

COMP1531: GourmetBurgers Assignment
2019 Session One

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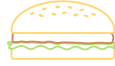


User Stories

1) As a customer I want to make and view my GourmetBurgers orders online

ID	US1
Name	Browse food items
Description As a <u>customer</u> I want to <u>browse the menu</u> so that <u>I can decide what I want to order</u>	
Acceptance Criteria <ul style="list-style-type: none">• Items will be displayed in a grid format• Overflowing descriptions of items will be shortened to an ellipsis• The price of each item will be displayed next to the food item• If there are not enough ingredients for a burger or wrap, that main will be disabled• Items that are out of stock will be disabled	
Priority	3 (High)
Points	10 story points (1 pt = 2 hours)

ID	US2
Name	Add food items
Description As a <u>customer</u> I want to <u>add food items to my order</u> so that <u>I can pay and receive my order</u>	
Acceptance Criteria <ul style="list-style-type: none">• Each available menu item will have an [Add to Order] button• If the [Add to Order] button is pressed, the item will be added into the order• If an item is customisable, a [Customise] button will appear next to the [Add to Order] button• If a [Customise] button is pressed, a customisation modal will be displayed• When the order is updated, the price total will be updated and shown• Unavailable items will be unable to be added to the order	
Priority	3 (High)
Points	8 story points (1 pt = 2 hours)



ID	US3
Name	Search food items
Description As a <u>customer</u> I want to <u>search for items in the menu</u> so that <u>I can quickly find what I want to order</u>	
Acceptance Criteria <ul style="list-style-type: none">• A search box will be present in the menu to allow customers to type in their food query• Search scope will be by name• If there are no search results, a "No items found" warning message will appear• The search will return only food items (mains, sides, drink)	
Priority	1 (Low)
Points	5 story points (<i>1 pt = 2 hours</i>)

ID	US4
Name	Customise main meal
Description As a <u>customer</u> I want to <u>customise my meal ingredients</u> so that <u>I can eat what I want to my liking</u>	
Acceptance Criteria <ul style="list-style-type: none">• When the [Customise] button is pressed, a meal customisation modal will appear• The ingredients will be listed in a list format• The price of each ingredient will be displayed next to the ingredient• A modifiable quantity of each ingredient will be shown• When the ingredient quantities are updated, a subtotal will be displayed• The quantity of an ingredient will be limited to the maximum allowed limit.• Additional costs are added for ingredient quantities past the default quantity• Ingredient quantities below the standard quantity do not affect the price• If an ingredient is out of stock, the ingredient will be greyed out and be unselectable• If the ingredient quantities are all zero, the [Add to Order] button will be disabled• When the [Add to Order] button is pressed, the item will be added to the order• When the item is added to the order, the customisation modal will disappear	
Priority	2 (Medium)
Points	12 story points (<i>1 pt = 2 hours</i>)



ID	US5
Name	Checkout Order
Description As a <u>customer</u> I want to <u>review and pay for my order</u> so that <u>I can receive my food</u>	
Acceptance Criteria <ul style="list-style-type: none">• Each food item will have the item price displayed• An overall total price will be displayed on the page• When the [Place Order] button is pressed, the order will be created in the system• When the order is successfully placed, the Order ID will be shown to the customer• When the order is successfully placed, the stock levels for each item will be decremented respective to their quantity type	
Priority	3 (High)
Points	12 story points (<i>1 pt = 2 hours</i>)

ID	US6
Name	Order Status
Description As a <u>customer</u> I want to <u>view my order's progress</u> so that <u>I can pick up my order when it is finished</u>	
Acceptance Criteria <ul style="list-style-type: none">• The customer will be prompted to enter in their Order ID• If the Order ID does not exist, an "Order does not exist" message will be displayed• A valid order will show the order status, price, date, and a summary of the ordered food• Status message will be: "Preparing" / "Ready for Pickup"• If the page is refreshed, the order will be rechecked	
Priority	2 (Medium)
Points	6 story points (<i>1 pt = 2 hours</i>)



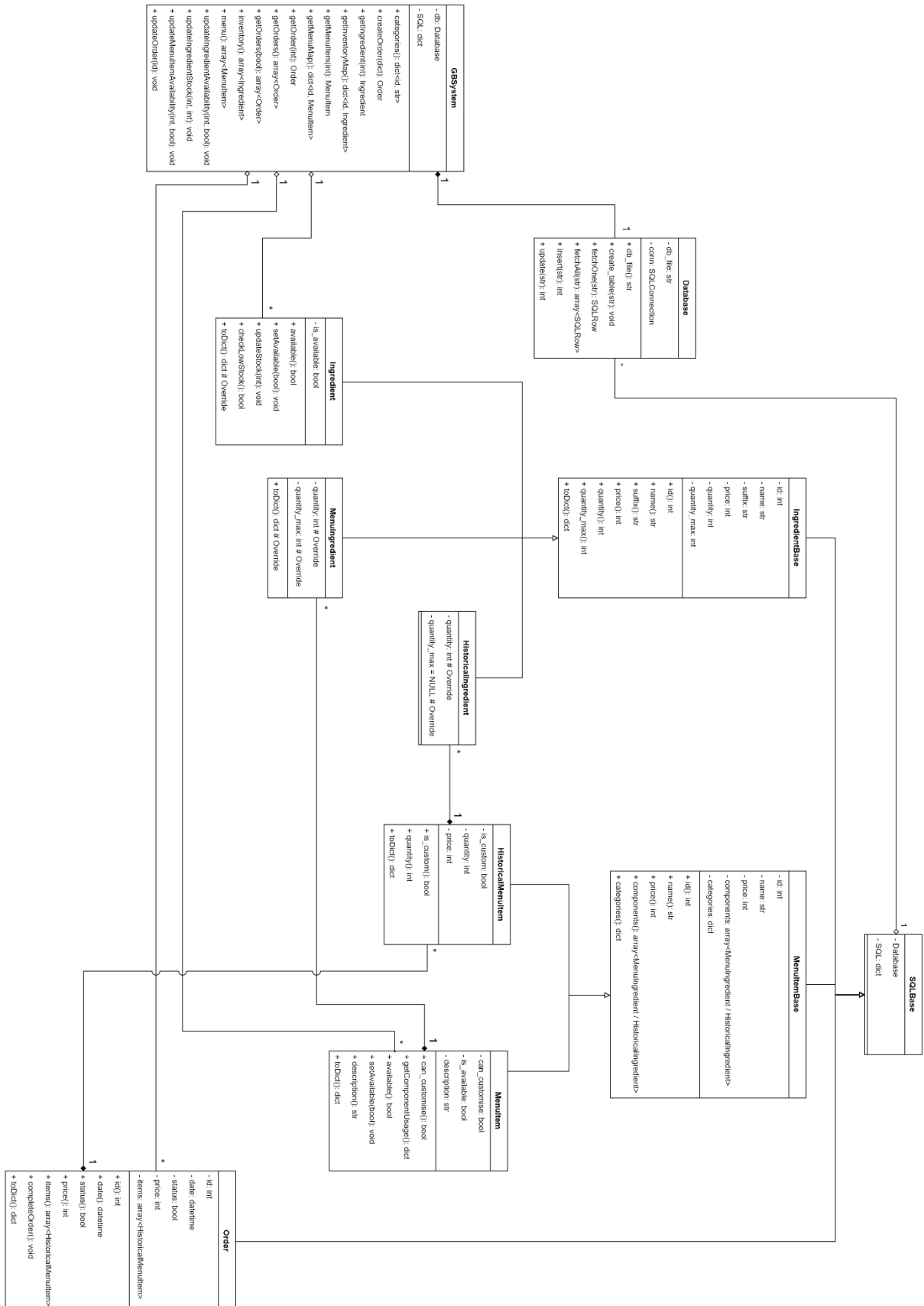
2) As a staff member I want to manage the online orders and inventory levels

ID	US7
Name	Manage Order
Description As a <u>kitchen staff</u> I want to <u>manage orders</u> so that <u>the customer will get their ordered food</u>	
Acceptance Criteria <ul style="list-style-type: none">• The order dashboard will display the order ID and summary of food for each order• The orders will be arranged so that the earlier orders will appear at the top• When the [Complete Order] button is pressed, the status for that order is set to completed• When the [Complete Order] button is pressed, the order will be removed from the order queue	
Priority	3 (High)
Points	6 story points (<i>1 pt = 2 hours</i>)

ID	US8
Name	Manage Inventory
Description As an <u>inventory maintainer</u> I want to <u>manage inventory levels</u> so that <u>customers can order what is available</u>	
Acceptance Criteria <ul style="list-style-type: none">• Each item will have a field where the stock level can be modified• The quantity type (eg. pc, mL, g) will be displayed next to the stock level• When the stock level of an item falls to or below 30%, a warning will appear• If the stock level of an item is zero, the item will be marked as unavailable• Each item will have a [Disable]/[Enable] button to toggle the availability of that item• If the stock of a disabled item is replenished, the item will be automatically re-enabled• When the [Update] button is pressed, the stock levels in the system will be updated	
Priority	2 (Medium)
Points	10 story points (<i>1 pt = 2 hours</i>)

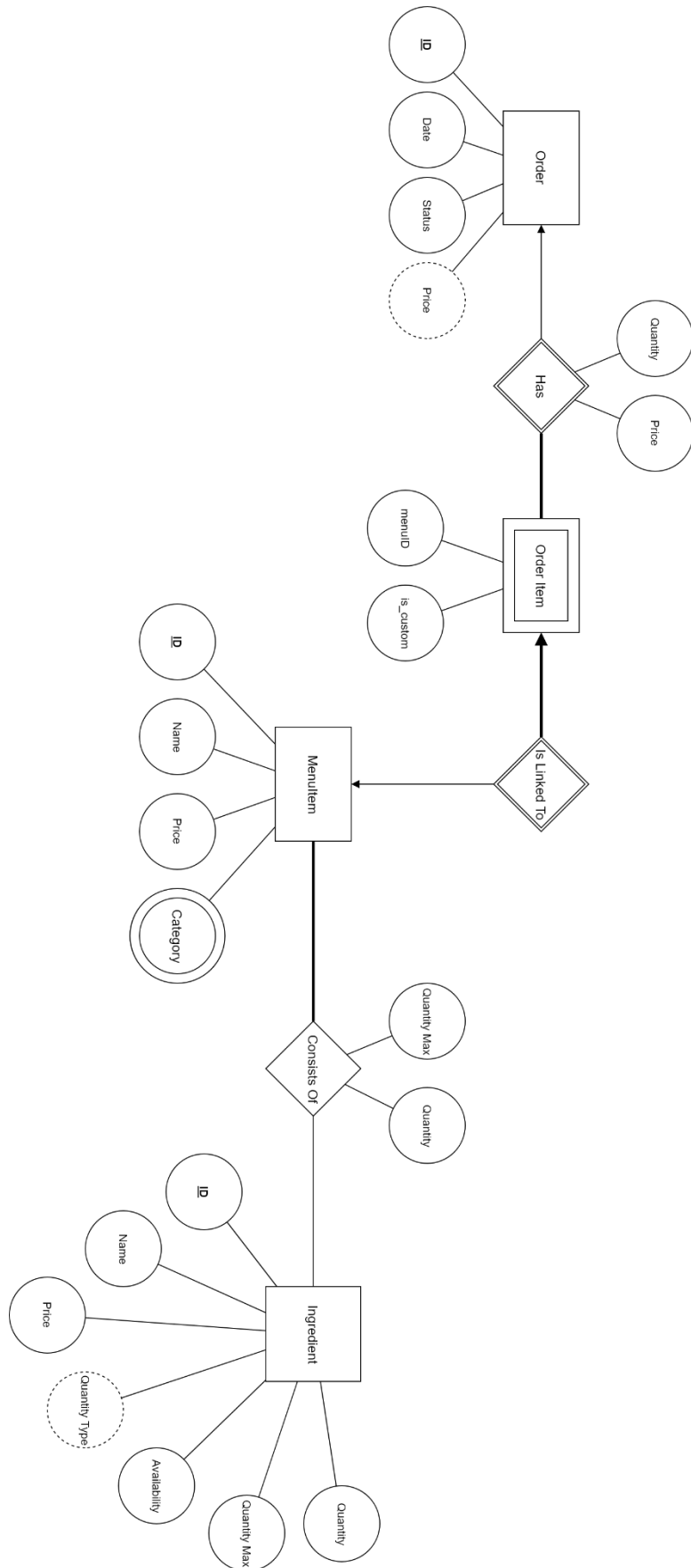


Class Diagram





Entity Relationship (ER) Diagram





Log Book

27/02/19

Facebook group chat created to allow for online communication

4/03/19 - Standup Meeting One

Each member was requested to write their own user stories
They would then be merged with the other members' stories

Outcomes

- 06/03/19 Submit individual user stories
- 07/03/19 Merge user stories
- 09/03/19 Deadline to submit user stories

6/03/19

Deadline for team members to submit their individual user stories

7/03/19

Each individual's user stories were merged together

Team decided not to implement a payment feature in the system.
Changed in favour of a 'Click and Collect' model where customers will physically pay on collection of their order.

8/03/19

User stories were reviewed by all team members.

Created Website design storyboard

9/03/19 - Milestone One

User stories submitted

12/03/19

Created SQL database schema (v1)

16/03/19

Created Trello board for task assignment to team members

18/03/19 - Standup Meeting Two

Tasks on Trello were delegated to each team member

Rewrote database schema (v2)

Outcomes

Andrew: Refactor code to conform to OO principles



21/03/19

Created CRC Cards (v1) and Class Diagram (v1)

Implemented inventory provider server functionality

21/03/19

Created Use Case Diagram

24/03/19

Created website homepage

25/03/19 - Standup Meeting Three

Group reviewed and decided to rewrite the CRC Cards and the Class Diagram

Outcomes

Andrew: Website homepage, Website browse page

Tong: Create inventory, Staff Order Dashboard

Catherine: Create inventory, Customer Order Status

28/03/19

Created website browse menu page

Created class models

Updated user stories

Create raw inventory data

Tong: Started on Staff Order Dashboard webpage

30/03/19

Create CRC Cards (v2) and Class Diagram (v2)

1/04/19 - Standup Meeting Four

Outcomes

Tong: Write `pytest` for MenuItem

Catherine: Write the `pytest` for Ingredient, implement GBSystem functionality for ingredient updating

Andrew: Work on front-end

4/04/19 - Standup Meeting Five & Collaborating Coding Session

Updated user stories

User Story One completed

User Story Three completed

Tong & Catherine: Write `pytest` for Ingredient, MenuItem and Order



5/04/19

Tidy up `pytest` files

Create `pytest` for GBSystem, and for user stories

11/04/19 - Standup Meeting Five

Team reviewed the additional requirements and concluded that there were no changes needed in the user stories, as the Customise / Add to Cart feature was already part of the initial implementation

Outcomes

Andrew: Update the database to include Sundaes

13/04/19

Andrew: Updated database to include new client specification

Tong: Finished staff order dashboard

Tong: Finished order complete page

14/04/19

User Story Seven completed

15/04/19

User Story Six completed

20/04/19

Tong: Finished staff inventory dashboard

Catherine: Finished item customise page

21/04/19

User Story Two completed

User Story Four completed

User Story Five completed

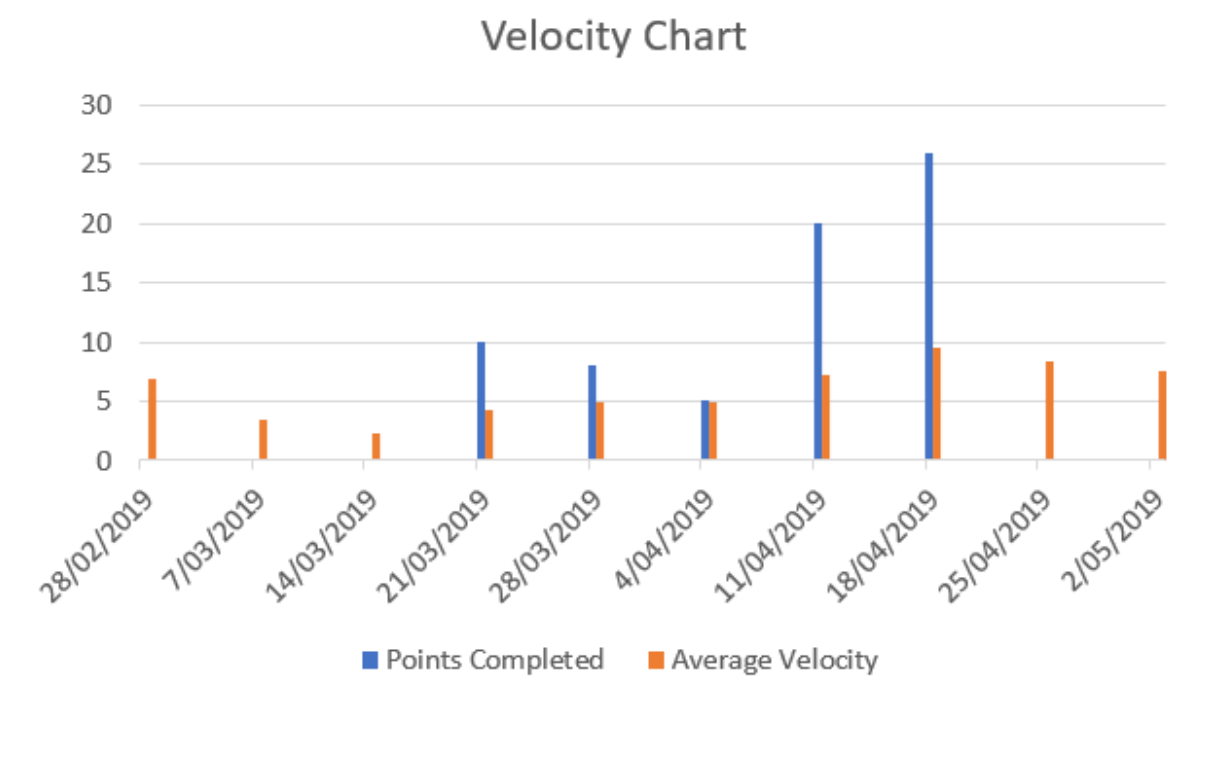
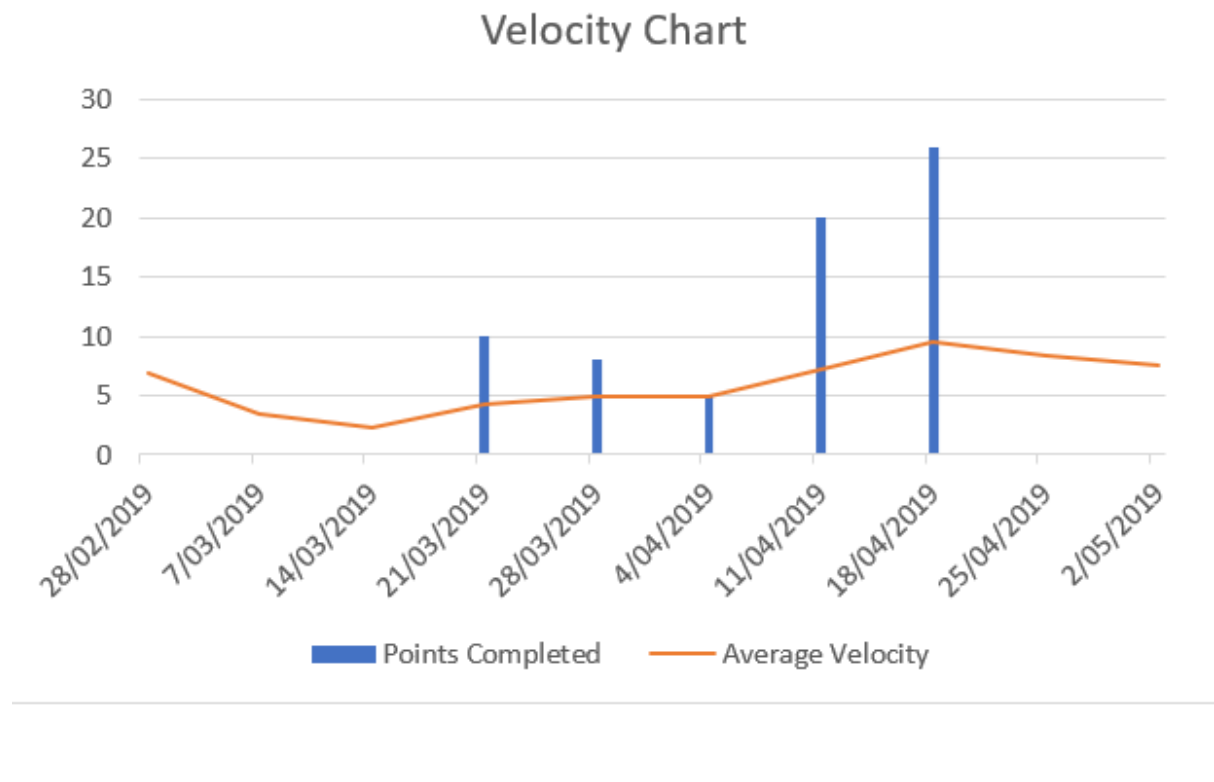
User Story Eight completed

All tasks completed! :)



Artefacts

Velocity Chart





Note: Database detail not included

GBSystem	
Responsibilities	Collaborators
Knows Orders Knows Menu Knows Ingredients Create Order Get Ingredient Get MenuItem Get Order Update Order Status Update Ingredient Availability Update Ingredient Stock	Ingredient MenuItem Order

Order	
Responsibilities	Collaborators
Knows ID Knows Order Status Knows Order Time Knows Order Total Knows Food Items Update Order Status	HistoricalMenuItem

MenuItem	
Responsibilities	Collaborators
Knows ID Knows Name Knows Price Knows Ingredients Knows Categories Knows Customisability Knows Availability Knows Description Get Ingredient Usage Check Availability Update Availability	MenuIngredient

HistoricalMenuItem	
Responsibilities	Collaborators
Knows ID Knows Name Knows Historical Price Knows Ingredients Knows Categories Knows If Custom Knows Quantity Get Ingredient Usage Check Availability Update Availability	HistoricalIngredient

MenuIngredient	
Responsibilities	Collaborators
Knows ID Knows Name Knows Type Suffix Knows Price Knows Quantity Knows Max Quantity	

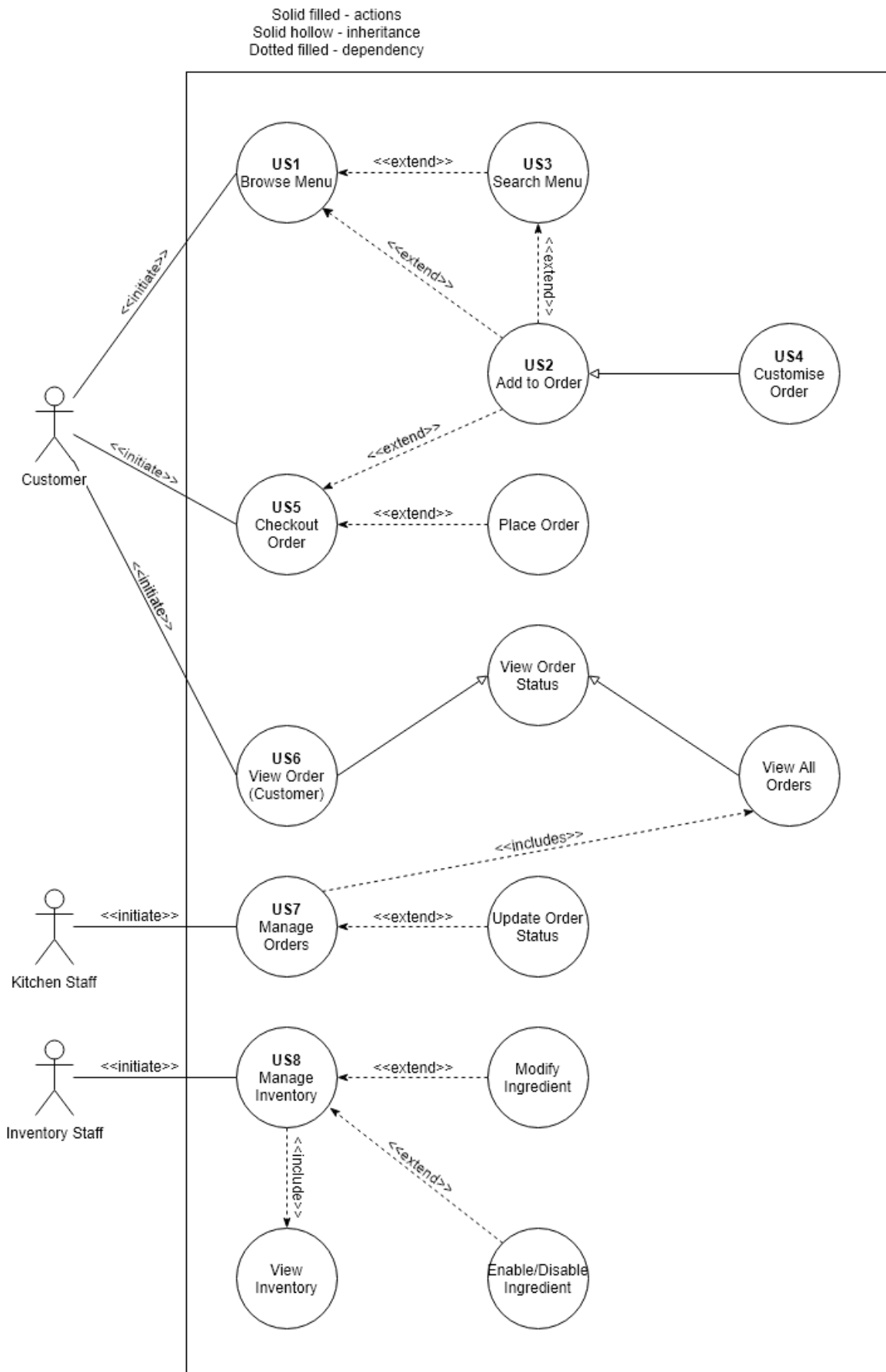
HistoricalIngredient	
Responsibilities	Collaborators
Knows ID Knows Name Knows Type Suffix Knows Price Knows Quantity	

Ingredient	
Responsibilities	Collaborators
Knows ID Knows Name Knows Type Suffix Knows Availability Knows Price Knows Quantity Knows Max Quantity Check Low Stock Update Availability Update Ingredient Stock	

CRC Cards

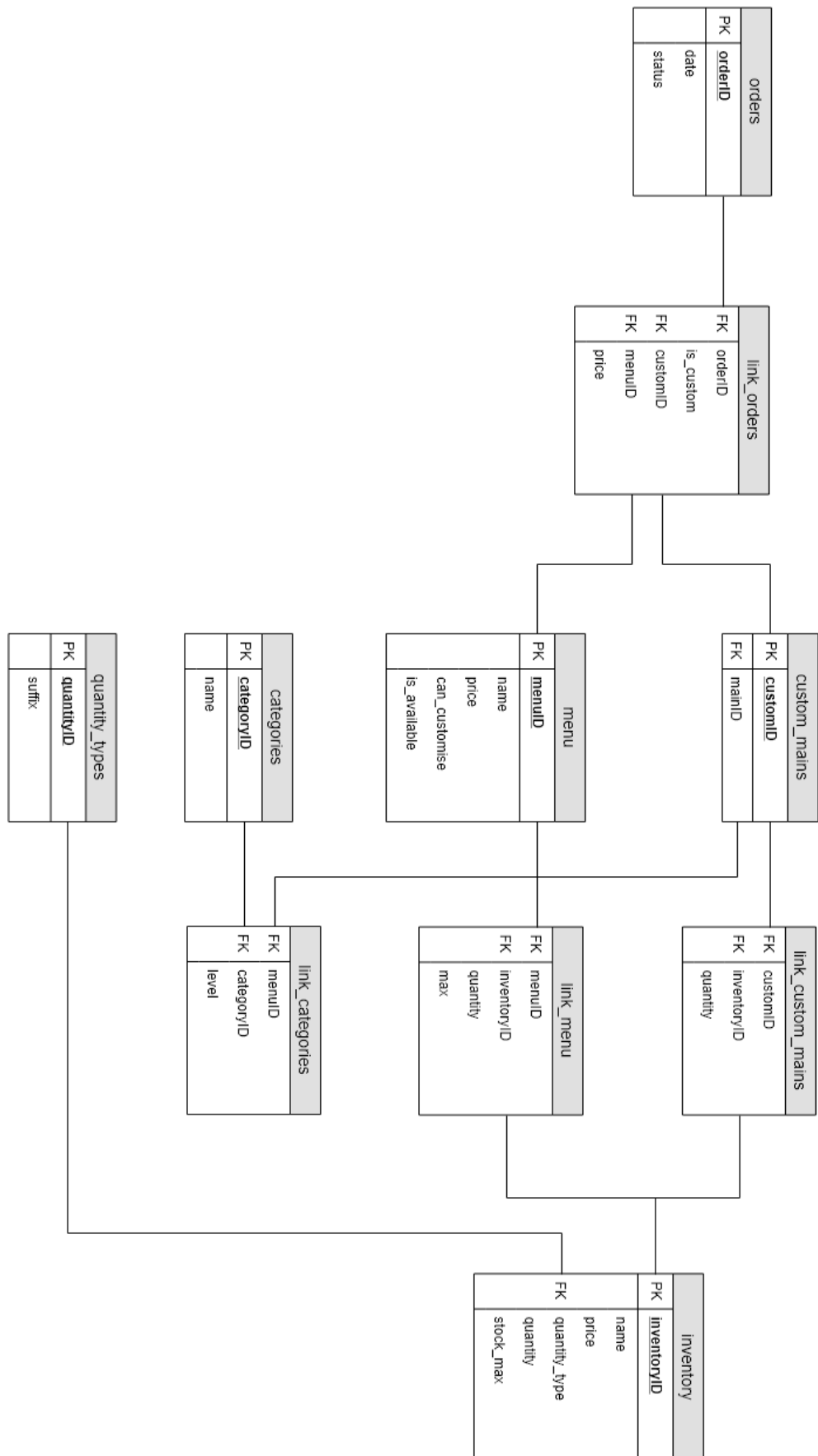


Use Case Diagram



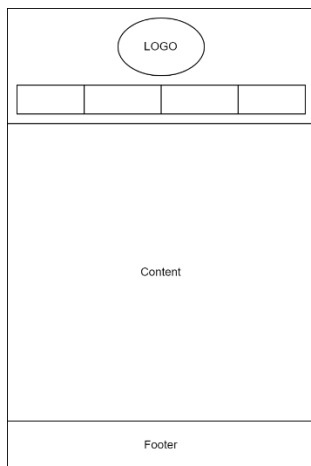


Database Schema

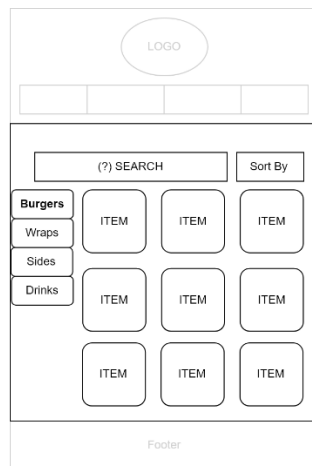




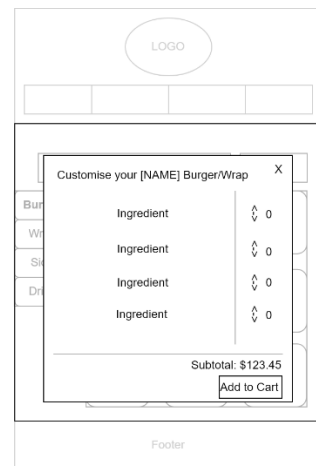
Website Design Mockup



Site Template



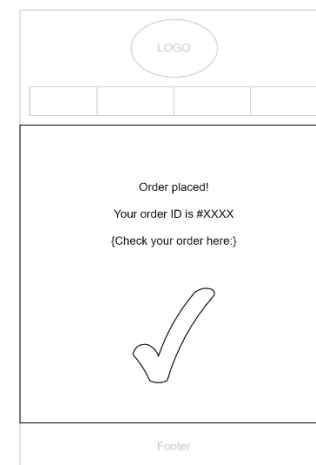
Browse



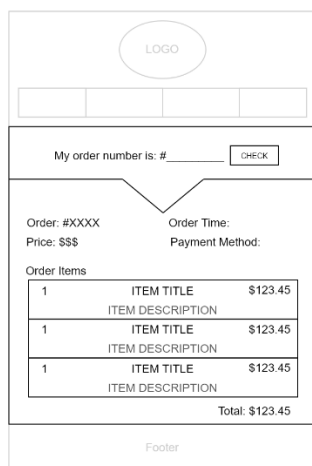
Order / Customise



Review Order



Checkout



Order Status