SWE 3313 Project

Pizza Ordering System

Sprint 2

In this sprint you will be creating and delivering the complete Pizza Ordering system. Your system should contain the complete restaurant menu for order-taking purposes. The user needs to be able to log in and then have GUI access to the various menu items and be able to quickly enter the desired orders. This menu needs to have various sizes of pizzas, the typical types of toppings, various crust options, and beverages. The customer should be able to order things like a medium, thin crust pizza, with pepperoni and extra cheese, etc.

Because our customer is also in the process of establishing their entire network architecture, our customer requests that this component/prototype be developed for running on a stand-alone desktop/laptop computer with no web-based elements. The customer records are to be stored in a file structure that will simulate the database.

* Use GUI (supported by Java or any other languages).
* The source code should be well documented and commented
* Part of the deliverable should be an executable file (.exe or .jar)
* There should be at least:
  + 4 distinct pizza sizes
  + 8 distinct toppings with combinations of up to 4 items
  + 3 crust options
  + 5 beverages
  + 3 distinct beverage sizes
* The display should display the pricing of the various options
* There should be a display screen for the completed order showing the items ordered, the prices and totals