

COMP1531 Group Project

Milestone 1 - User Stories

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1. TERMINOLOGY

Priority

The smaller the number, the higher the priority.

P0 - "Must-now"

P1 - "Must-have"

P2 - "Important to have"

P3 - "Nice to have"

Size

1 = 2 hours

2. EPIC STORIES

| ID | Description |
|-----|--|
| ES1 | As a customer, I'd like to be able to place food orders. |
| ES2 | As a staff member, I'd like to view and update orders. |
| ES3 | As a staff member, I'd like to check and update inventory. |

3. NOTES

In this design, we strive to make the system as robust and general as possible. With lots of options configurable instead of hard-coded in the system, we can achieve the original requirements. In the meanwhile, our codebase can be easily adapted to potential future requirements without rewriting code but through configuration. For example, for the inventory, even though the spec says that for bottled drinks there will be either cans (375ml) or bottles (600ml). But in our design, instead of hard-coding those, we make all of them configurable (currently through a configuration file/db without front-end, but in real life, there's usually a manage portal). So in the future, we can adapt to even more units for future requirements. Also, we support stocking items in different units together, while in the spec only one unit will be used (either can or bottle, not both). This will achieve what the requirement asks but is also flexible for potential future requirements.

4. USER STORIES

The following tables are auto-generated at: 2019-04-25 11:01 (UTC)

NOTES: Do not modify the following tables by hand in the doc. Modify it in the spreadsheet, and ping adamyi@ to regenerate the following tables.

| | |
|--|----------------|
| ID | US1 |
| Epic ID | ES1 |
| Name | customize main |
| <p>User-Story Description:</p> <p>As a customer, I should be able to customize the ingredients of a main so that I can have what I like to eat.</p> <p>Acceptance Criteria:</p> <ol style="list-style-type: none">1. The customer should be able to choose from either a customizable burger or a wrap or a base burger.2. The customer should be able to select the type and number of buns (standard, sesame, muffin) if the customer chose a customizable burger.3. The number of buns should be validated and should not exceed a certain limit.4. The customer should be able to select the type and number of patties (chicken, vegetarian, beef), were a customizable burger or a wrap selected.5. The number of pattie should be validated and should not exceed a certain limit.6. The customer should be able to optionally add other ingredients (tomato, tomato sauce, cheddar cheese) to the main, were a customizable burger or a wrap selected.7. For all the aforementioned selections, items out of stock will be greyed-out and hence cannot be selected.8. In addition to the base price of burger or wrap, each of the selected ingredient (buns, petties, and others) all carries its own additional price and a final net price (sum of each ingredient price and base price) should be displayed to the customer | |
| Priority | P0 |
| Size | 3 |

| | |
|---|-------------------------|
| ID | US2 |
| Epic ID | ES1 |
| Name | choose sides and drinks |
| <p>User-Story Description:</p> <p>As a customer, I should be able to optionally order sides and drinks of my choice so that I can have an even better meal to enjoy.</p> <p>Acceptance Criteria:</p> <ol style="list-style-type: none"> 1. The customer should be able to optionally add sides (nuggets, sundaes, fries) and/or coke to the order in addition to the main. 2. The customer should be able to specify certain attributes (e.g. different amounts, size, flavours, etc.) of each side/drink (e.g. small coke, large fries, 6-pack nuggets, medium chocolate sundaes). | |
| Priority | P2 |
| Size | 2 |

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|---|----------|
| ID | US3 |
| Epic ID | ES1 |
| Name | checkout |
| <p>User-Story Description:</p> <p>As a customer, I should be able to checkout my selections and pay for them so that I can collect what I have chosen and eat them.</p> <p>Acceptance Criteria:</p> <ol style="list-style-type: none"> 1. The customer should be able to complete the order with the selected items. 2. The customer should be able to pay for the order with their credit card by entering their name, card number, CVC and expiry date. | |

3. The customer should receive a unique order ID after payment.
4. After payment, the stock of the ordered items/ingredients should be deducted correspondingly
5. For some items, like buns, the ordered quantity equals to the deducted stock amount. For other items, like coke, the ordered quantity differs from the deducted stock amount (e.g. 1 small coke -> 150ml stock).

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| Priority | P0 |
| Size | 1 |

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| ID | US4 |
| Epic ID | ES1 |
| Name | check status |
| User-Story Description: As a customer, I should be able to check the status of my past orders so that I can turn up immediately upon food being ready. Acceptance Criteria: 1. The customer should be able to input an order ID to an order status check page. 2. After inputting the order ID, the user should be able to see the content of the order and whether it's available for pick-up. 3. If the inputted order ID does not exist or belong to an order which doesn't belong to the customer, an "Invalid Order ID" error needs to be prompted up. | |
| Priority | P2 |
| Size | 1 |

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|----|-----|
| ID | US5 |
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|---|-------------|
| Epic ID | ES2 |
| Name | list orders |
| <p>User-Story Description:</p> <p>As a staff, I should be able to view a list of all current orders (not yet available for pick-up) so that I can choose which order to serve first.</p> <p>Acceptance Criteria:</p> <ol style="list-style-type: none"> 1. Staff should be able to view a list containing the ID, order time, and total price as a table. 2. Customer (non-staff) shouldn't have access to the table (redirect with Access Denied error message). 3. Only and all current orders (not yet available for pick-up) are shown in the table. 4. The list should be sorted according to order time, with the oldest one on the top. 5. A staff member should be able to select one order from the order list to be redirected to a detail page of that order. | |
| Priority | P1 |
| Size | 2 |

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| ID | US6 |
| Epic ID | ES2 |
| Name | view order |
| <p>User-Story Description:</p> <p>As a staff, I should be able to view the details of an order so that I can prepare the food to serve a customer.</p> <p>Acceptance Criteria:</p> <ol style="list-style-type: none"> 1. In the detail page of an order, a staff member should be able to see the ID, items, ingredients, and order time of that order. | |

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| Priority | P0 |
| Size | 1 |

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| ID | US7 |
| Epic ID | ES2 |
| Name | update order |
| <p>User-Story Description:</p> <p>As a staff, I should be able to mark the order as done so that the customer knows whether it's available for pick up.</p> <p>Acceptance Criteria:</p> <ol style="list-style-type: none"> 1. A staff member should be able to mark an order as done (available for pick-up) in the order details page. 2. An error message would appear if a customer (non-staff) tries to mark an order as done by directly accessing the API (since the button won't show up in frontend). | |
| Priority | P1 |
| Size | 1 |

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|---|-------------|
| ID | US8 |
| Epic ID | ES3 |
| Name | check stock |
| <p>User-Story Description:</p> <p>As a staff, I should be able to check the stock at any time so that I can know which inventory item needs to be refilled.</p> <p>Acceptance Criteria:</p> | |

1. The staff should be able to view a table containing all the inventory items (e.g. burgers, wraps, nuggets, fries, drinks, etc.) and the stocked quantities.
2. A customer (non-staff) should not have access to the inventory table (redirect with Access Denied error message).
3. The quantities must be displayed in whole quantities (no decimals).

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| Priority | P2 |
| Size | 2 |

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| ID | US9 |
| Epic ID | ES3 |
| Name | refill stock |
| <p>User-Story Description:</p> <p>As a staff, I should be able to refill the stock so that I can keep all ingredients available for customers.</p> <p>Acceptance Criteria:</p> <ol style="list-style-type: none">1. The staff should be able to increase the stock of items in whole quantities (no decimals) by inputting the increased quantity number.2. The staff should be able to decrease the stock of items in whole quantities (no decimals) by inputting the decreased quantity number.3. If the decreased quantity is larger than the current stock, the stock would be set to 0 instead of a negative value. | |
| Priority | P3 |
| Size | 2 |