CLASS PROJECT PHASE 1

Team name: Pizzanator

Team: 38

Team members:

Project Overview

Login Page

Stakeholders' Requirements: The login page should have the following -

1. Company Logo
2. Store name: SUN DEVIL PIZZA
3. 2 text fields(ASU ID and password) for authentication
4. 1 login button

When a user initially accesses the SunDevil Pizza Store, the first thing they are prompted to do is input their ASU ID and password. The program receives user input from the login page and performs the authentication to direct the user who will be routed to different pages according to their roles at the store, i.e., students, pizza processing agents, and chefs. If authentication fails, the user will be shown an error message saying "Incorrect ASU ID or password".

Chef's View

Stakeholders' Requirements: The Chef's page should have the following-

1. Company Logo
2. Store Name: SUN DEVIL PIZZA
3. Three Buttons ("Cook Now", "Ready" and "Logout")
4. Two checklists ("Ready to Cook" and "Orders Completed")

When a chef initially accesses the SunDevil Pizza Store, the first thing they are prompted to do is input their ASU ID and password. After authentication, they will be routed to the chef view where they see the company logo and store name at the top, and two lists namely "Ready to Cook" and "Orders Completed".

- The "Ready to Cook" list will contain a list of all the orders sent by the pizza processing agent.
- The "Orders Completed" list will contain a list of all the orders the chef has finished making that hasn't been picked up yet.

There will be two buttons below the lists namely "Cook Now" and "Ready".

- "Cook Now" button for the order progress bar to change from "Ready to Cook" to "Cooking" on the student view.
- The chef will click the "Ready" button to let the Pizza Processor know that the pizza is ready.

The chef may log out of the store at any time by clicking on the logout button. The list will continue updating with the latest orders even if the Chef is not logged in.

Pizza Processor's View

Stakeholders' Requirements: The Pizza Processor's page should have the following:

1. Company Logo
2. Store Name: SUN DEVIL PIZZA

3. Three Buttons ("Send to Kitchen", "Send Email" and "Logout")
4. Two Checklists ("Orders Received" and "Ready to Pick Up")

When a pizza processor initially accesses the SunDevil Pizza Store, the first thing they are prompted to do is input their ASU ID and password. After authentication, they would be routed to the pizza processor view which consists of two lists "Orders Received" and "Ready to Pick Up".

- All new orders placed will be visible on the "Orders Received" list.

- All the orders that are ready to pick up will be visible on the "Ready to Pick Up" list.

At the top of the page, the company logo and store name will be displayed. There are two buttons below the lists namely "Send to Kitchen" and "Send Email"

- The pizza processor will click "Send to Kitchen" when they are ready to send the order for cooking.
  - The order status bar on the student's page will highlight "Ready to Cook"
  - Then appear on the Chef's "Ready to Cook" list.

Once the chef lets the pizza processor know that the order is ready, the order will show up on the "Ready to Pick Up" list.

- "Send Email" is to send an email to the customers informing them about their order being ready.
  - The pizza processor will select the pizza from the checklist and click send email to send an email to the student who placed an order indicating that their order is ready.
  - the order status bar on the students' page will now highlight "Ready".

The processing agent may log out of the store at any time by clicking on the logout button. The lists will continue updating with the latest orders even if the agent is not logged in.

Students' View

Stakeholders' Requirements: The Students' page should have the following -

1. Company Logo
2. Store Name: SUN DEVIL PIZZA
3. Four Buttons ("Add to Cart", "Clear Cart", "Check Out" and "Logout")
4. Two Checklist ("Pizza Type" and "Pizza Toppings")
5. Progress Bar
6. Two Dropdown List ("Time" and "AM/PM")

When a student initially accesses the platform, the first thing they are prompted to do is input their ASU ID and password. After authentication, they would be routed to the students' view. At the top of the page, the company logo and store name will be displayed.

- Order progress bar to indicate the status of the order.
  - The order progress bar will continue updating even if the student is not logged in.

They will find numerous options for building their pizza as soon as they land on the page, they can make a selection from the following:

- Variety of pizzas
  - Cheese
  - Veggie
  - Pepperoni
- Pizza toppings
  - Mushroom
  - Onions
  - Olives
  - Extra Cheese

After making their selection, the students will decide on the pick-up time for their order.

- "Add to Cart" button for students to confirm their selection. On clicking this button, the selections will now appear on the receipt which will be on the right side of the page with their name on top.

Below the receipt are two buttons namely "Clear Cart" and "Checkout".

- The "Clear Cart" button will clear the receipt and the total would indicate $0. At this point, any selections made by the students will be deleted and they would have to start over again.
- On clicking the "Checkout" button, the order progress bar at the top would instantly highlight "Accepted" to indicate to the students that their order has been placed and accepted by the restaurant.

The student can review their current receipt at any given point. The receipt will calculate the total amount with taxes and display the final amount to be paid by the student. The student will be notified via email once their order is ready. The student may log out of the store at any time by clicking on the logout button.

GUI Walkthrough
Human Interface Design:

The user interface design consists of 4 different pages. The login page, student view, pizza processor view, and chef view. These 4 entirely encapsulate the functionality of the Sundevil Pizza store. The entire system is used for pizza ordering and pick-up. The system starts from logging in using the ASU ID and can go to three different views. The Students can place orders which show real-time information on where their order currently is. The pizza processing agent can accept orders and label them ready to pick up. The chef can see what orders there are to be made.

- **Login Page:**

This is the login page for the Sundevil Pizza Store. We can see two fields where information can be entered. The ASU ID and the password field. After entering both fields we press the Log In button to access the store. Depending on the information entered the page goes to the respective view. As we can see the login button is currently deactivated till both fields are entered. An error message saying "Incorrect ASU ID or password" is shown in red font below the login button if the entered information is not in the database.

- **Students' View**

We enter this view when information that corresponds to a student is entered. The name on the top left and next to the receipt corresponds to the name in the database when the student logs in. There are various fields to be chosen from. A student first selects the RadioButton with the type of pizza they want. They will be toggled which means only one can be selected at a time. Then there are four different checkboxes to add the pizza toppings. Multiple toppings can be chosen at once. As soon as the Add to cart button is clicked the markings go away and the order is reflected on the right in the receipt. After the order is added the student selects a pick-up time from the dropdown menu which is in 30-minute intervals from 9:00 AM to 11:00 PM. On the receipt, a flat $3 tax is levied and the total is displayed below. We then give the student two options. The Clear cart button ensures that the entire cart is wiped and the student can start from scratch. The second option is the Checkout button to place your order. On pressing the Checkout button the student's order shows up on the Pizza Processing Agent's Screen. A student can place their order and logout using the button on the top right-hand corner and on logging back in their order will still be in the cart. The 4 Indicators near the top-center display the real-time progress of the order. The moment a student clicks the checkout button, the order status bar at the top will have "Accepted" highlighted. Accepted means the order has been Accepted. Ready to Cook means the order has gone to the kitchen and is being prepared to cook. Cooking means the pizza is being baked. Ready means the order is ready to be picked up by the student.

- **Pizza Processing Agent View:**
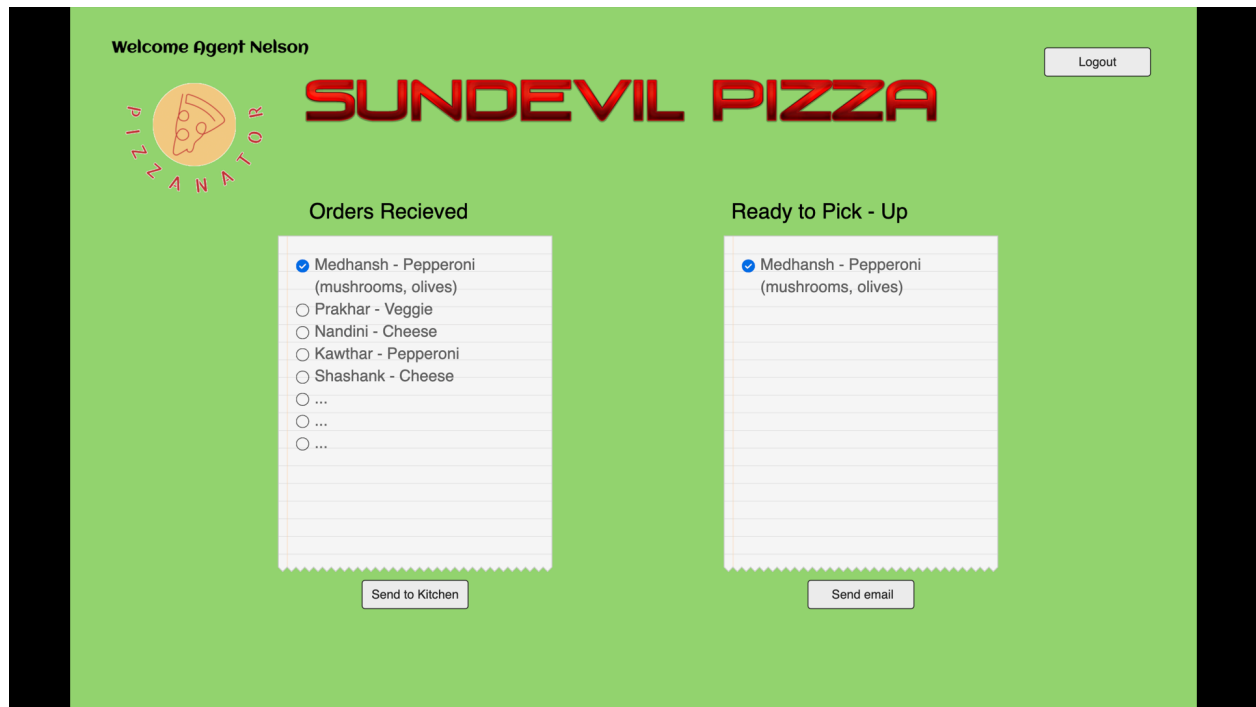
This is the Agent's view. In this, the top left-hand corner states the Agent's name depending on the information in the database. We can see two lists that depict the information the agent needs. The Orders Received list is updated when a student presses to check out and places an order. The Agent can select which orders go through to the kitchen using checkboxes. The order proceeds to go to the Chef's View where it goes to the Ready to Cook list. The other list is updated when the Chef sends an order from the Ready list to the Agent which shows that the pizza is cooked and ready. After the order is in the list the Agent selects it and presses the Send Email button which sends an email to the student informing them that the pizza is ready to be picked up. When the Agent receives the order the current progress tab in the student view goes to Accepted. And when the Agent presses the Send to Kitchen button the progress tab moves to the Ready to Cook stage. When the Agent presses the Send Email button the tab moves to the ready stage. After this, the Agent logs out using the Log out button on the top right-hand corner of the page.

- **Chef View:**
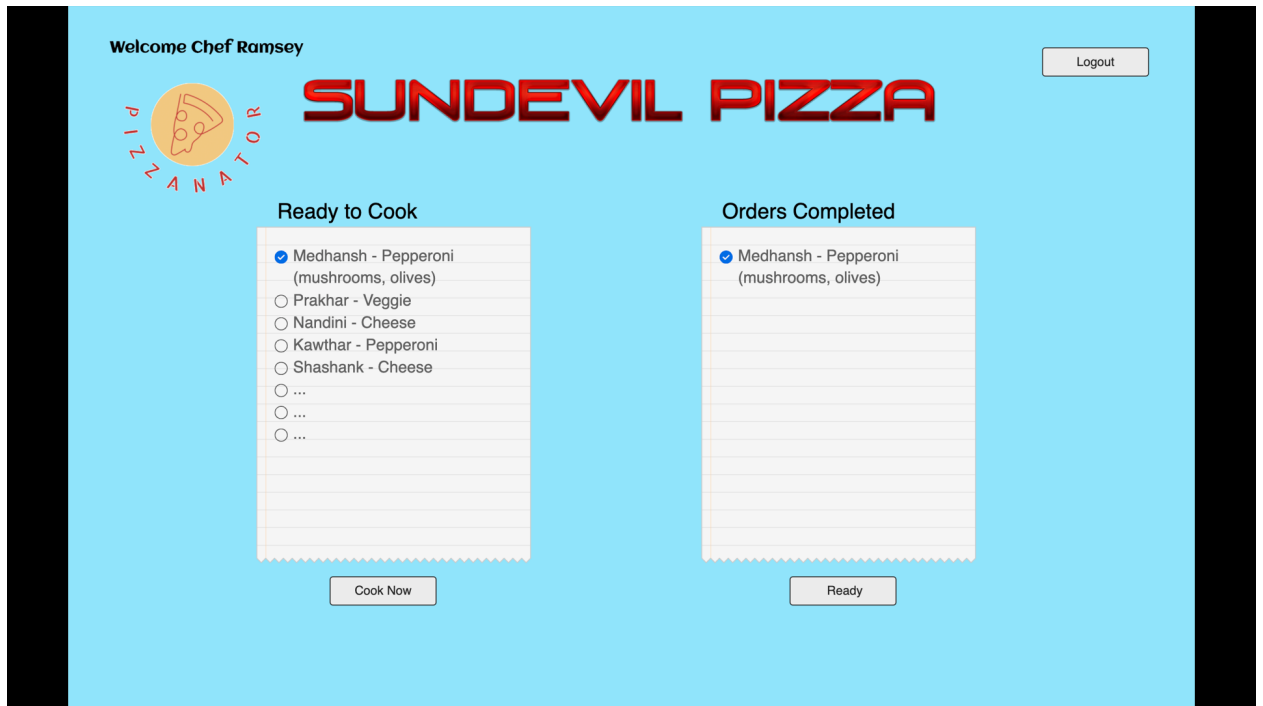
This is the view of the Chef. The name of the chef is displayed in the top left corner. The top right corner shows a logout button which takes us back to the login page. There are two lists here, The first one updates when the agent approves the order and it gets sent to the chef. The chef can select pizzas that have been out in the oven and press the button cook now. After cooking is done the item shifts to the Orders Completed List and after pressing the Ready button the pizza goes back to the Processing Agent's view in the Ready To Pick Up list. When the Chef presses the Cook button the progress bar moves to the cooking stage. After this, the Chef logs out.

Credit Sheet - Group 38

Member Name	Member Contribution (Cover Page)	Member Contribution (Project Overview)	Member Contribution (GUI Walkthrough)
Student A	20%	20%	20%
Student B	20%	20%	20%
Student C	20%	20%	20%
Student D	20%	20%	20%
Student E	20%	20%	20%