**Chimy’s**

1. The goal of this project is to allow a user to interact with this application which simulates an automated bartender.
2. The potential users of this application include anyone who is at least 21 years of age who has money and has had a stressful day and need to unwind with a drink.
3. Since there are five of us, there were 5 different functionalities. The five functionalities are as follows:

Jordan Sobrino (jsob127): Implementation of the check in. This is the first part of the application that the user will interact with. The user is prompted with a series of actions that the user can choose from. The actions include checking in, ordering a drink, checking available balance, and closing the tab. The first step for a new user of course would be to check in. Choosing this action would then bring the user to a series of questions which confirm that the user will be allowed to continue and have drinks. The series of questions include the user’s name, age, and how much money they will spend on drinks. This is all in order to confirm that the user can continue using this application.

Isaak Quintero (IQ-Picasso): Implementation of the drink menu. It was decided for this application that there would be a pre-determined drink menu with five different drinks; Midori Sour, Whiskey Sour, Whiskey Coke, Rum and Coke, and a Paloma. The user is displayed the drink menu which includes all the ingredients that go in the drink along with a brief description. All the drinks are numbered, and the user can then make a decision with the input of a number 1 through 5. Once the drink has been chosen, the user will be given the option to tip the bartender.

Ethan Shook (EShook7098): Implementation of drink availability. Bars can run out of certain drinks of course. Therefore, it was decided that the application would also keep track of the quantity of ingredients that remained in the bar. Of course, every drink contains a certain amount of ingredients to make and there is only a finite amount of ingredients available, so the application subtracts quantities of ingredients and warns when certain ingredients are running low as well as when an ingredient has been exhausted. This functionality interacts mostly with the drink menu and mostly operates in the background and only interacts with the user to inform them that there is a certain drink/ingredient that is close to running out.

Ivan Sanchez (iSanchez\_10): Implementation of the tipping functionality. In real life, when you order a drink you have the option of leaving a tip for the bartender. Therefore, it was decided that this would be implemented into the application. This implementation prompts the user with the question of if they’d like to leave a tip or not. Which the user will then respond to with a y for yes or n for no. If the user responds with no, then the user is thanked for their purchase. If the user responds with yes, then they are then prompted with the question of how much they would like to tip. The user can then enter how much they would like to tip and then they’re reminded of how much they just tipped, and they are thanked for their purchase and tip. This functionality interacts mostly with the drink menu that Isaak implemented, as well as the customer functionality that Jordan implemented.

Alex Smith (amsmith3): Implementation of tracking the amount of drinks the user has consumed. It is very possible for someone to have consumed too many drinks. Therefore, it was decided that this application would also cut a user off if they have had too many drinks. Every time a user orders a drink, it is tallied to the quantity and is of course kept track of. Once the user has surpassed 5 drinks, the user is cut off in order to avoid the user getting too intoxicated and the user will get their tab closed and the application will terminate. This implementation also operates mostly in the background and with the customer check in functionality that Jordan implemented.