A decorative graphic on the left side of the slide consists of two overlapping parallelograms. The front one is blue and the back one is a light green. They are positioned diagonally, with the blue one partially covering the green one.

Milestone 3 - Design and Pitch

Zack, Abigail, Akua, Hannah



Introduction

- May We Succeed
- Cashier Simulator
 - Getting use to the idea of using a cash register



Work Performed So Far

- Came together as a Group
- Created the Idea
- Made Design Mockups

Start-Up Screen

Cashier Simulator



Start

How to Play

Exit

Start-Up Screen

1. Main Menu Title

Cashier Simulator

2. Image



Start

How to Play

Exit

3. Start Button

4. Rules Button

5. Exit Button



Rules

How to Play*

1. You will be asked if you want to pay via cash or card
2. You will then be shown the cash register, and need to type in the amount of money received
3. Once the transaction has been properly completed, you can try again or return to the main screen

Back

*subject to change

Rules

How to Play*

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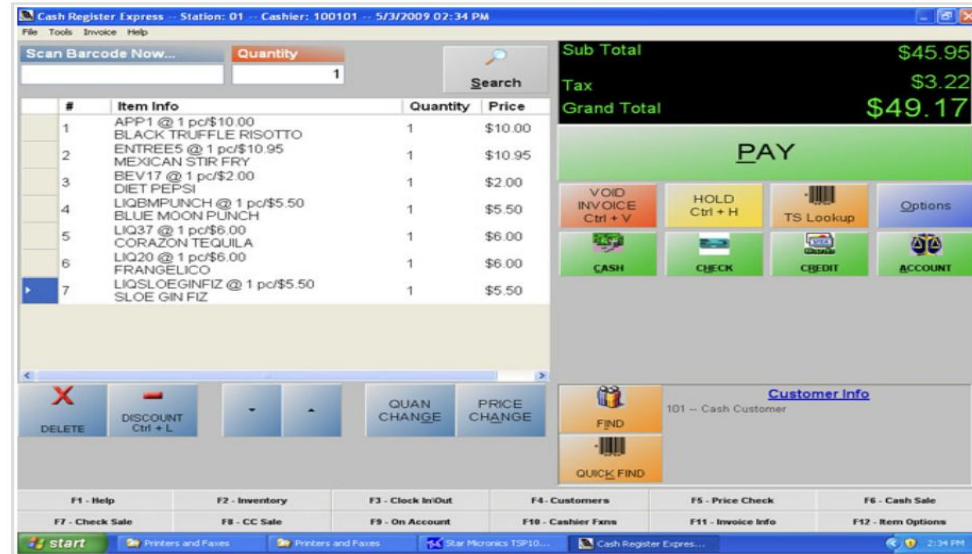
6. Rules Title

7. Rules Explained

8. Back Button

*subject to change

Scanning of items



Payment Options

Cash Register Express - Station: 01 - Cashier: 100101 - 5/3/2009 02:36 PM

Scan Barcode

Sub Total: \$45.95

Amount Remaining: \$3.22

Type Tender Amount & Select Tender Type

Clear

Cash

Credit/Debit

Check

Gift Card

On Account

Amount Remaining: \$49.17

Paid So Far

Type	Amount	Details
------	--------	---------

Cancel

DELETE

7 8 9

4 5 6

1 2 3

. 0 +/-

\$ 1.00 \$ 5.00 \$ 10.00 \$ 20.00 \$ 50.00 \$50.00

DUCK SPRING ROLLS

BEEF COARS

MINESTRONE SOUP

SOUP DU JOUR

SPINACH SALAD

liquor

Drage

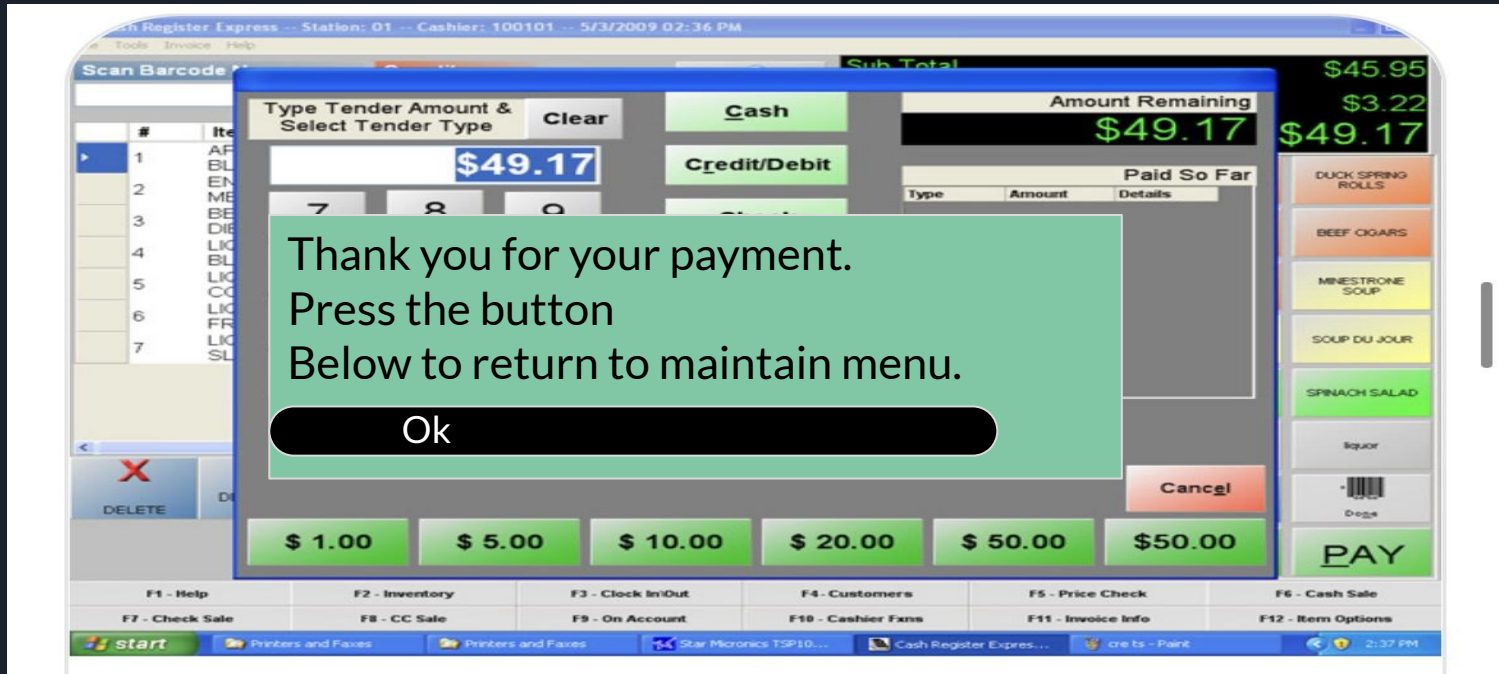
PAY

F1 - Help F2 - Inventory F3 - Clock In/Out F4 - Customers F5 - Price Check F6 - Cash Sale

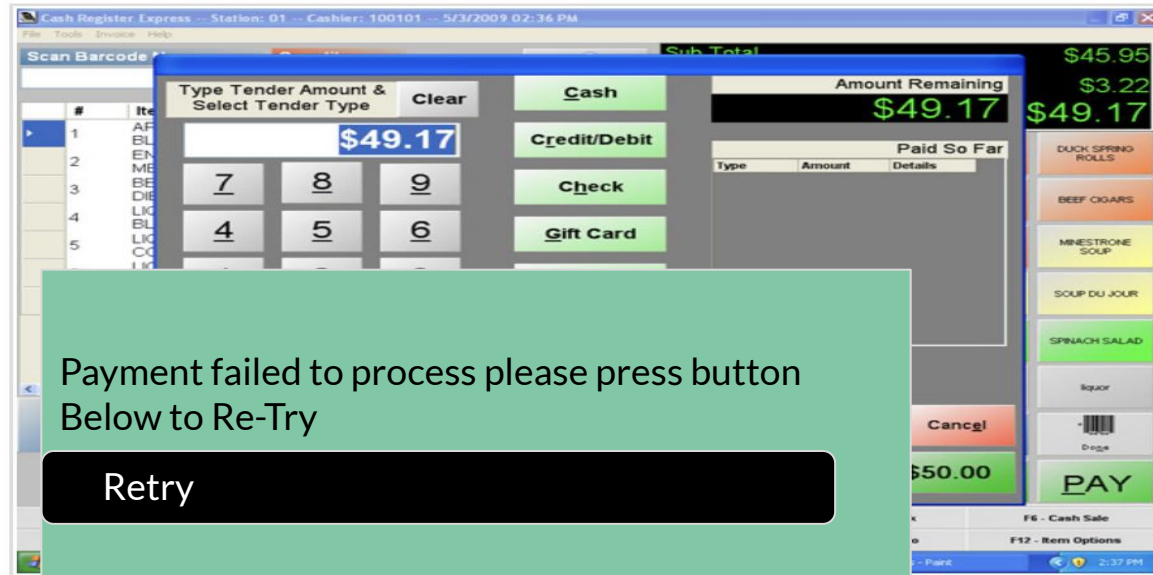
F7 - Check Sale F8 - CC Sale F9 - On Account F10 - Cashier F11 - Invoice Info F12 - Item Options

start Printers and Faxes Printers and Faxes Star Micronics TSP10... Cash Register Express... ore ts - Print 2:37 PM

If Payment Goes Through



If Payment Fails





Table

<u>Component ID</u>	<u>Name</u>	<u>Description</u>
1	Main Menu Title	The title of the game
2	Image	An image of a cash register to give users a visual basis and understanding
3	Start Button	A button that starts the game
4	Rules Button	A button that takes the user to the rules of the game
5	Exit Button	A button that closes the program



Table cont.

<u>Component ID</u>	<u>Name</u>	<u>Description</u>
6	Rules Title	A header for the rules section so the user knows where they are
7	Rules Explained	A list of rules so the user knows how to play the game
8	Back Button	Returns the user back to the main manu



Table cont.

<u>Component ID</u>	<u>Name</u>	<u>Description</u>
9	Scan Item	Will ask user if ready to scan items
10	Yes / No Button	Two buttons which either is supposed to be selected
11	List of Items to be Purchased	This is where the items to be bought will with price when scanned
12	Amount to be Paid	This is where the total amount to be paid will show
13	Cash/Debit/Credit	User can select payment type
14	Ok/Re -Try	User will select ok if purchase went through or retry if failed.



What Has Gone Well

- Working Hard
- Dividing Workload
- Listening

Challenges

- Communication
- Meetings
- Procrastination



Plans for Remaining Work

- Pitch any last second desired details
- Begin coding the game
- Continue to use outside resources as needed



Conclusion

- Cashier Simulator
- We have the idea
- Looking to make it a reality