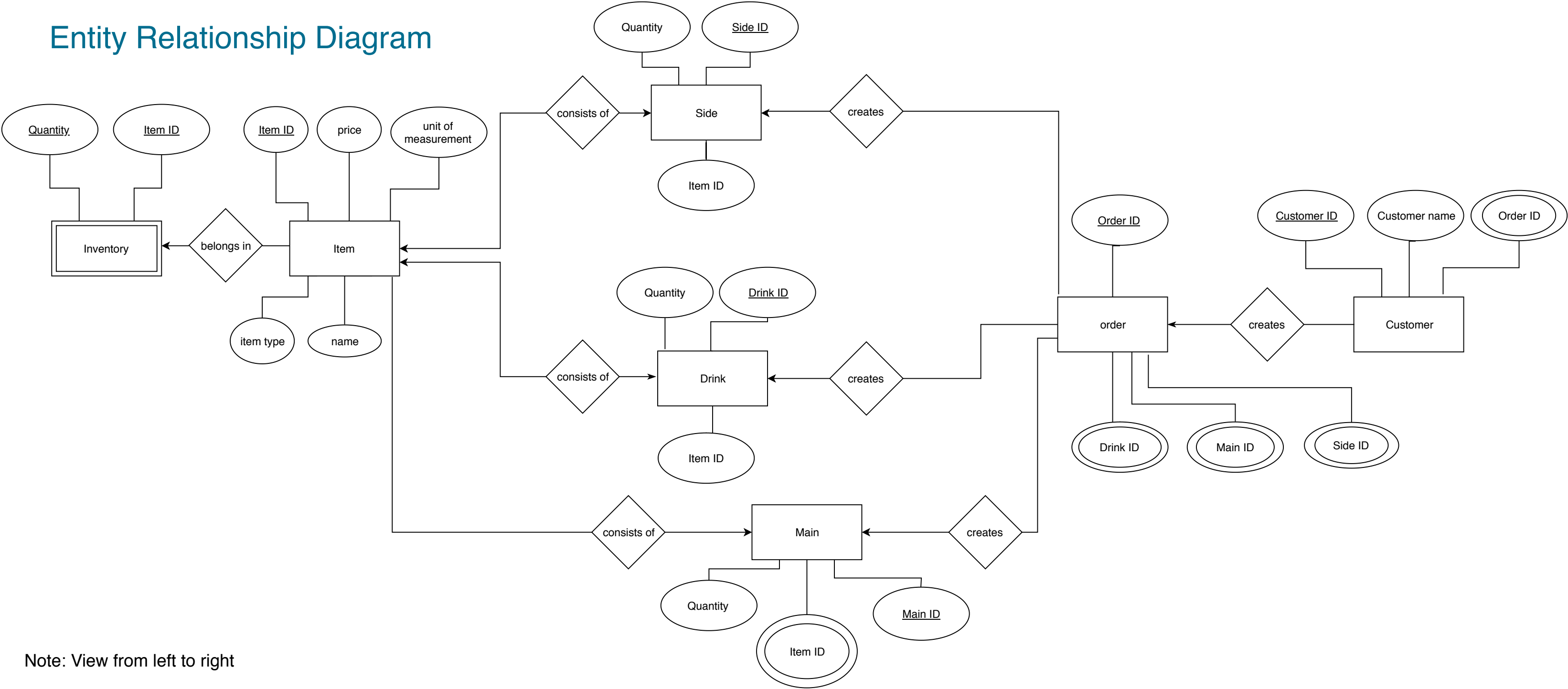
**Key:**

- 1 story point (size) = 2 hours
- Essential (4) - Desirable (3) - Optional (2) - Future (1)

# UML Class Diagram



# Entity Relationship Diagram





## Log Book:

Meeting	Tasks	Reflection	Time															
26/02/19	<ul style="list-style-type: none"><li>Creating logbook as per course outline</li><li>Discuss the assignment and the unreleased specifications</li><li>Google doc and drive file created to store our initial ideas</li></ul>	<ul style="list-style-type: none"><li>Next meeting to be allocated 4-5pm Tuesday after lab session</li></ul>	30 mins															
5/03/19	<ul style="list-style-type: none"><li>Assignment released and allocated read through time</li><li>As a group we listed all the necessary requirements for each epic story to then be broken down by a team member into user stories (due 10<sup>th</sup> March)</li><li>Discord call to be done on the weekend of user story due date to discuss and proofread each other's work and minimise repetition amongst user stories.</li><li>Use google drive folder/google doc to write these user stories.</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Customer US</td><td>Ali</td><td>9/03/19</td></tr><tr><td>Inventory US</td><td>Will</td><td>9/03/19</td></tr><tr><td>Service US</td><td>Ritshab</td><td>9/03/19</td></tr><tr><td>Call meeting</td><td>All</td><td>9/03/19</td></tr></table>	Task	Responsibility	Deadline	Customer US	Ali	9/03/19	Inventory US	Will	9/03/19	Service US	Ritshab	9/03/19	Call meeting	All	9/03/19	<ul style="list-style-type: none"><li>Conflicting timetables all meant we had assignments due in alternating weeks close to the comp 1531 assignment deadline.</li><li>We have to load manage each person to account for this.</li><li>Wasn't very clear of what user stories meant at the time and difficult to meet deadline of weekend.</li></ul>	1 hr
Task	Responsibility	Deadline																
Customer US	Ali	9/03/19																
Inventory US	Will	9/03/19																
Service US	Ritshab	9/03/19																
Call meeting	All	9/03/19																
9/03/19	<ul style="list-style-type: none"><li>More clarity on user stories given through lectures</li><li>Allocated people to read over another user story and make our drafted version align to the requirements of the sample given</li><li>Meeting to also standardise user stories based on everyone's opinion.</li><li>Meeting to reduce repetition among user stories.</li><li>Voice call organised on the 16th of march to finalise user stories to submit.</li><li>User stories google link: <a href="https://docs.google.com/document/d/1ZwNqM7rJ6D5bwZ99DxpC6FmUMZJ-stSB_fZvcjx7MGc/edit?usp=sharing">https://docs.google.com/document/d/1ZwNqM7rJ6D5bwZ99DxpC6FmUMZJ-stSB_fZvcjx7MGc/edit?usp=sharing</a></li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>US reviews</td><td>All</td><td>9/03/19</td></tr><tr><td>US document formatting</td><td>Ritshab</td><td>10/03/19</td></tr><tr><td>US final submission</td><td>Will</td><td>10/03/19</td></tr></table>	Task	Responsibility	Deadline	US reviews	All	9/03/19	US document formatting	Ritshab	10/03/19	US final submission	Will	10/03/19	<ul style="list-style-type: none"><li>Wasn't very clear of what user stories meant last week and difficult to meet deadline of weekend</li><li>From now, email course contacts for clarification and share in group chat</li><li>Group chat has been an effective medium and voice call meeting are good</li><li>However, need to watch out for files and messages getting lost in the noise (need to use the google drive more)</li></ul>	1 hr			
Task	Responsibility	Deadline																
US reviews	All	9/03/19																
US document formatting	Ritshab	10/03/19																
US final submission	Will	10/03/19																
12/03/19	<ul style="list-style-type: none"><li>Discussed tutor feedback on User Stories and agree to work and tweak on them more later.</li><li>No significant tasks assigned since midsems period.</li><li>Discussed the midsem coming up, check we're all prepped.</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Clean up GitHub repo</td><td>All</td><td>-</td></tr></table>	Task	Responsibility	Deadline	Clean up GitHub repo	All	-	<ul style="list-style-type: none"><li>First submission was stressful</li><li>Need to have files ready to go well before midnight</li><li>Check submission guideline carefully for file names</li></ul>	30 mins									
Task	Responsibility	Deadline																
Clean up GitHub repo	All	-																

19/03/19	<ul style="list-style-type: none"><li>Starting work on Milestone 2 today</li><li>CRC cards completed by everyone in meeting based on who did user stories</li><li>Decided to create our own UML draft designs<ul style="list-style-type: none"><li>To be joined or take best or use best bits from each UML</li><li>Deadline for each UML 19th of march</li></ul></li><li>CRC cards google link: <a href="https://docs.google.com/document/d/1ZGtfO3ML2-d1EpIEPP7AyKTkO28YGQCwkiQjtTasEOc/edit?usp=sharing">https://docs.google.com/document/d/1ZGtfO3ML2-d1EpIEPP7AyKTkO28YGQCwkiQjtTasEOc/edit?usp=sharing</a></li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Order/System CRC</td><td>Ritshab</td><td>In meeting</td></tr><tr><td>Customer CRC</td><td>Ali</td><td>In meeting</td></tr><tr><td>Inventory CRC</td><td>Will</td><td>In meeting</td></tr><tr><td>UML draft designs</td><td>All</td><td>26/03/19</td></tr><tr><td>In depth CRC cards</td><td>All</td><td>In meeting</td></tr></table>	Task	Responsibility	Deadline	Order/System CRC	Ritshab	In meeting	Customer CRC	Ali	In meeting	Inventory CRC	Will	In meeting	UML draft designs	All	26/03/19	In depth CRC cards	All	In meeting	<ul style="list-style-type: none"><li>Realised giving the week off was an awful idea, to be never done again as we could have used that week to get ahead or get on top of our current work.</li><li>Difficult to create deadlines which are artificial when other assignments are due within a few days of “deadline”.</li><li>Difficult to give out tasks when each deliverable is dependent on another.</li><li>May need to take time to sit down together for longer than a normal meeting to hash out issues or suggestions.</li><li>CRC cards ended up being less of an individual task and more collaborative as they interact.</li></ul>	1 hr						
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Order/System CRC	Ritshab	In meeting																									
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26/03/19	<ul style="list-style-type: none"><li>Roughly decided on our UML diagram, to be confirmed and finalised before submission</li><li>Need to actually start producing backend, to be done ASAP as soon as UML is done</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Submit UML diagrams and CRC's</td><td>Ali</td><td>31/03/19</td></tr><tr><td>Committing classes to code and CRC</td><td>All</td><td>2/04/19</td></tr></table>	Task	Responsibility	Deadline	Submit UML diagrams and CRC's	Ali	31/03/19	Committing classes to code and CRC	All	2/04/19	<ul style="list-style-type: none"><li>UML diagrams need to be well set out for everyone to follow</li><li>Also be clear on attributes and methods</li><li>Helps to cross reference</li><li>Labs have been very helpful for learning how to implement classes into a system</li><li>Make sure to call your functions with ()</li></ul>	1hr															
Task	Responsibility	Deadline																									
Submit UML diagrams and CRC's	Ali	31/03/19																									
Committing classes to code and CRC	All	2/04/19																									
2/04/19	<ul style="list-style-type: none"><li>Need to complete final work on methods</li><li>Mostly testing and error handling</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Inventory and Item - test/error</td><td>Will</td><td>06/04/19</td></tr><tr><td>Order, side, drinks - test/error</td><td>Ritshab</td><td>06/04/19</td></tr><tr><td>Service methods</td><td>Ali</td><td>06/04/19</td></tr><tr><td>Main and service - test/error</td><td>Ali</td><td>06/04/19</td></tr><tr><td>Code check</td><td>All</td><td>06/04/19</td></tr><tr><td>Submit/push code to release branch</td><td>Will/Ali</td><td>07/04/19</td></tr><tr><td>Submit and push updated user stories/UML</td><td>Ali/Ritshab</td><td>07/04/19</td></tr></table> <ul style="list-style-type: none"><li>Look and review over each other's code to make sure its correct and it works</li></ul>	Task	Responsibility	Deadline	Inventory and Item - test/error	Will	06/04/19	Order, side, drinks - test/error	Ritshab	06/04/19	Service methods	Ali	06/04/19	Main and service - test/error	Ali	06/04/19	Code check	All	06/04/19	Submit/push code to release branch	Will/Ali	07/04/19	Submit and push updated user stories/UML	Ali/Ritshab	07/04/19	<ul style="list-style-type: none"><li>Would have been simpler to have had our classes conceptualised earlier</li><li>Would make it easier to start implementing interdependent classes and methods in code</li><li>Thank god for extended dead lines</li></ul>	1hr
Task	Responsibility	Deadline																									
Inventory and Item - test/error	Will	06/04/19																									
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Submit and push updated user stories/UML	Ali/Ritshab	07/04/19																									

9/04/19	<ul style="list-style-type: none"><li>Need to watch the videos to learn how to operate python under flask to start the frontend</li><li>Need to learn how to use html tags to create website pages to also start the frontend</li><li>Working on the lab to get ideas on how to do frontend for actual assignment</li><li>Assigned to create a draft idea on how each part of the website will run</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Customer frontend draft ideas</td><td>Ali</td><td>12/04/19</td></tr><tr><td>Service frontend draft ideas</td><td>Ritshab</td><td>12/04/19</td></tr><tr><td>Inventory frontend draft ideas</td><td>Wil</td><td>12/04/19</td></tr></table>	Task	Responsibility	Deadline	Customer frontend draft ideas	Ali	12/04/19	Service frontend draft ideas	Ritshab	12/04/19	Inventory frontend draft ideas	Wil	12/04/19	<ul style="list-style-type: none"><li>Learning how to use python to create routes and html was a bit confusing, we need to watch more videos</li><li>Attempting the lab will help us gain insight on how to similarly code our frontend</li><li>Need to have a face to face meeting to integrate our design ideas together to form what our final website should function like</li></ul>	30 mins			
Task	Responsibility	Deadline																
Customer frontend draft ideas	Ali	12/04/19																
Service frontend draft ideas	Ritshab	12/04/19																
Inventory frontend draft ideas	Wil	12/04/19																
12/04/19	<ul style="list-style-type: none"><li>Used our draft frontend ideas to come up with what our final one should look like, we all agreed upon this</li><li>Need to fix up testing and error handling for our backend so that our frontend properly functions and displays the correct error if needed to be</li><li>Created the files for our customer, service and inventory frontend, made a start on it together</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Fix error handling for classes</td><td>All</td><td>In meeting</td></tr><tr><td>Work on customer frontend draft</td><td>Ali</td><td>16/04/19</td></tr><tr><td>Work on service frontend draft</td><td>Ritshab</td><td>16/04/19</td></tr><tr><td>Work on inventory frontend draft</td><td>Will</td><td>16/04/19</td></tr></table>	Task	Responsibility	Deadline	Fix error handling for classes	All	In meeting	Work on customer frontend draft	Ali	16/04/19	Work on service frontend draft	Ritshab	16/04/19	Work on inventory frontend draft	Will	16/04/19	<ul style="list-style-type: none"><li>Getting a start on front end was confusing, knew what to do but it was hard to code</li><li>Face to face meeting helped solve confusion we had with starting the frontend</li><li>Watching the tutorials together gave us the knowledge we needed to make a good start</li><li>Still confused on passing variables through routes into the html (need to cover with lab demonstrators)</li></ul>	1 hr
Task	Responsibility	Deadline																
Fix error handling for classes	All	In meeting																
Work on customer frontend draft	Ali	16/04/19																
Work on service frontend draft	Ritshab	16/04/19																
Work on inventory frontend draft	Will	16/04/19																
16/04/19	<ul style="list-style-type: none"><li>COMP1531 practice final was run today</li><li>Quick meeting to discuss with lab demonstrators if our draft progress has been good thus far</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Working code without global variables</td><td>All</td><td>17/04/19</td></tr></table>	Task	Responsibility	Deadline	Working code without global variables	All	17/04/19	<ul style="list-style-type: none"><li>Lab demonstrators said our progress has been decent so far, gave us insight that our use of global variables could be destructive to frontend</li><li>Previous confusion on routes and html were cleared up</li></ul>	15 mins									
Task	Responsibility	Deadline																
Working code without global variables	All	17/04/19																
17/04/19	<ul style="list-style-type: none"><li>Used the consultation session to grab advice to further check if the service side of the frontend was on the right track</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Customer frontend near final version</td><td>Ali</td><td>21/04/19</td></tr><tr><td>Service frontend near final version</td><td>Ritshab</td><td>21/04/19</td></tr><tr><td>Inventory frontend near final version</td><td>Will</td><td>21/04/19</td></tr></table>	Task	Responsibility	Deadline	Customer frontend near final version	Ali	21/04/19	Service frontend near final version	Ritshab	21/04/19	Inventory frontend near final version	Will	21/04/19	<ul style="list-style-type: none"><li>The consulter let us know that our service side was on the right track and helped to fix minor problems in the code.</li><li>Consult feedback helped so we reduced using 2 pages, one for completed and one for current to just using 1 page to show all current orders (doing this by refreshing/rendering the same template)</li></ul>	15 mins			
Task	Responsibility	Deadline																
Customer frontend near final version	Ali	21/04/19																
Service frontend near final version	Ritshab	21/04/19																
Inventory frontend near final version	Will	21/04/19																

21/04/19	<ul style="list-style-type: none"><li>• Video call meeting to play around with our frontend, and to catch breaks in the code or faults</li><li>• Realised some of the tests were not working, so need to fix that up</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Final frontend testing (for errors, check if works)</td><td>All</td><td>In meeting</td></tr><tr><td>Persistence attempt</td><td>Ali/Will</td><td>22/04/19</td></tr><tr><td>Final frontend interface redesign</td><td>Ritshab</td><td>22/04/19</td></tr></table>	Task	Responsibility	Deadline	Final frontend testing (for errors, check if works)	All	In meeting	Persistence attempt	Ali/Will	22/04/19	Final frontend interface redesign	Ritshab	22/04/19	<ul style="list-style-type: none"><li>• Realised that we should have finished our final frontend earlier to do a more thorough check of everything</li><li>• Also realised we needed more time to start an attempt on persistence, to try pickle load all the saved data on the frontend for its next use</li></ul>	2 hrs
Task	Responsibility	Deadline													
Final frontend testing (for errors, check if works)	All	In meeting													
Persistence attempt	Ali/Will	22/04/19													
Final frontend interface redesign	Ritshab	22/04/19													
23/04/19	<ul style="list-style-type: none"><li>• Day of presentation of our final frontend for Gourmet Burgers in our laboratory session</li><li>• Only thing left to do is write the final report, everyone to work on it together</li></ul> <table><tr><th>Task</th><th>Responsibility</th><th>Deadline</th></tr><tr><td>Final report – User stories, UML, logbook</td><td>Ritshab</td><td>28/04/19</td></tr><tr><td>Final report – ER diagram</td><td>Ali/Will</td><td>28/04/19</td></tr></table>	Task	Responsibility	Deadline	Final report – User stories, UML, logbook	Ritshab	28/04/19	Final report – ER diagram	Ali/Will	28/04/19	<ul style="list-style-type: none"><li>• Presentation went smoothly, no errors while presenting</li><li>• Presentation was engaging and all the features of the frontend were covered with detailed explanation as to how our group made it work</li></ul>	10 mins			
Task	Responsibility	Deadline													
Final report – User stories, UML, logbook	Ritshab	28/04/19													
Final report – ER diagram	Ali/Will	28/04/19													

## Velocity Chart:

