Sprint Final Document

Esteban Cabezas Díaz
José Antonio Zamudio Amaya
Adrián De las Heras Cózar
Carlos Núñez Arenas
Juan Buiza Núñez
Adil Rouichil

Mark that we aspire to: 10.

Justification of how they have been achieving each of the requirements of the level

Business rules: Most of the business rules were obtained almost unintentionally while thinking about and writing new user stories, as we were thinking more about functional requirements than about forms of interaction between the user and the application. Once we got six business rules, all that was left was to rewrite them as the example business rule in the template.

User Stories: All the user stories were obtained through a first informal meeting with Pablo Arenas, owner of the "Tabernas Sevilla" business. In this meeting of approximately 1 hour and a half we had a first contact with the business model through intensive questions about the operation of the company. In addition, we made him our proposal, from which through his needs and the needs of customers we obtained the user stories. In this way, asking about what their needs are and what they want the system to do, we collected 22 user stories, more than enough for the proposed goal of 20.

Entities: Entities were derived from user stories and business rules as well as the team's knowledge of the business. From general ideas of what the system should do and what information should be saved, we came up with 13 entities - this is exactly what is needed to achieve the functionality goals for the project and more than enough to meet the quota for the subject.

Relations: Relations between entities were quite simple knowing the real-life relations the tasks and objects represented by entities have. This is combined with previous knowledge in model design. The relations in our model prioritize simplicity in design.

Actors: Based on the real life people that would use the system, this again derived from user stories as well as knowledge from the meeting with the client.

Mockups: All the views from the mockups were made based on the user stories. In fact, in the description of each view you can see the user story(or stories) associated. There are some views with no US associated because of their general aspect. There are 20 views in total.

Work of each pair

Esteban-Carlos →

- Carlos has implemented the user story related to bookings, the promotions list view, the unit test of ContactService and the user story of Dish Review and changes in several controllers, views and entities to make everything work correctly.

  Time spent - Carlos: 17 hours 10 minutes
  Time spent - Esteban: 0 hours

Adrián - José Antonio →

- José has implemented the dish's user story and has learned to use Thymeleaf. He has created PopulatorDatabase, modified some controllers and set that you can only delete a dish if you are logged in as admin. He has also implemented a server-side validation.

- Adrian, besides having written this document, has made the System Design Document, in which besides including the UML diagrams, we have described the design and architectural patterns applied in our project. Finally, he wanted to make unitary tests for all the services and controllers. But he just could test successfully the method save() in the Service layer due to some bugs in the others methods.

  Time spent - Adrián: 10 hours and 12 minutes
  Time spent - Jose Antonio: 18 hours

Adil - Juan →

- Manage tables (create, delete, modify) & reservation (create, allocate, delete). Time estimation for restaurants. Create, place and cancel orders (as customer and employee managing restaurant orders). Logs for orders. Registration for workers. Most services and repositories.

  Time spent - Adil: 0 hours
  Time spent - Juan: 20h

General thoughts

In this deliverable we achieved more than the 70% of the User Stories. We have been changing some of the views from JSP to the Thymeleaf variant. Learning a new technology is always a nice addition to our project, taking into account the advantages Thymeleaf provides! We still have to develop a few US, many tests and of course edit the HTML views to provide a better style for the web application, but for now we have achieved really

important goals such as managing both orders and booking, dishes and creating new users with their permissions. Something we still need to work on is the Security, since there are certains views that should not be accessible for customers that nowadays are.

Finally, we have modified some of the US we were developing, since at this point some of them felt irrelevant and also added some of them that we identified they were missing.