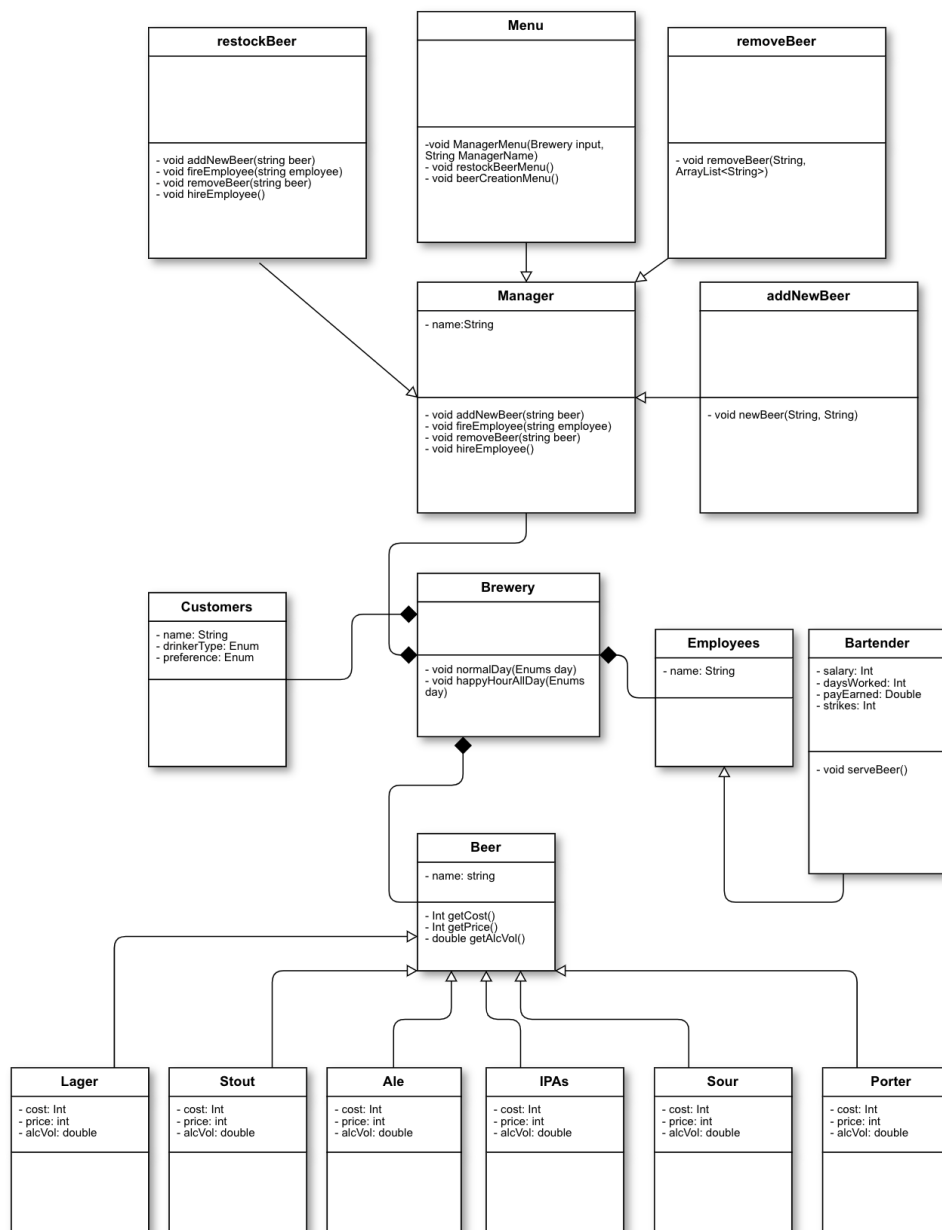


Status Summary:

So far we have been able to create functions for the interface but they are not all fully functional. We have functions created for the user to create a new beer, remove an existing beer, re-stock beer inventory, and check the current sales of each kind of beer. The menu is fully created and we just need to write the remaining functions for the menu to be complete. For our simulation, we already have customers coming in and out of our brewery and purchasing a certain kind of beer. Eric has been working on the interface, meanwhile Rafael has been working on other functions to have customers coming in and out of the brewery and the simulation page to connect everything and make a fully functional simulation. We have struggled with the customer interface since there is an exception error saying there is no line to read. So far we used the command pattern for the user interface and factory pattern to initiate the starting brewery beers.

Class Diagram:



Plan for next iteration:

In order to finish the rest of the project we need to implement the remaining functions for the manager interface. We also want to add some extra implementations to make the experience better, however we do want to finish the original plan before we decide to move on and add any extra functions. There are some small things to implement such as keeping track of a budget and how we're going to track the amount of beer left in the brewery. We plan to finish everything that was on our original plan by the due date of project 7. Any of the add ons will come after everything else is done. By add ons we are trying to make the menu look better and have extra options for the manager such as hiring employees on their own rather than just pressing the menu option and having the program do the rest of the work. In other words we want to make the simulation more interactive for the user.

Link to Github Repository

<https://github.com/ermo8785/Brewery-Project.git>