Group Number: Team 8

Title: Grab and Go Groceries

Members: Jonathan Schroeter, Caleb Munson, Isaac Blackwood, Cameron Cook, Payton Harmon, Brian Doupnik, Luis Pensado

**Project Description**

We will be designing an app that takes from different grocery stores databases, to enable customer searches for items over multiple stores. The customer should search for an item and select a store. The app then finds where the item is in the store and outputs the location to the user. The app will give the location to the user in the form of a map of the store with a guide to the item.

**Motivations**

For the last few months, COVID-19 has changed the world in many ways. In-person businesses have slowed down because of people not wanting to go out due to fear of the virus. Online grocery order/delivery has been great during this time, but what if you only need to get one item from the grocery store and do not want to pay the delivery fee for only one item? Because of this and the fear of catching the virus, we want to try to minimize people's time in the store so they can get in and get out, and minimize interpersonal interactions by having the customer know where the item is before they walk into the store. This is an application we as a team see ourselves using and find it as something very practical. That is our motivation for the project.

**Tasks**

**Deliverable 1**

Project idea - Group

Title of Project - Brian

Description of project - Isaac

Description of motivation - Jonathan

**Deliverable 2**

1.1-1.3 Github - Jonathan

1.4 Github - Brian

1.5-1.6 Github - Isaac commit (group work) October 13th

Addressing to proposal feedback - Payton September 29th

Software process model and why - Group September 29th

Functional Requirements - Caleb, Jonathan, Cameron, Payton September 29th

Non-Functional Requirements - Brian, Luis, Isaac October 6th

Operational - Luis

Development - Isaac

Accounting - Cameron

Safety/Security - Brian

Ethical - Cameron

Regulatory - Payton

Case Diagram - Jonathan, Caleb October 8th

Sequence Diagram- Caleb, Jonathan, Cameron, Luis October 13th

Jonathan - Log in

Caleb - Search for Item

Cameron - Add Item to Cart

Payton - View List

Luis - Receive Grocery Store Layout

Class Diagram - Brian October 13th

Architectural Design - Payton October 13th

**Deliverable 3**

Project Scheduling - Luis, Brian (October 27)

Cost, Effort, and Pricing - Tentative (Payton) (November 3)

Cost of Hardware - Caleb (October 29)

Cost of Software - Cameron (October 29)

Cost of Personnel - Jonathan (October 29)

Test plan/Code (Look up items/store) - Isaac (November 3)

Comparison with similar designs (Walmart shopping, Google maps, Instacart)- Brian (Instacart), Jonathan (Walmart Shopping), Isaac (Google Maps) (November 3)

Conclusion - Team (November 5)

References - Payton(November 5)

Powerpoint - Sectioned (Team) (November 5) (Editor - Cameron) (November 5)

**Deliverable: Presentation**

Project Objective- Isaac

Project Timeline- Braian & Luis

Function Point Cost- Payton

Cost of Personnel- Jonathan

Cost of Hardware- Caleb

Cost of Software- Cameron

Functional Requirements-Cameron

Non-Functional Requirements-Isaac

Use Case Diagram-Caleb

Sequence Diagram-Luis

Class Diagram-Brian

Architectural Design-Payton

User Interface-Brian

Conclusion- Jonathan

Thank you/References-Luis

**Scholarly Article?**

No