

SCIT

School of Computing and Information Technology Faculty of Engineering & Information Science

CSIT314 - Software Development Methodologies

Group: Makan Club

Report

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Youtube Link for demo: <https://youtu.be/9Bhzayjm2Mo>

Members' Contribution

The Team arrived at a consensus that the workload was evenly distributed, and every single team member is satisfied with the contribution and description stated below.

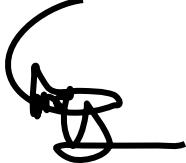
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Chong Hui Wen	7311436	100%	User Stories Use Case Diagram Use Case Description BCE Class Diagram BCE Sequence Diagram Ethical Considerations Data-Driven Development	
Kendrick Kee	7366814	100%	Test Cases Database TDD CI/CD Front-End Back-End	
Lee Yu Xian	7233164	100%	BCE Sequence Diagram Use Case Description Front-End Back-End	
Bryan Choo	7060452	100%	Database Use Case Description Back-End Wireframing	
Li Jin	6650181	100%	Wireframing BCE Class Diagram BCE Sequence Diagram Data-Driven Development	
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Soh Wei Liang	7083294	100%	Front-End Back-End Database Test Cases	

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1. User Stories and Tasks

1.1 Guest

1.1.1 As a Guest, I want to be able to view the menu by entering the unique code displayed on the table so that I can order food.

Tasks:

- a. Develop Use Case Diagram for View Menu
- b. Develop Use Case Description for View Menu
- c. Develop BCE Class Diagram for Customer
- d. Develop BCE Sequence Diagram for Customer
- e. Develop Front End for View Menu
- f. Develop Back End for View Menu
- g. Wireframing for View Menu
- h. Testing for View Menu

1.1.2 As a Guest, I want to be able to create an account to sign up as a member.

Tasks:

- a. Develop Use Case Diagram to sign up as member
- b. Develop Use Case Description to sign up as member
- c. Develop BCE Class Diagram to sign up as member
- d. Develop BCE Sequence Diagram to sign up as member
- e. Develop Front End to sign up as member
- f. Develop Back End to sign up as member
- g. Wireframing to sign up as member
- h. Testing to sign up as member

1.1.3 As a Guest, I want to be able to add food items into cart so that I can specify what I want to eat.

Tasks:

- a. Develop Use Case Diagram for add food item into cart
- b. Develop Use Case Description for add food item into cart
- c. Develop BCE Class Diagram for add food item into cart
- d. Develop BCE Sequence Diagram for add food item into cart
- e. Develop Front End for add food item into cart
- f. Develop Back End for add food item into cart
- g. Wireframing for add food item into cart
- h. Testing for add food item into cart

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1.1.4 As a Guest, I want to be able to view my cart as a summary of the food items I have ordered so that I know what I have ordered.

Tasks:

- a. Develop Use Case Diagram for view cart summary
- b. Develop Use Case Description for view cart summary
- c. Develop BCE Class Diagram for view cart summary
- d. Develop BCE Sequence Diagram for view cart summary
- e. Develop Front End for view cart summary
- f. Develop Back End for view cart summary
- g. Wireframing for view cart summary
- h. Testing for view cart summary

1.1.5 As a Guest, I want to be able to delete food item from cart so that i will not order food items I do not wish to eat.

Tasks:

- a. Develop Use Case Diagram for delete food item from cart
- b. Develop Use Case Description for delete food item from cart
- c. Develop BCE Class Diagram for delete food item from cart
- d. Develop BCE Sequence Diagram for delete food item from cart
- e. Develop Front End for delete food item from cart
- f. Develop Back End for delete food item from cart
- g. Wireframing for delete food item from cart
- h. Testing for delete food item from cart

1.1.6 As a Guest, I want to be able to edit the quantity of food items in the cart so that I can amend the number of the same dish i want to order.

Tasks:

- a. Develop Use Case Diagram for edit quantity of food item in cart
- b. Develop Use Case Description for edit quantity of food item in cart
- c. Develop BCE Class Diagram for edit quantity of food item in cart
- d. Develop BCE Sequence Diagram for edit quantity of food item in cart
- e. Develop Front End for edit quantity of food item in cart
- f. Develop Back End for edit quantity of food item in cart
- g. Wireframing for edit quantity of food item in cart
- h. Testing for edit quantity of food item in cart

Makan Club

1.1.7 As a Guest, I want to be able to make payment so that I can get my order processed.

Tasks:

- a. Develop Use Case Diagram for make payment
- b. Develop Use Case Description for make payment
- c. Develop BCE Class Diagram for make payment
- d. Develop BCE Sequence Diagram for make payment
- e. Develop Front End for make payment
- f. Develop Back End for make payment
- g. Wireframing for make payment
- h. Testing for make payment

1.1.8 As a Guest, I want to be able to view my order summary so I know what I have ordered

Tasks:

- a. Develop Use Case Diagram for view order summary
- b. Develop Use Case Description for view order summary
- c. Develop BCE Class Diagram for view order summary
- d. Develop BCE Sequence Diagram for view order summary
- e. Develop Front End for view order summary
- f. Develop Back End for view order summary
- g. Wireframing for view order summary
- h. Testing for view order summary

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1.2 Member

1.2.1 As a Member, I want to be able to view the menu by entering the unique code displayed on the table so that I can order food.

Tasks:

- a. Develop Use Case Diagram for view menu
- b. Develop Use Case Description for view menu
- c. Develop BCE Class Diagram for view menu
- d. Develop BCE Sequence Diagram for view menu
- e. Develop Front End for view menu
- f. Develop Back End for view menu
- g. Wireframing for view menu
- h. Testing for view menu

1.2.2 As a Member, I want to be able to log into my account to use the functionalities as a member.

Tasks:

- a. Develop Use Case Diagram for log in/validate user
- b. Develop Use Case Description for log in/validate user
- c. Develop BCE Class Diagram for log in/validate user
- d. Develop BCE Sequence Diagram for log in/validate user
- e. Develop Front End for log in/validate user
- f. Develop Back End for log in/validate user
- g. Wireframing for log in/validate user
- h. Testing for log in/validate user

1.2.3 As a Member, I want to be able to log out of my account so that I can terminate the session.

Tasks:

- a. Develop Use Case Diagram for log out
- b. Develop Use Case Description for log out
- c. Develop BCE Class Diagram for log out
- d. Develop BCE Sequence Diagram
- e. Develop Front End for log out
- f. Develop Back End for log out
- g. Wireframing for log out
- h. Testing for log out

Makan Club

1.2.4 As a Member, I want to be able to add food items into cart so that I can specify what I want to eat.

Tasks:

- a. Develop Use Case Diagram for add food item into cart
- b. Develop Use Case Description for add food item into cart
- c. Develop BCE Class Diagram for add food item into cart
- d. Develop BCE Sequence Diagram for add food item into cart
- e. Develop Front End for add food item into cart
- f. Develop Back End for add food item into cart
- g. Wireframing for add food item into cart
- h. Testing for add food item into cart

1.2.5 As a Member, I want to be able to view my cart as a summary of the food items I have ordered so that I know what I have ordered.

Tasks:

- a. Develop Use Case Diagram for view order summary
- b. Develop Use Case Description for view order summary
- c. Develop BCE Class Diagram for view order summary
- d. Develop BCE Sequence Diagram for view order summary
- e. Develop Front End for view order summary
- f. Develop Back End for view order summary
- g. Wireframing for view order summary
- h. Testing for view order summary

1.2.6 As a Member, I want to be able to delete food items from cart so that i will not order food items I do not wish to eat.

Tasks:

- a. Develop Use Case Diagram for delete food item from cart
- b. Develop Use Case Description for delete food item from cart
- c. Develop BCE Class Diagram for delete food item from cart
- d. Develop BCE Sequence Diagram for delete food item from cart
- e. Develop Front End for delete food item from cart
- f. Develop Back End for delete food item from cart
- g. Wireframing for delete food item from cart
- h. Testing for delete food item from cart

Makan Club

1.2.7 As a Member, I want to be able to edit the quantity of food items in the cart so that I can amend the number of the same dish i want to order.

Tasks:

- a. Develop Use Case Diagram for edit quantity of food item in cart
- b. Develop Use Case Description for edit quantity of food item in cart
- c. Develop BCE Class Diagram for edit quantity of food item in cart
- d. Develop BCE Sequence Diagram for edit quantity of food item in cart
- e. Develop Front End for edit quantity of food item in cart
- f. Develop Back End for edit quantity of food item in cart
- g. Wireframing for edit quantity of food item in cart
- h. Testing for edit quantity of food item in cart

1.2.8 As a Member, I want to be able to make payment so that I can get my order processed.

Tasks:

- a. Develop Use Case Diagram for make payment
- b. Develop Use Case Description for make payment
- c. Develop BCE Class Diagram for make payment
- d. Develop BCE Sequence Diagram for make payment
- e. Develop Front End for make payment
- f. Develop Back End for make payment
- g. Wireframing for make payment
- h. Testing for make payment

1.2.9 As a Member, I want to be able to insert coupon code to be used before making payment so that i can offset my total amount.

Tasks:

- a. Develop Use Case Diagram for member to insert coupon code
- b. Develop Use Case Description for member to insert coupon code
- c. Develop BCE Class Diagram for member to insert coupon code
- d. Develop BCE Sequence Diagram for member to insert coupon code
- e. Develop Front End for member to insert coupon code
- f. Develop Back End for member to insert coupon code
- g. Wireframing for member to insert coupon code
- h. Testing for member to insert coupon code

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1.2.10 As a Member, I want to be able to remove coupon code before making payment so that I can utilize the correct coupon code or use the coupon code the next time.

Tasks:

- a. Develop Use Case Diagram for member to remove coupon code
- b. Develop Use Case Description for member to remove coupon code
- c. Develop BCE Class Diagram for member to remove coupon code
- d. Develop BCE Sequence Diagram for member to remove coupon code
- e. Develop Front End for member to remove coupon code
- f. Develop Back End for member to remove coupon code
- g. Wireframing for member to remove coupon code
- h. Testing for member to remove coupon code

1.2.11 As a Member, I want to be able to view my order summary so I know what I have ordered

Tasks:

- a. Develop Use Case Diagram for view order summary
- b. Develop Use Case Description for view order summary
- c. Develop BCE Class Diagram for view order summary
- d. Develop BCE Sequence Diagram for view order summary
- e. Develop Front End for view order summary
- f. Develop Back End for view order summary
- g. Wireframing for view order summary
- h. Testing for view order summary

1.2.12 As a Member, I want to be able to view my previous orders history so that it facilitates my decision while viewing the menu.

Tasks:

- a. Develop Use Case Diagram for view order history
- b. Develop Use Case Description for view order history
- c. Develop BCE Class Diagram for view order history
- d. Develop BCE Sequence Diagram for view order history
- e. Develop Front End for view order history
- f. Develop Back End for view order history
- g. Wireframing for view order history
- h. Testing for view order history

Makan Club

1.3 Restaurant Staff

1.3.1 As a Restaurant Staff, I want to be able to log into my account to use the functionalities.

Tasks:

- a. Develop Use Case Diagram for log in/validate user
- b. Develop Use Case Description for log in/validate user
- c. Develop BCE Class Diagram for log in/validate user
- d. Develop BCE Sequence Diagram for log in/validate user
- e. Develop Front End for log in/validate user
- f. Develop Back End for log in/validate user
- g. Wireframing for log in/validate user
- h. Testing for log in/validate user

1.3.2 As a Restaurant Staff, I want to be able to log out of my account so that I can terminate the session.

Tasks:

- a. Develop Use Case Diagram for log out
- b. Develop Use Case Description for log out
- c. Develop BCE Class Diagram for log out
- d. Develop BCE Sequence Diagram for log out
- e. Develop Front End for log out
- f. Develop Back End for log out
- g. Wireframing for log out
- h. Testing for log out

1.3.3 As a Restaurant Staff, I want to be able to view order status so that I can check on orders.

Tasks:

- a. Develop Use Case Diagram for view order status
- b. Develop Use Case Description for view order status
- c. Develop BCE Class Diagram for view order status
- d. Develop BCE Sequence Diagram for view order status
- e. Develop Front End for view order status
- f. Develop Back End for view order status
- g. Wireframing for view order status
- h. Testing for view order status

Makan Club

1.3.4 As a Restaurant Staff, I want to be able to mark orders as delivered so that I can be assured that customers have received their food items.

Tasks:

- a. Develop Use Case Diagram to mark orders as delivered
- b. Develop Use Case Description to mark orders as delivered
- c. Develop BCE Class Diagram to mark orders as delivered
- d. Develop BCE Sequence Diagram to mark orders as delivered
- e. Develop Front End to mark orders as delivered
- f. Develop Back End to mark orders as delivered
- g. Wireframing to mark orders as delivered
- h. Testing to mark orders as delivered

Makan Club

1.4 Restaurant Manager

1.4.1 As a Restaurant Manager, I want to be able to log into my account so that I can use the functionalities.

Tasks:

- a. Develop Use Case Diagram for log in/validate user
- b. Develop Use Case Description for log in/validate user
- c. Develop BCE Class Diagram for log in/validate user
- d. Develop BCE Sequence Diagram for log in/validate user
- e. Develop Front End for log in/validate user
- f. Develop Back End for log in/validate user
- g. Wireframing for log in/validate user
- h. Testing for log in/validate user

1.4.2 As a Restaurant Manager, I want to be able to log out of my account so that I can terminate the session.

Tasks:

- a. Develop Use Case Diagram for log out
- b. Develop Use Case Description for log out
- c. Develop BCE Class Diagram for log out
- d. Develop BCE Sequence Diagram for log out
- e. Develop Front End for log out
- f. Develop Back End for log out
- g. Wireframing for log out
- h. Testing for log out

1.4.3 As a Restaurant Manager, I want to be able to add food item into the menu so that guests/members can see new food items.

Tasks:

- a. Develop Use Case Diagram to add new food item into menu
- b. Develop Use Case Description to add new food item into menu
- c. Develop BCE Class Diagram to add new food item into menu
- d. Develop BCE Sequence Diagram to add new food item into menu
- e. Develop Front End to add new food item into menu
- f. Develop Back End to add new food item into menu
- g. Wireframing to add new food item into menu
- h. Testing to add new food item into menu

Makan Club

1.4.4 As a Restaurant Manager, I want to be able to hide food item from the menu so that to prevent customers from ordering food items that are no longer available.

Tasks:

- a. Develop Use Case Diagram to hide food item into menu
- b. Develop Use Case Description to hide food item into menu
- c. Develop BCE Class Diagram to hide food item into menu
- d. Develop BCE Sequence Diagram to hide food item into menu
- e. Develop Front End to hide food item into menu
- f. Develop Back End to hide food item into menu
- g. Wireframing to hide food item into menu
- h. Testing to hide food item into menu

1.4.5 As a Restaurant Manager, I want to be able to create coupon codes so that I can issue coupon codes to give customers.

Tasks:

- a. Develop Use Case Diagram to create coupon code
- b. Develop Use Case Description to create coupon code
- c. Develop BCE Class Diagram to create coupon code
- d. Develop BCE Sequence Diagram to create coupon code
- e. Develop Front End to create coupon code
- f. Develop Back End to create coupon code
- g. Wireframing to create coupon code
- h. Testing to create coupon code

1.4.6 As a Restaurant Manager, I want to be able to update food item so that I can amend details in the menu.

Tasks:

- a. Develop Use Case Diagram to update food item
- b. Develop Use Case Description to update food item
- c. Develop BCE Class Diagram to update food item
- d. Develop BCE Sequence Diagram to update food item
- e. Develop Front End to update food item
- f. Develop Back End to update food item
- g. Wireframing to update food item
- h. Testing to update food item

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1.4.7 As a Restaurant Manager, I want to be able to update coupon code so that I can amend any coupons in the database

Tasks:

- i. Develop Use Case Diagram to update coupon code
- j. Develop Use Case Description to update coupon code
- k. Develop BCE Class Diagram to update coupon code
- l. Develop BCE Sequence Diagram to update coupon code
- m. Develop Front End to update coupon code
- n. Develop Back End to update coupon code
- o. Wireframing to update coupon code
- p. Testing to update coupon code

Makan Club

1.5 Restaurant Owner

1.5.1 As a Restaurant Owner, I want to be able to log into my account so that I can use the functionalities.

Tasks:

- a. Develop Use Case Diagram for log in/validate user
- b. Develop Use Case Description for log in/validate user
- c. Develop BCE Class Diagram for log in/validate user
- d. Develop BCE Sequence Diagram for log in/validate user
- e. Develop Front End for log in/validate user
- f. Develop Back End for log in/validate user
- g. Wireframing for log in/validate user
- h. Testing for log in/validate user

1.5.2 As a Restaurant Owner, I want to be able to log out of my account so that I can terminate the session.

Tasks:

- a. Develop Use Case Diagram for log out
- b. Develop Use Case Description for log out
- c. Develop BCE Class Diagram for log out
- d. Develop BCE Sequence Diagram for log out
- e. Develop Front End for log out
- f. Develop Back End for log out
- g. Wireframing for log out
- h. Testing for log out

1.5.3 As a Restaurant Owner, I want to generate reports to view average spending per visit so that I can find ways to increase and find out if there is any issues.

Tasks:

- a. Develop Use Case Diagram to view average spending per visit
- b. Develop Use Case Description to view average spending per visit
- c. Develop BCE Class Diagram to view average spending per visit
- d. Develop BCE Sequence Diagram to view average spending per visit
- e. Develop Front End to view average spending per visit
- f. Develop Back End to view average spending per visit
- g. Wireframing to view average spending per visit
- h. Testing to view average spending per visit

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1.5.4 As a Restaurant Owner, I want to generate reports to view average number of customers per day so that i can figure out ways to increase the number.

Tasks:

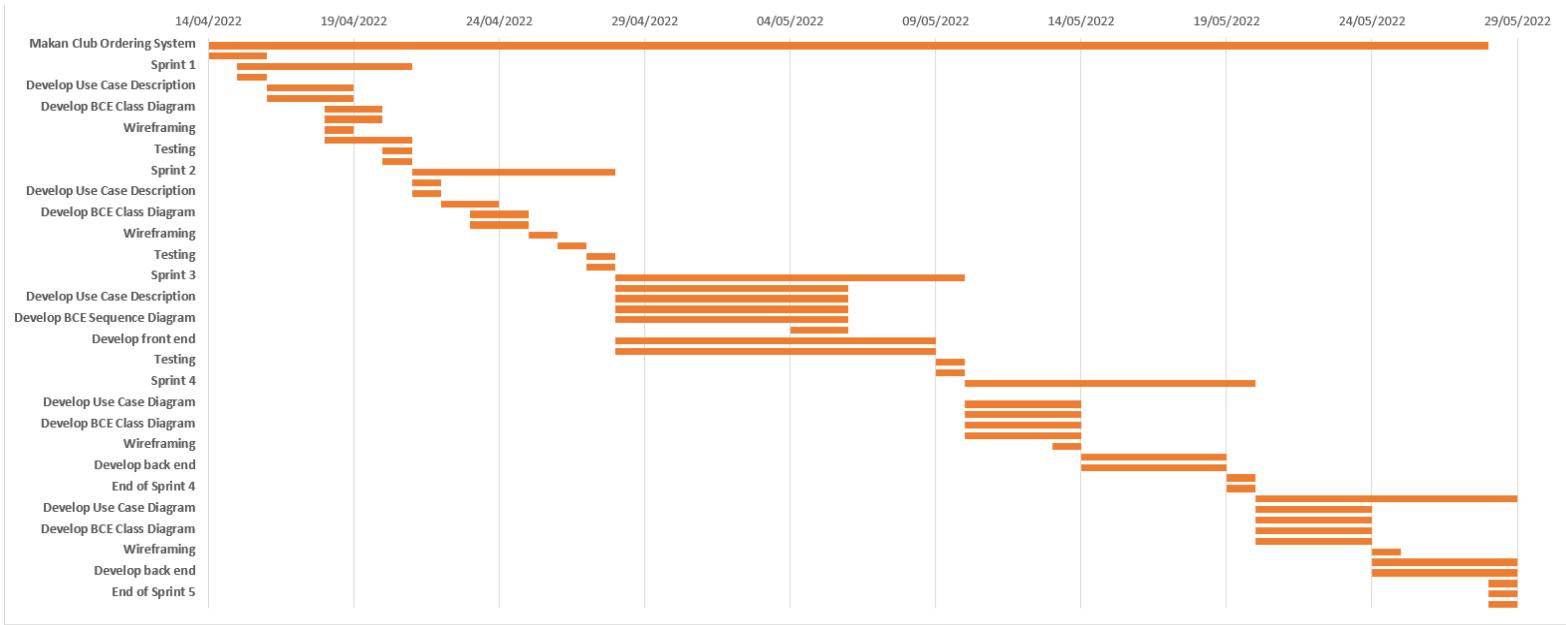
- a. Develop Use Case Diagram to view average number of customers per day
- b. Develop Use Case Description to view average number of customers per day
- c. Develop BCE Class Diagram to view average number of customers per day
- d. Develop BCE Sequence Diagram to view average number of customers per day
- e. Develop Front End to view average number of customers per day
- f. Develop Back End to view average number of customers per day
- g. Wireframing to view average number of customers per day
- h. Testing to view average number of customers per day

1.5.5 As a Restaurant Owner, I want to generate reports to view the top 3 food items so that I know what is popular in my restaurant.

Tasks:

- a. Develop Use Case Diagram to view the top 3 food items
- b. Develop Use Case Description to view the top 3 food items
- c. Develop BCE Class Diagram to view the top 3 food items
- d. Develop BCE Sequence Diagram to view the top 3 food items
- e. Develop Front End to view the top 3 food items
- f. Develop Back End to view the top 3 food items
- g. Wireframing to view the top 3 food items
- h. Testing to view the top 3 food items

2. Gantt Chart



Makan Club

MAKAN CLUB ORDERING SYSTEM

MAKAN CLUB

Project Start:		14/04/2022								
Display Week:		1	Apr 14, 2022			Apr 18, 2022				
TASK	DURATION	START	END	SUN	MON	TUE	WED	THU	FRI	SAT
Sprint 1		14/04/2022	20/04/2022							
Develop Use Case Diagram		14/04/2022	18/04/2022							
Develop Use Case Description		14/04/2022	18/04/2022							
Develop front end		14/04/2022	18/04/2022							
Develop BCE Class Diagram		18/04/2022	19/04/2022							
Develop BCE Sequence Diagram		18/04/2022	19/04/2022							
Wireframing		18/04/2022	18/04/2022							
Develop back end		18/04/2022	20/04/2022							
Testing		20/04/2022	20/04/2022							
End of Sprint 1		20/04/2022	20/04/2022							

MAKAN CLUB ORDERING SYSTEM

MAKAN CLUB

Project Start:	14/04/2022										
	Display Week:	2			Apr 21, 2022				Apr 25, 2022		
		21	22	23	24	25	26	27	28	29	30
TASK	DURATION	START	END		T	F	S	S	M	T	W
Sprint 2		21/04/2022	27/04/2022								
Develop Use Case Diagram		21/04/2022	21/04/2022								
Develop Use Case Description		21/04/2022	21/04/2022								
Develop front end		22/04/2022	23/04/2022								
Develop BCE Class Diagram		23/04/2022	24/04/2022								
Develop BCE Sequence Diagram		23/04/2022	24/04/2022								
Wireframing		25/04/2022	25/04/2022								
Develop back end		26/04/2022	26/04/2022								
Testing		27/04/2022	27/04/2022								
End of Sprint 2		27/04/2022	27/04/2022								

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MAKAN CLUB ORDERING SYSTEM

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Project Start:	14/04/2022				Apr 28, 2022		May 2, 2022		May 9, 2022								
	3																
Display Week:	28	29	30	1	2	3	4	5	6	7	8	9	10	11	12	13	
TASK	DURATION	START	END		T	F	S	S	M	T	W	T	F	S	S	M	T
Sprint 3		28/04/2022	09/05/2022														
Develop Use Case Diagram		28/04/2022	05/05/2022														
Develop Use Case Description		28/04/2022	05/05/2022														
Develop Sequence Diagram		28/04/2022	05/05/2022														
Develop BCE Class Diagram		28/04/2022	05/05/2022														
Wireframing		04/05/2022	05/05/2022														
Develop front end		28/04/2022	08/05/2022														
Develop back end		28/04/2022	08/05/2022														
Testing		09/05/2022	09/05/2022														
End of Sprint 3		09/05/2022	09/05/2022														

MAKAN CLUB ORDERING SYSTEM

MAKAN CLUB

Project Start:		14/04/2022																		
Display Week:		4						May 5, 2022		May 9, 2022				May 16, 2022						
TASK	DURATION	START	END	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
Sprint 4		10/05/2022	19/05/2022																	
Develop Use Case Diagram		10/05/2022	13/05/2022																	
Develop Use Case Description		10/05/2022	13/05/2022																	
Develop Sequence Diagram		10/05/2022	13/05/2022																	
Develop BCE Class Diagram		10/05/2022	13/05/2022																	
Wireframing		13/05/2022	13/05/2022																	
Develop front end		14/05/2022	18/05/2022																	
Develop back end		14/05/2022	18/05/2022																	
Testing		19/05/2022	19/05/2022																	
End of Sprint 4		19/05/2022	19/05/2022																	

Makan Club

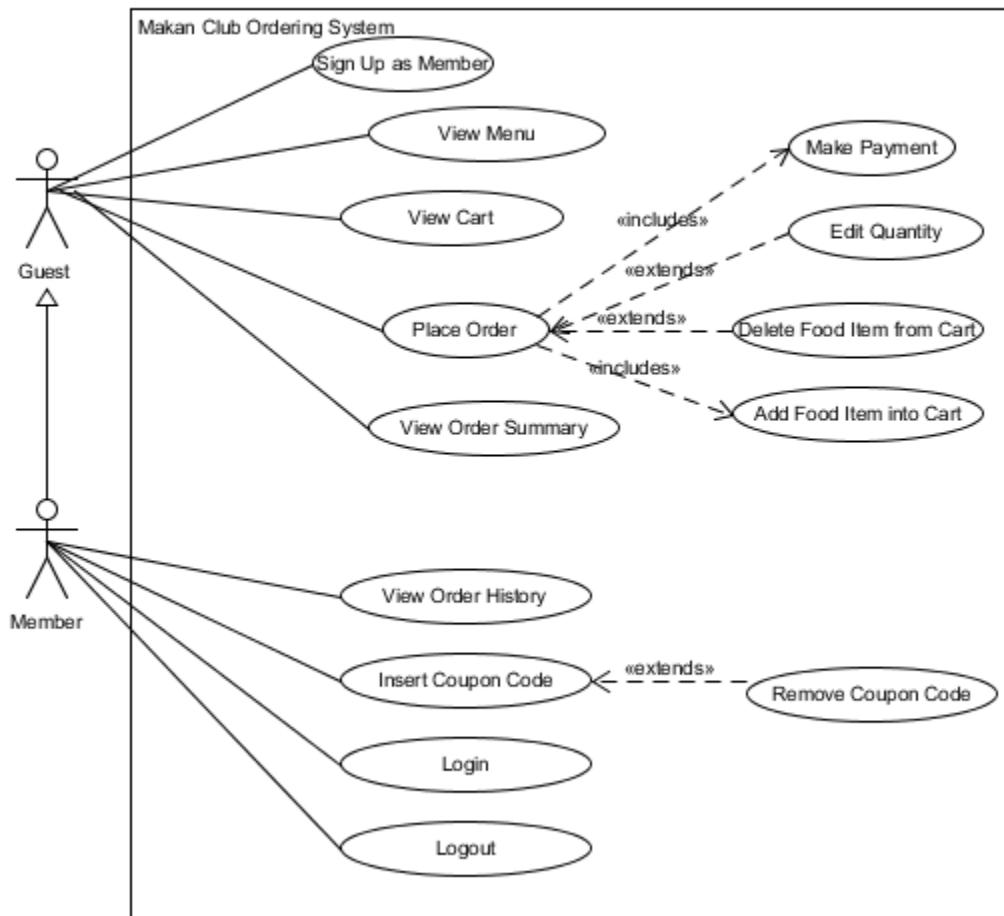
MAKAN CLUB ORDERING SYSTEM

MAKAN CLUB

Project Start:	14/04/2022																				
	Display Week:	5			May 12, 2022			May 16, 2022				May 23, 2022									
					12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
TASK	DURATION	START	END		T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S
Sprint 5		20/05/2022	28/05/2022																		
Develop Use Case Diagram		20/05/2022	23/05/2022																		
Develop Use Case Description		20/05/2022	23/05/2022																		
Develop Sequence Diagram		20/05/2022	23/05/2022																		
Develop BCE Class Diagram		20/05/2022	23/05/2022																		
Wireframing		24/05/2022	24/05/2022																		
Develop front end		24/05/2022	28/05/2022																		
Develop back end		24/05/2022	28/05/2022																		
Testing		28/05/2022	28/05/2022																		
End of Sprint 4		28/05/2022	28/05/2022																		

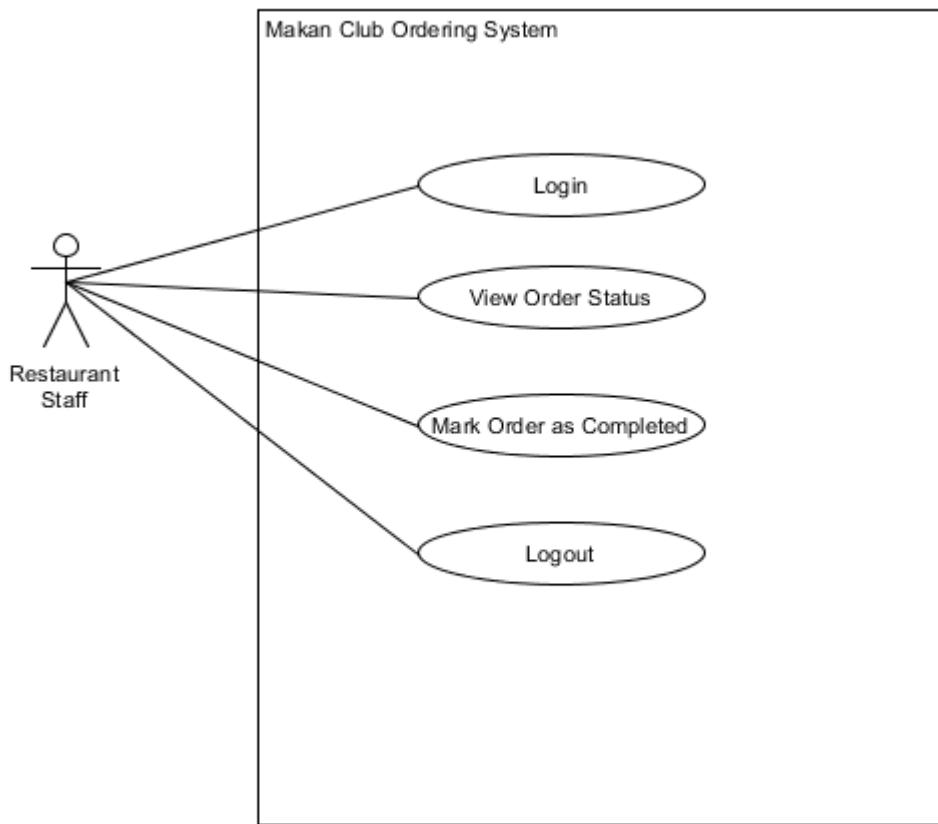
3. Use Case Diagrams

3.1 Guest/Member



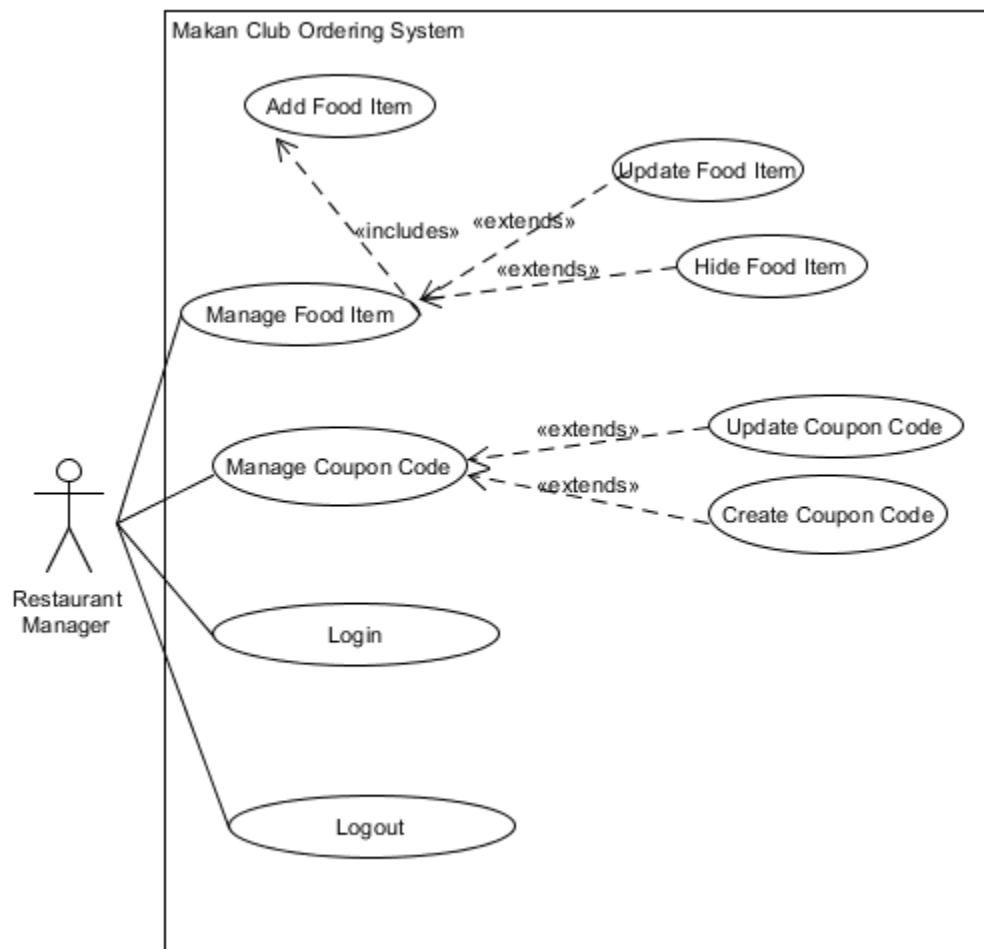
Makan Club

3.2 Restaurant Staff



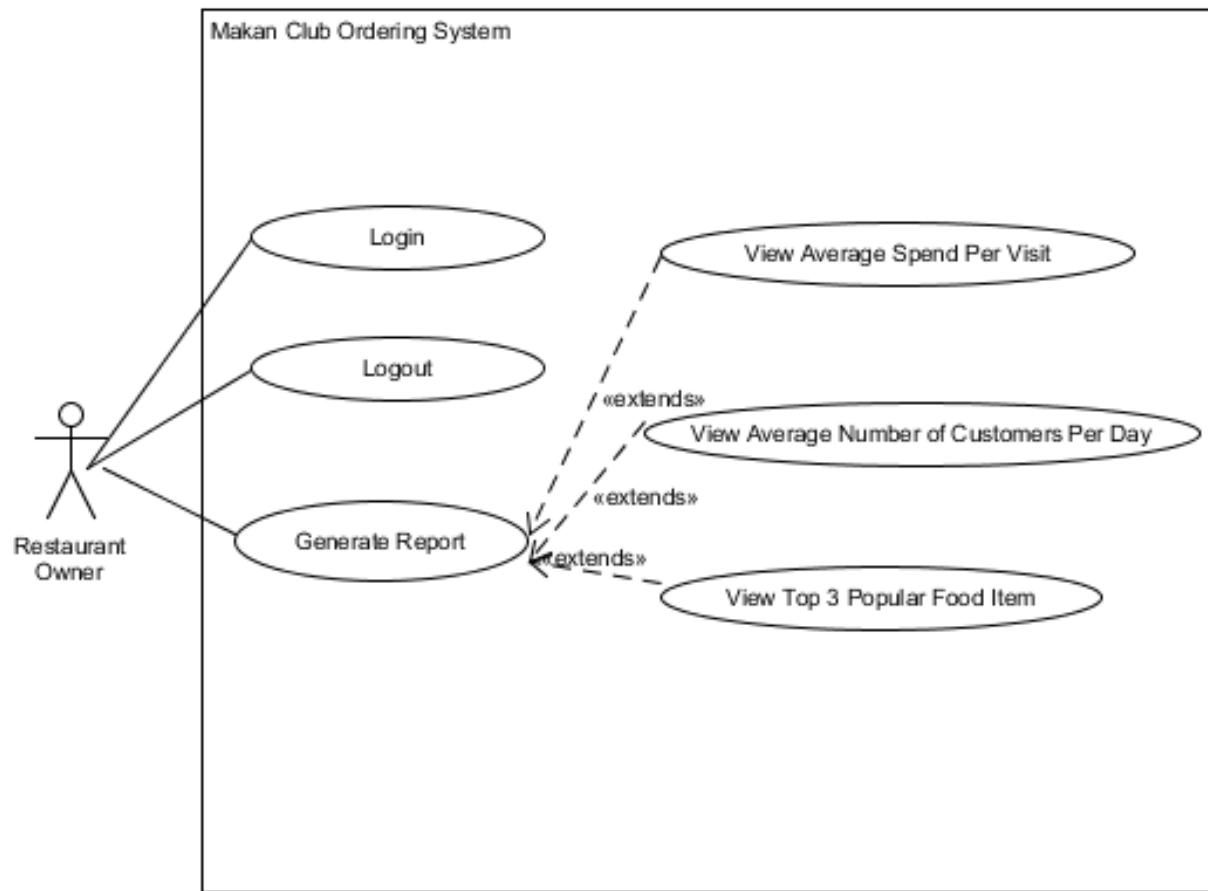
Makan Club

3.3 Restaurant Manager



Makan Club

3.4 Restaurant Owner



4. Use Case Description

4.1 All actors except Guest

Name: Login	ID#: 001
Stakeholders and Goals: User - Wants to login to the application	
Description: Member, Restaurant Staff, Restaurant Manager, Restaurant Owner wants to login onto the application to utilize additional functions	
Actors: Member, Restaurant Staff, Restaurant Manager, Restaurant Owner	
Pre-condition: User must have a valid account in the database	
Trigger: The user selects login button on the application	
Normal Flow: <ol style="list-style-type: none">1. User taps on option to login2. Application shows user a prompt to login3. User enters login credentials and submits4. Application checks if entered credentials is valid5. If valid, Application displays a banner notifying user that login is successful6. End	
Sub-Flows: None	
Alternative/Exceptional Flows: <ol style="list-style-type: none">1. Failed Login - Application to prompt error message: "Incorrect username/password"	
Post-condition: User is successfully logged into the application	

Makan Club

Name: Logout	ID#:002
Stakeholders and Goals: User- Wants to logout of the application	
Description: User wants to log out of the application and must be signed in.	
Actors: Members, Restaurant Staff, Restaurant Manager, Restaurant Owner, Developer	
Trigger: User selects logout on the application	
Pre-condition: User must be logged into the account to trigger termination of session	
Normal Flow: <ol style="list-style-type: none">1. User taps on option to logout2. Application logs the user out and is redirected to login page.3. End	
Sub-Flows: None	
Alternative/Exceptional Flows: -	
Post-condition: User is successfully logged out of the application	

Makan Club

4.2 Guest

Name: Sign up as member	ID#: 003
Stakeholders and Goals: Guest - wants to sign up as a member	
Description: A guest wants to sign up for an account as a member	
Actors: Guest	
Pre-condition: The application must be loaded with the sign-up page active	
Trigger: When the guest wants to create a new account	
Normal Flow: <ol style="list-style-type: none">1. Guest visits the restaurant and enters the unique code provided on the table.2. Guest taps on the sign-up button and fills in the required information.3. Application validates and records the entry.4. Application redirect to customer login page5. End.	
Sub-Flows: None	
Alternative/Exceptional Flows: <ol style="list-style-type: none">3a. Application validation fails due to syntax error.3b. Application fails to record due to database issue.4a. Guest cannot register as email is taken.	
Post-condition: Guest is notified that they have been successfully registered as a Member	

Makan Club

4.3 Guest and Member

Name: View Menu	ID#: 004
Stakeholders and Goals: Guest, Member - Wants to find out what is available to eat	
Description: A Guest/Member can view the menu options that are available in the restaurant	
Actors: Guest, Member	
Pre-condition: The application must be loaded	
Trigger: The customer enters the unique code provided on the table to view the menu	
Normal Flow: <ol style="list-style-type: none">1. Guest/Member enters unique code provided on the table2. Application queries database for available food options3. Application populates page with options and displays the menu4. Guest/Member is able to view the menu options5. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: -	

Makan Club

Name: View Cart	ID#: 005
Stakeholders and Goals: Guest, Member- Wants to find out what are the pending orders before placing the order.	
Description: Customer is able to view their pending food items	
Actors: Guest, Member	
Pre-condition: The application must be open with an active session.	
Trigger: The customer selects the cart option on the application	
Normal Flow: <ol style="list-style-type: none">1. Customer opens application and taps on cart2. Application checks on current pending orders for the customer's table3. Application generates a dynamic page which contains the current pending order4. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: -	

Makan Club

Name: Place Order	ID#:006
Stakeholders and Goals: Guest, Member- Wants to order food after deciding on menu items	
Description: Guest/Member is able to send their order to the Application so that food preparation can begin	
Actors: Guest, Member	
Pre-condition: There must be existing items in the cart	
Trigger: The Guest/Member taps on place order	
Normal Flow: <ol style="list-style-type: none">1. Guest/Member views the menu and add food items to cart2. Guest/Members opens cart and views current food items in cart3. Guest/Members confirms order and taps on 'Place Order'4. Application receives the order and sends it to the restaurant staff5. Application displays a confirmation page to inform Guest/Member that their order is received6. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Order is successful	

Makan Club

Name: Add Food Item into Cart	ID: ID#:007
Stakeholders and Goals: Guest, Member - Wants to add food items to the cart	
Description: Guest/Member wants to be able to add food items to the cart	
Actors: Guest, Member	
Pre-condition: The application must be open with an active session.	
Trigger: Guest/Member taps on add food item to cart	
Normal Flow: <ol style="list-style-type: none">1. Guest/Member view available food items on the menu2. Guest/Member adds a food item to cart3. Application receives item and qty from Guest/Member and adds to Guest/Member's cart4. Application updates the page and reflects that item has been successfully added to cart5. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Food Item is successfully added into the cart	

Makan Club

Name: Delete Food Item from Cart	ID: ID#:008
Stakeholders and Goals: Guest, Member - Wants to delete food item from cart	
Description: Guest/Member wants to be able to delete food item from cart	
Actors: Guest, Member	
Pre-condition: There must be existing food items in the cart	
Trigger: Guest/Member taps on the cross button to delete food item from cart	
Normal Flow: <ol style="list-style-type: none">1. Guest/Member view current cart items2. Guest/Member removes food item from cart3. Application receives the request and removes food item from cart4. Application updates the page and reflects that food item has been successfully deleted from cart5. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Food Item is successfully deleted from the cart	

Makan Club

Name: Edit Quantity	ID#: 009
Stakeholders and Goals: Guest, Member - Wants to alter the items that he has chosen	
Description: Guest/Member wants to be able to change the quantity of the food items that is in current cart	
Actors: Guest, Member	
Pre-condition: There must be a minimum quantity of 1 of the food item in the cart	
Trigger: Guest/Member views the cart and wants to modify the quantity that is in current cart	
Normal Flow: <ol style="list-style-type: none">1. Guest/Member views current cart and the selected food items2. Guest/Member edits the quantity of the food in the cart3. Application receives the customer's input updates quantity into the database4. Application reflects the quantity has been successfully updated5. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Quantity of Individual Food Item is updated in the Cart	

Makan Club

Name: Make Payment	ID#: 010
Stakeholders and Goals: Guest, Member - Wants to make payment for their orders	
Description: Guest/Member wants to enter their credentials to make payment	
Actors: Guests, Member	
Pre-condition: There must be a minimum quantity of 1 of an individual food item in the cart	
Trigger: The Guest/Member select make payment option on the app	
Normal Flow: <ol style="list-style-type: none">1. Guest/Member selects the make payment option on the application2. Application queries for the items ordered and tabulates the total3. Application displays the total as well fields to enter payment details4. Customer enters payment details5. Application passes payment details to payment processor6. Application receives an acknowledgement from payment processor7. Application displays a success screen for payment received8. End	
Sub-Flows: None	
Alternative/Exceptional Flows: <ol style="list-style-type: none">1. Invalid Payment Details2. Payment Rejected3. Payment Timeout	
Post-condition: Payment is successful	

Makan Club

Name: View Order Summary	ID#: 011
Stakeholders and Goals: Guest/Member - wants to view Order summary	
Description: A Guest/Member can view the order summary of food items ordered	
Actors: Guest, Member	
Pre-condition: An order must have been made successfully and payment must have been made	
Trigger: When the Guest/Member wants to view the summary of the food items ordered	
Normal Flow: <ol style="list-style-type: none">1. Guest/Member wants to view the order list and taps on the summary.2. Application shows the ordered list on display.3. End.	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: -	

Makan Club

4.4 Member

Name: Insert Coupon code	ID#: 012
Stakeholders and Goals: Member - Wants to utilize a coupon code	
Description: Member wants to enter a coupon code to receive benefits	
Actors: Member	
Pre-condition: <ol style="list-style-type: none">Member must be logged inCoupon Code must be valid	
Trigger: Member selects insert coupon code	
Normal Flow: <ol style="list-style-type: none">Member taps on the option to insert coupon codeApplication shows Member a prompt to enter codeMember enters code and submitsApplication checks if entered code is validIf code is valid, applies a promotion to the members' orderApplication displays a banner notifying Member that the coupon code has been acceptedEnd	
Sub-Flows: None	
Alternative/Exceptional Flows: <ol style="list-style-type: none">Remove Code Use CaseInvalid Code (wrong code/expired)	
Post-condition: Coupon Code is successfully utilized	

Makan Club

Name: View Order History	ID#: 013
Stakeholders and Goals: Member - Wants to view previous order history	
Description: Member wants to be able to view back previous orders that he/she purchased	
Actors: Member	
Pre-condition: Member must be successfully logged in	
Trigger: Member selects view purchase history	
Normal Flow: <ol style="list-style-type: none">Member taps on option to view purchase historyApplication retrieves information from database on member's previous purchase historyApplication displays information on purchase history for Member to browseEnd	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: -	

Makan Club

Name: Remove Coupon Code	ID#: 014
Stakeholders and Goals: Member - Wants to remove coupon code	
Description: Member wants to remove the coupon code that they have previously entered	
Actors: Member	
Pre-condition: <ol style="list-style-type: none">1. Member must be logged in2. Coupon Code must be successfully applied	
Trigger: Member wants to remove the coupon code applied for the order	
Normal Flow: <ol style="list-style-type: none">1. Member taps on the option to remove coupon code2. Application prompts user if confirm to remove3. Application checks if entered code is valid4. If code is valid, applies a promotion to the members' order5. Application displays a banner notifying Member that the coupon code has been accepted6. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Coupon Code have been removed	

Makan Club

4.5 Restaurant Staff

Name: View Order Status	ID#: 015
Stakeholders and Goals: Restaurant Staff - Wants to view the current status of orders	
Description: Restaurant Staff to view the orders' status if pending or completed	
Actors: Restaurant Staff	
Pre-condition: -	
Trigger: When Restaurant Staff taps on view order status on the application	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Staff taps on option to view orders2. Application queries and displays the list of orders - both pending and completed3. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: -	

Makan Club

Name: Mark Order Completed	ID#:016
Stakeholders and Goals: Restaurant Staff - wants to mark order as completed	
Description: Restaurant Staff wants to be able to mark order as completed	
Pre-condition: <ol style="list-style-type: none">1. Restaurant Staff must be logged in2. Order status must be 'pending'	
Actors: Restaurant Staff	
Trigger: When the Restaurant Staff taps on "Completed"	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Staff taps on order item2. Application shows order details3. Restaurant Staff verifies that the order is correct4. Restaurant Staff taps on "Complete Order" option on the app5. Application updates status of order in the database and removes it from active orders6. Application displays a banner to the Restaurant Staff to notify that action has been successful7. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Order is completed	

Makan Club

4.6 Restaurant Manager

Name: Add Food Item	ID#: 017
Stakeholders and Goals: Restaurant Manager - Wants to be able to add new menu items	
Description: Gives the restaurant manager a simple interface to add new food items	
Actors: Restaurant Manager	
Pre-condition: <ol style="list-style-type: none">1. Restaurant Manager must be successfully logged in2. Food item must not already exist in the food menu	
Trigger: When the restaurant manager taps on the add food item option on the application	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Manager taps on the option to add new food item2. Application displays manage menu items page for the Restaurant Manager to add a new food item3. Restaurant Manager enter details of menu item (Price, Uploads Photo)4. Application adds a new entry to the database based on entered details5. End	
Sub-Flows: None	
Alternative/Exceptional Flows: Empty entry validation	
Post-condition: Food Item is added successfully into the food menu	

Makan Club

Name: Update Food Item	ID#:018
Stakeholders and Goals: Restaurant Manager - Wants to be able to edit existing food items on the menu	
Description: Gives the Restaurant Manager an interface to easily edit menu item details	
Actors: Restaurant Manager	
Pre-condition: <ol style="list-style-type: none">1. Restaurant Manager must be successfully logged in2. Food item must exist in the food menu	
Trigger: When the restaurant manager taps on the edit food item option on the application	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Manager taps on the option to update food item2. Application queries for the details of the existing menu item, and populates it as placeholder values in a form3. Restaurant Manager updates the details of menu item (Price, Photo, Name)4. Application updates entry to the database based on entered details5. End	
Sub-Flows: None	
Alternative/Exceptional Flows: Empty entry validation	
Post-condition: Food item is updated and reflected in the food menu	

Makan Club

Name: Hide Food Item	ID#:019
Stakeholders and Goals: Restaurant Manager - Wants to be able to hide menu item	
Description: Restaurant Manager wants to hide a food item from the application because it is no longer available	
Actors: Restaurant Manager	
Pre-condition: <ol style="list-style-type: none">1. Restaurant Manager must be successfully logged in2. Food item must exist in the food menu	
Trigger: When the restaurant manager taps on the hide food item option on the application	
Pre-condition: Restaurant Manager must have a valid account in the database	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Manager taps on the option to hide food item2. Restaurant Manager hides the food item3. Application updates backend to hide the food item4. Application refreshes the page to reflect the menu of updated list of food items with the food item hidden5. End.	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Food Item is hidden from the food menu	

Makan Club

Name: Create Coupon Code	ID#:020
Stakeholders and Goals: Restaurant Manager - Wants to create coupon code	
Description: Allows the Restaurant Manager to create coupon codes to give customers	
Actors: Restaurant Manager	
Pre-condition: <ol style="list-style-type: none">1. Restaurant Manager must be successfully logged in2. Coupon Code must not exist	
Trigger: When the Restaurant Manager selects the option to create coupon code option	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Manager taps on the option to create coupon code2. Application displays manage coupon code page to create a coupon code3. Restaurant Manager enters and submits the details of the coupon code (code, value, validity period)4. Application receives the details and creates a new entry into the coupon code table5. Application notify Restaurant Manager that the code has been created6. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Coupon Code is created successfully	

Makan Club

Name: Update Coupon Code	ID#:021
Stakeholders and Goals: Restaurant Manager - Wants to update coupon code	
Description: Allows the Restaurant Manager to update coupon code	
Actors: Restaurant Manager	
Pre-condition: 3. Restaurant Manager must be successfully logged in 4. Coupon Code must not exist	
Trigger: When the Restaurant Manager selects the option to create coupon code option	
Normal Flow: 7. Restaurant Manager taps on the option to update coupon code 8. Application displays a form to update a coupon code 9. Restaurant Manager enters and submits the details of the coupon code (code, value, validity period) 10. Application receives the details and update the coupon code table 11. Application notify Restaurant Manager that the code has been updated 12. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: Coupon Code is created successfully	

Makan Club

4.7 Restaurant Owner

Name: View Average Spend Per Visit	ID#: 022
Stakeholders and Goals: Restaurant Owner - wants to know the average spending per visit	
Description: Restaurant Owner wants to generate a report to know the average spending in the restaurant	
Actors: Restaurant Owner	
Pre-condition: Restaurant Owner must be successfully logged in	
Trigger: Restaurant Owner wants to view report	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Owner logs in2. Application retrieves records from database and calculates backend the average spending per visit.3. Application displays the result and visible to Restaurant Owner4. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: -	

Makan Club

Name: View Average Number of Customers Per Day	ID#: 023
Stakeholders and Goals: Restaurant Owner - wants to know how many customers patronizes the restaurant every day.	
Description: Restaurant Owner - wants to generate a report to find the average number of customers that orders daily	
Actors: Restaurant Owner	
Pre-condition: Restaurant Owner must be successfully logged in	
Trigger: Restaurant Owner wants to view report	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Owner logs in2. Application retrieves records from database and calculates backend the average number of customers per day3. Application displays the result and visible to Restaurant Owner4. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: -	

Makan Club

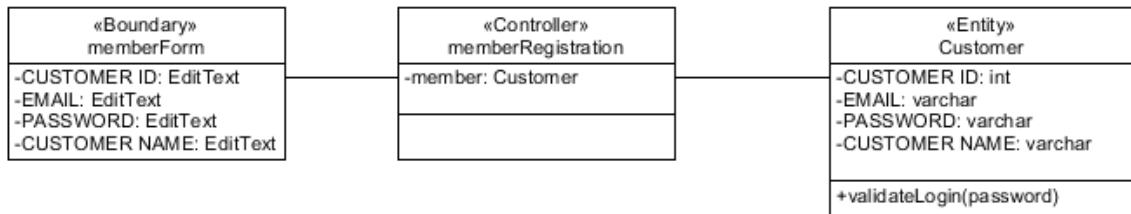
Name: View Top 3 Popular Food Item	ID#: 024
Stakeholders and Goals: Restaurant Owner - Wants to view the top 3 popular food items.	
Description: To allow the restaurant owner to view the top 3 popular food item	
Actors: Restaurant Owner	
Pre-condition: Restaurant Owner must be successfully logged in	
Trigger: Restaurant Owner wants to view report	
Normal Flow: <ol style="list-style-type: none">1. Restaurant Owner taps on “Generate Report” button2. Application retrieves records from database3. Application displays the requested result and visible to Restaurant Owner4. End	
Sub-Flows: None	
Alternative/Exceptional Flows: None	
Post-condition: -	

Makan Club

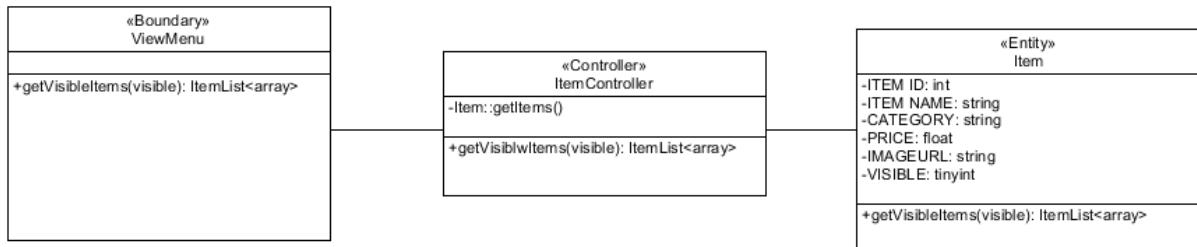
5. BCE Class Diagram

5.1 Guest

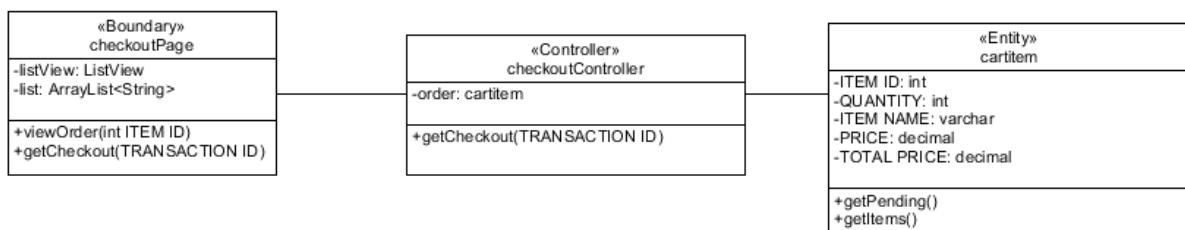
Sign Up As Member:



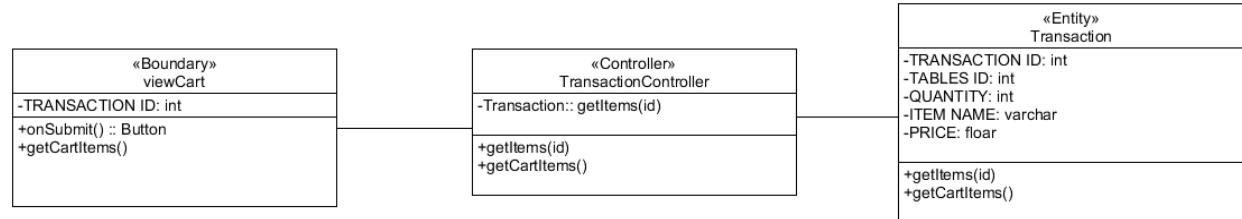
View Menu:



Checkout



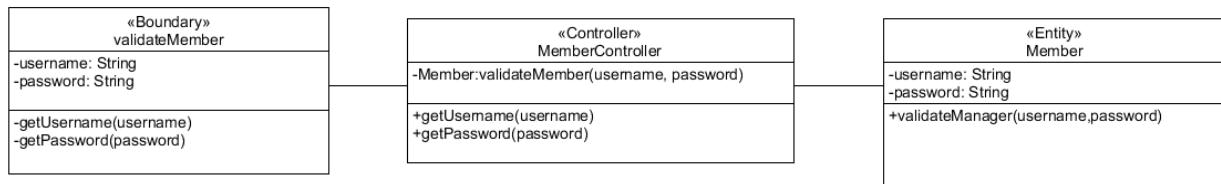
View Order Summary:



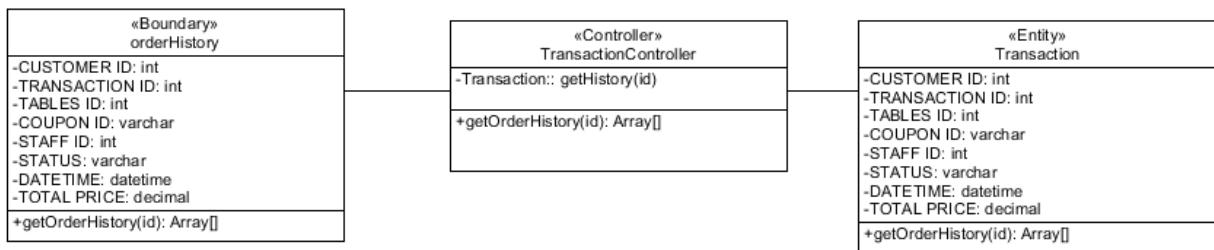
Makan Club

5.2 Member

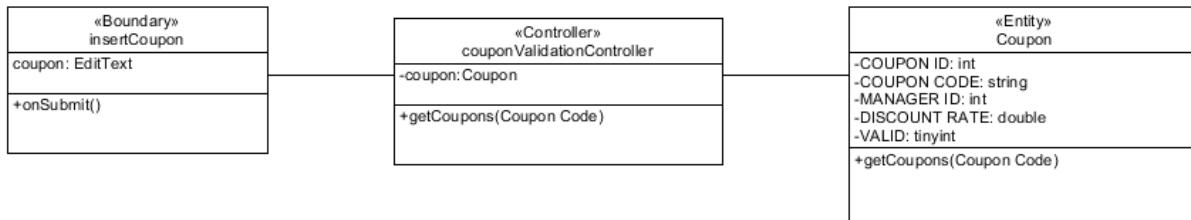
Login:



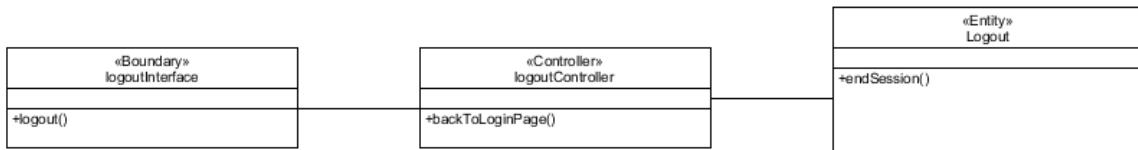
View Order History:



Insert Coupon Code:



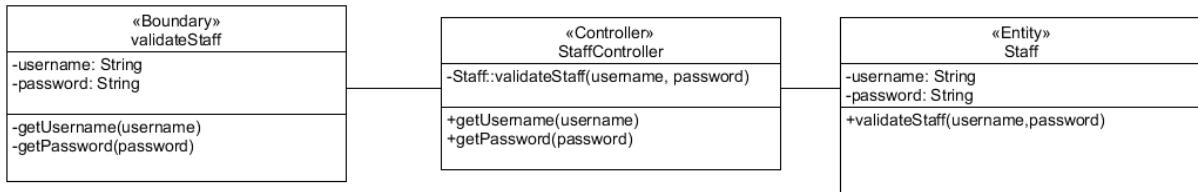
Logout



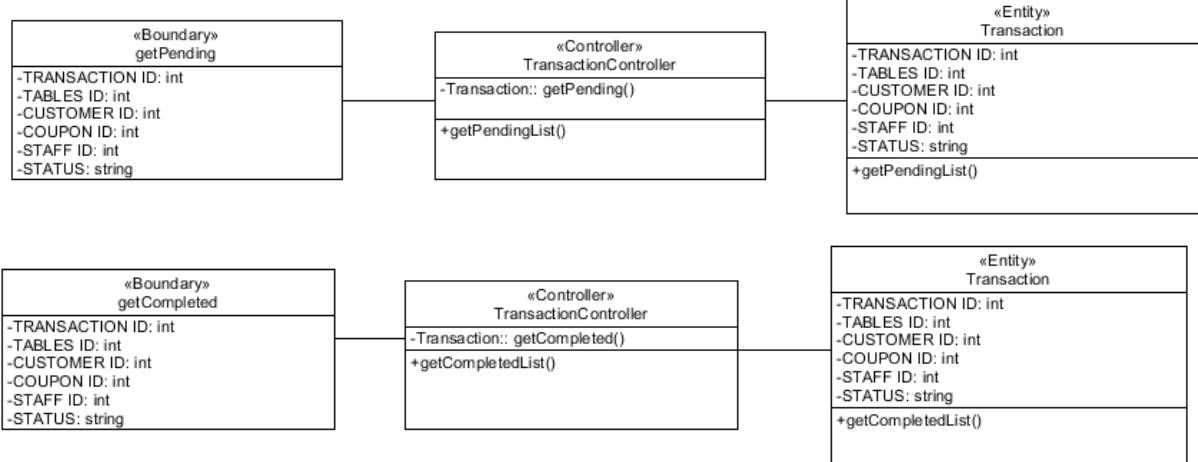
Makan Club

5.3 Restaurant Staff

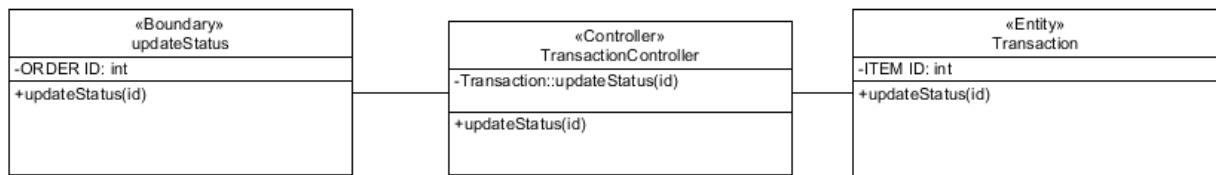
Login:



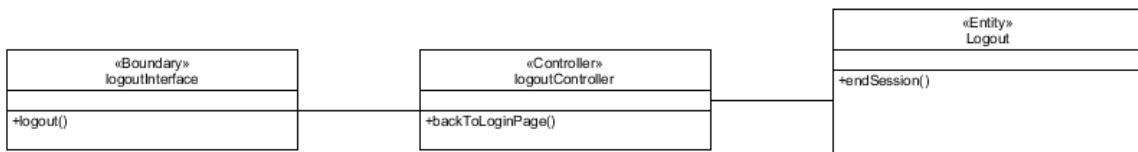
View Order Status:



Mark Order Completed:



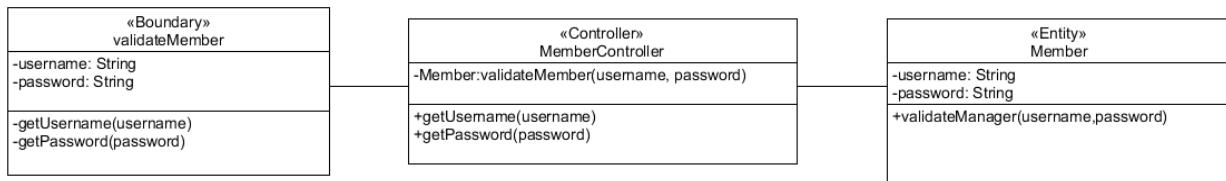
Logout



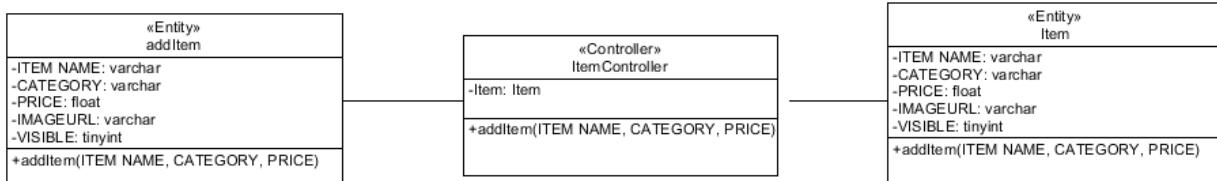
Makan Club

5.4 Restaurant Manager

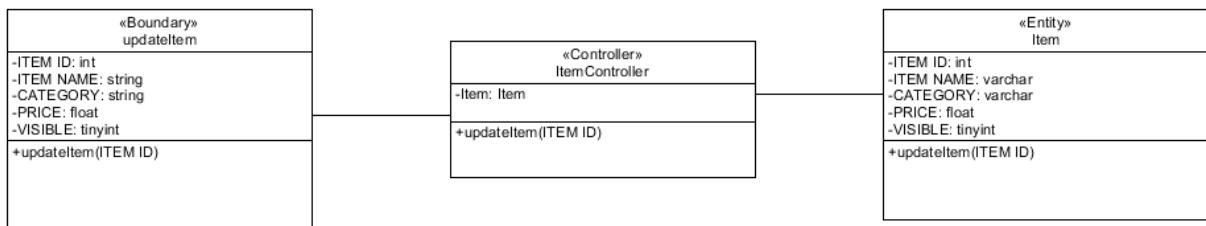
Login:



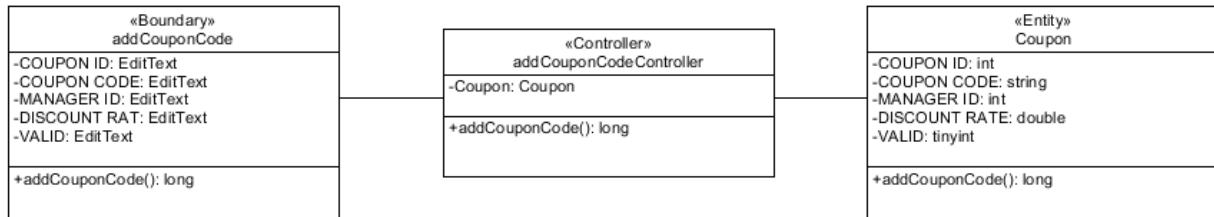
Add Food Item:



Edit Food Item:

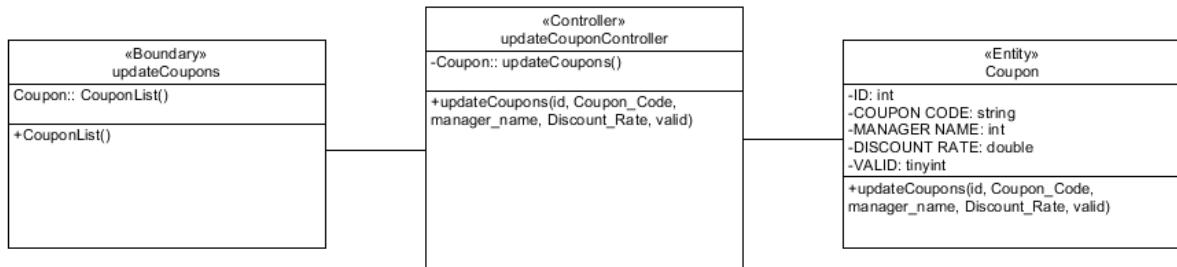


Create Coupon Code:

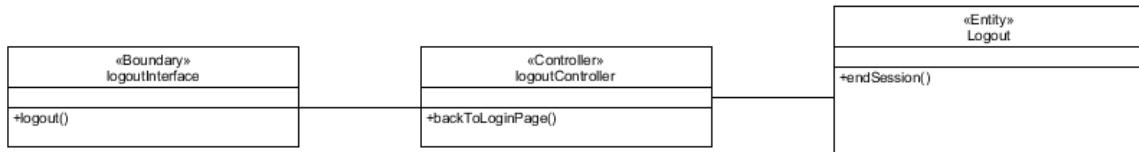


Makan Club

Update Coupon Code:



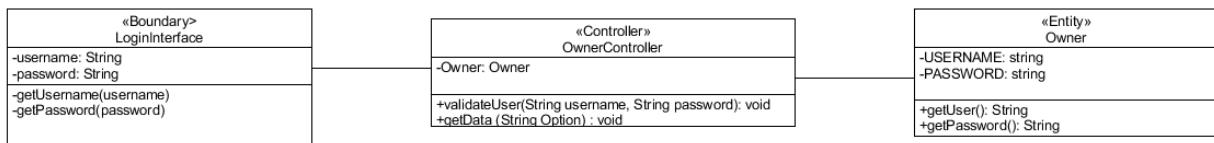
Logout



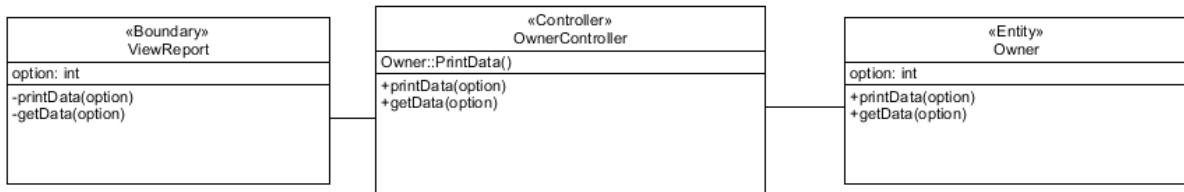
Makan Club

5.5 Restaurant Owner

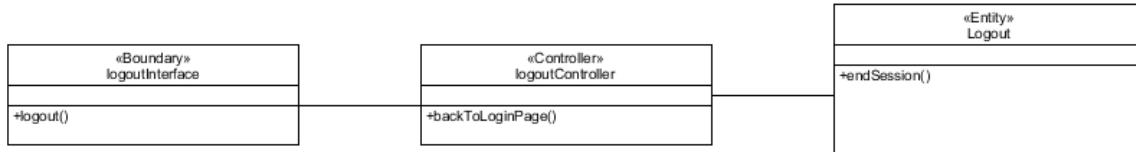
Login



View Average Spend Per Visit, View Average Number of Customers Per Day, View Top 3 Popular Food Item



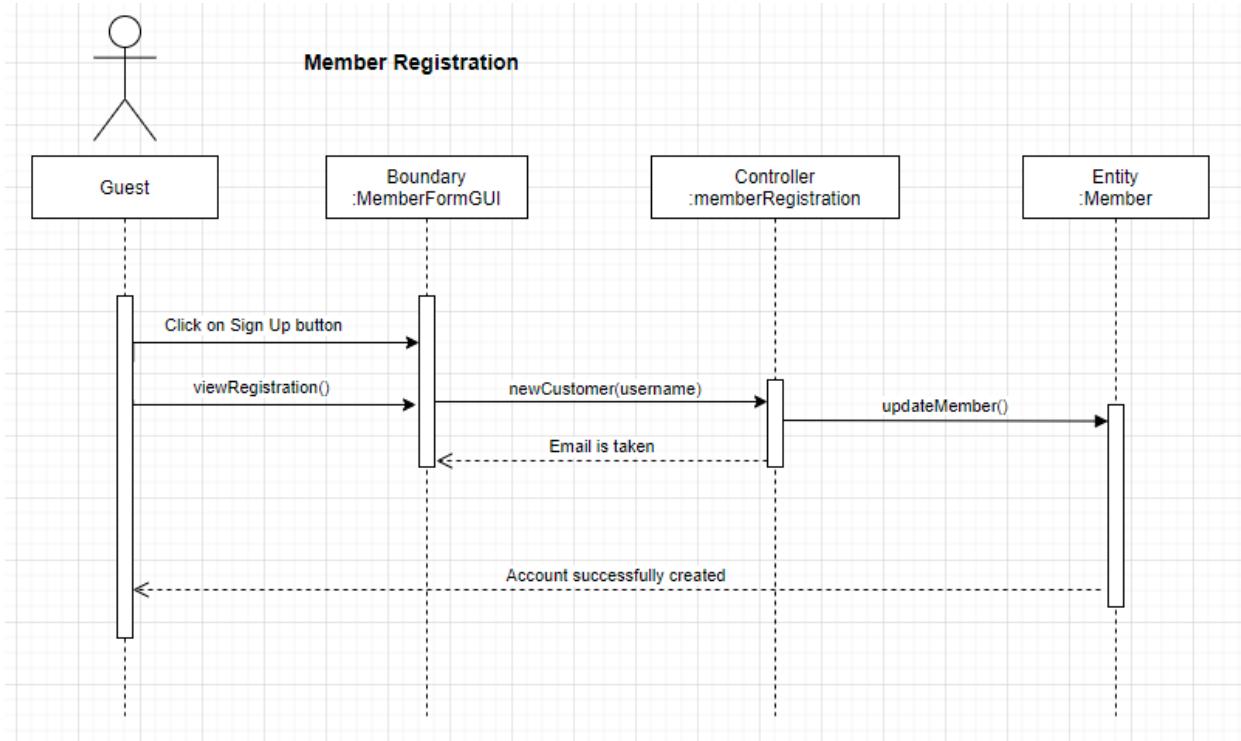
Logout



6.BCE Sequence Diagram

6.1 Guest

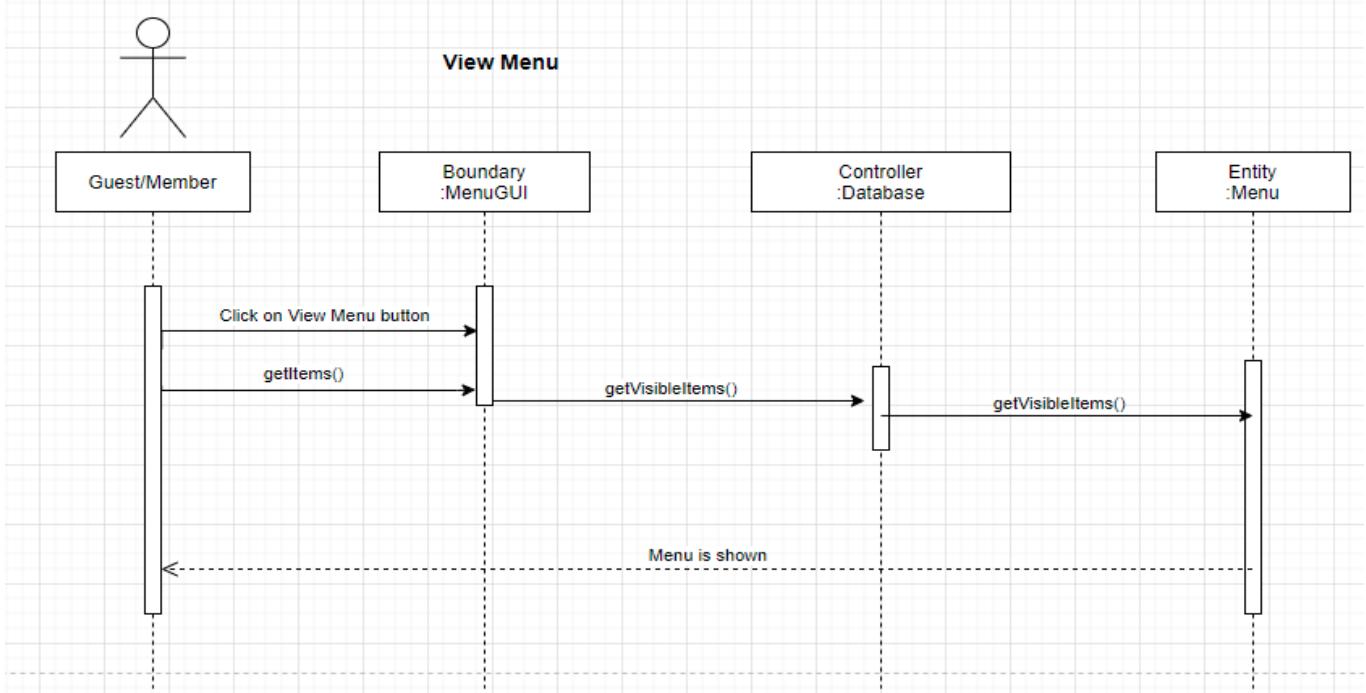
6.1.1 Sign up as member



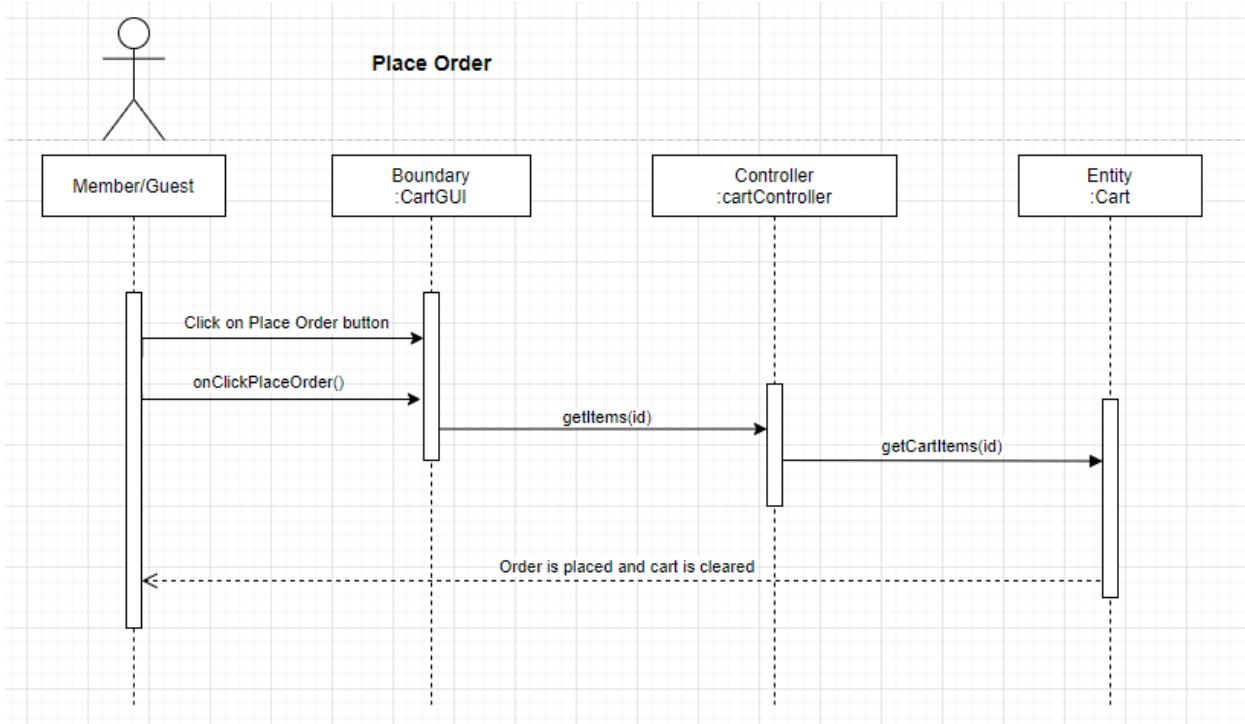
Makan Club

6.2 Guest/Member

6.2.1 View Menu

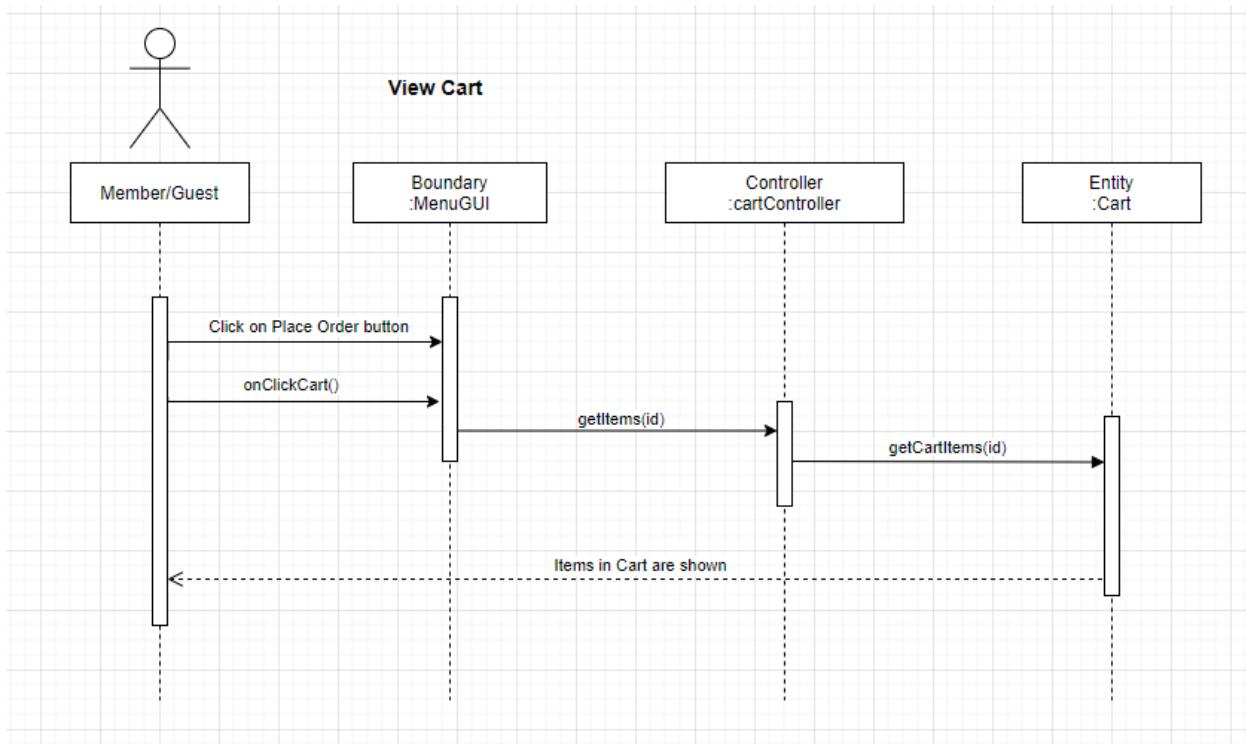


6.2.2 Place Order

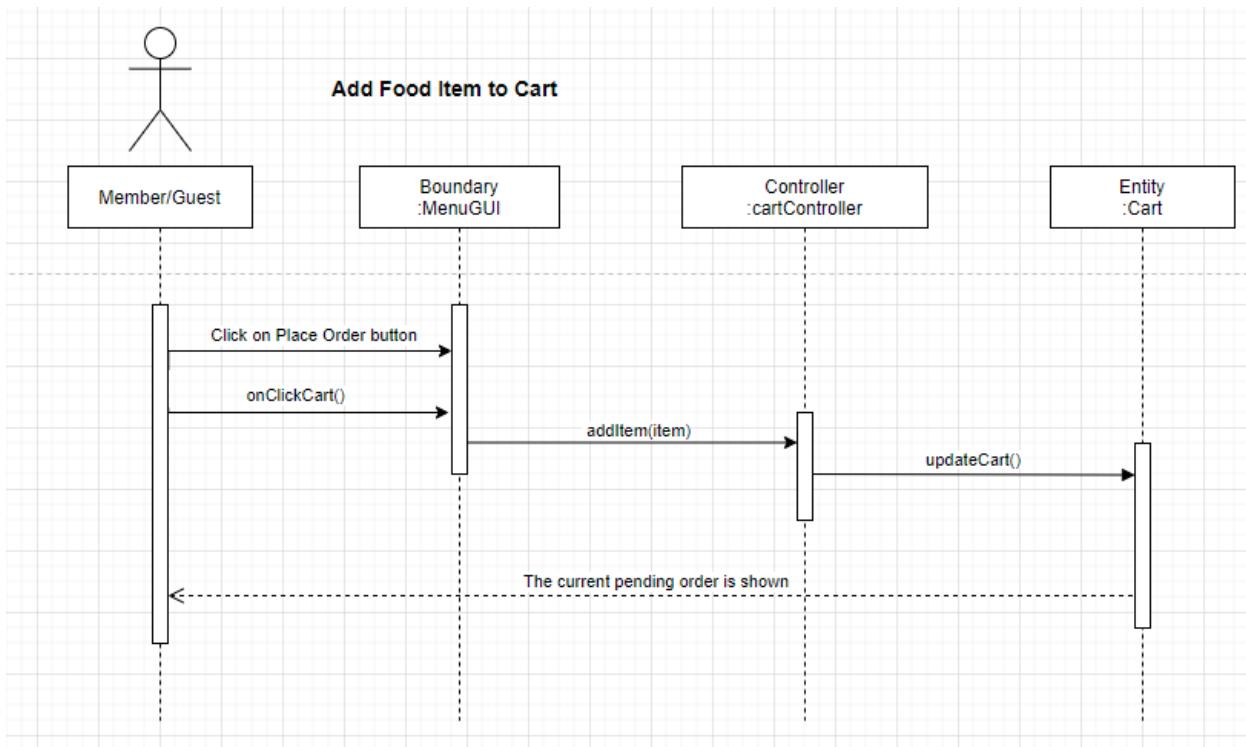


Makan Club

6.2.3 View Cart

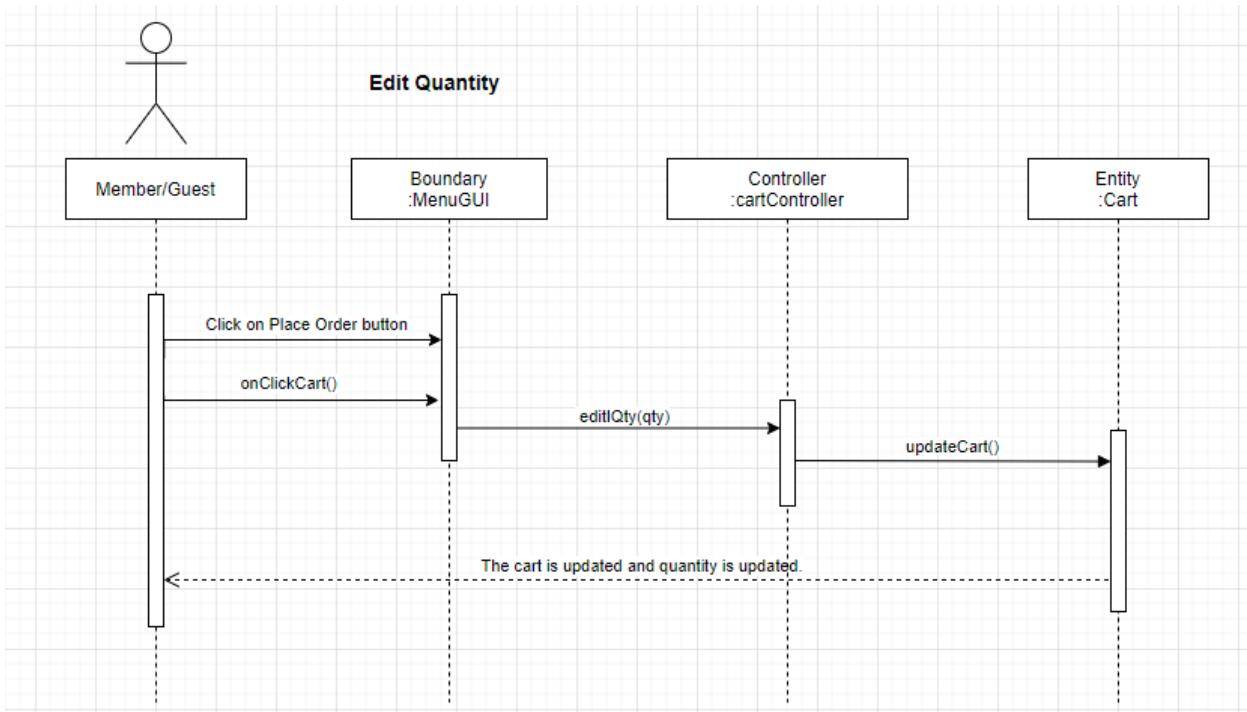


6.2.4 Add Food Item to Cart

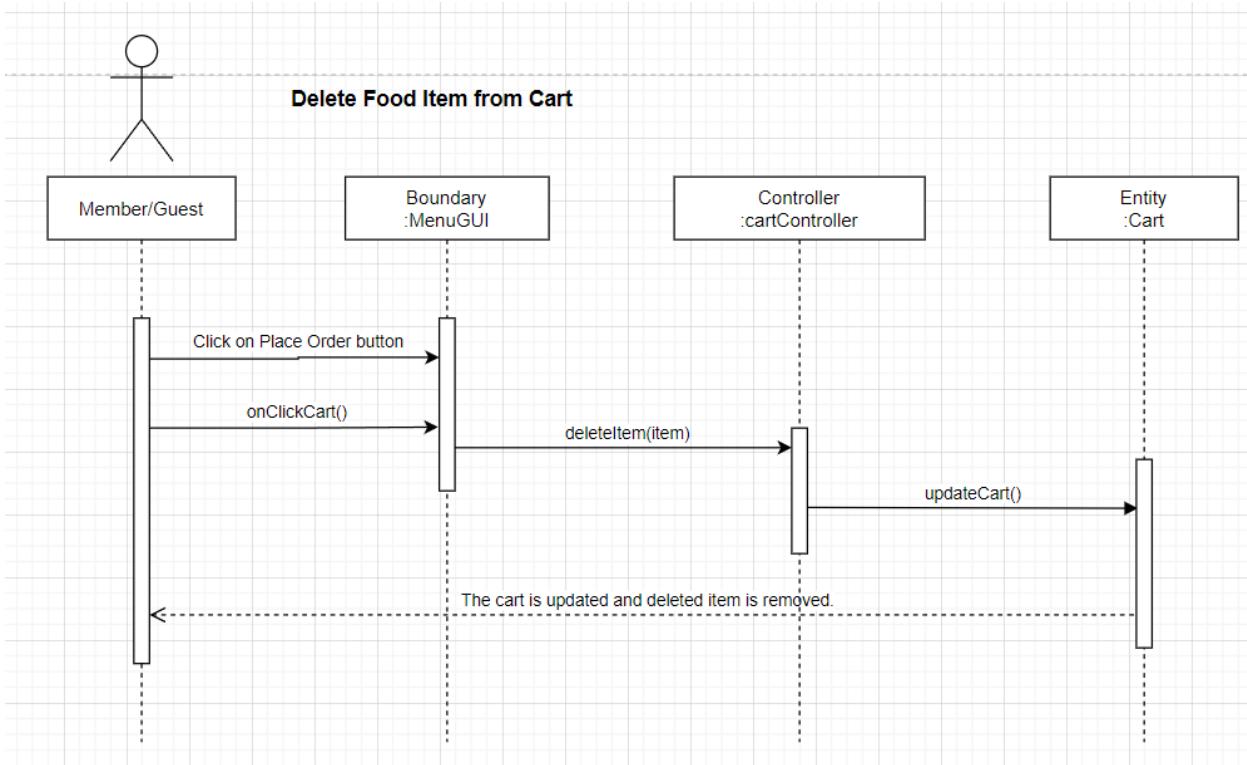


Makan Club

6.2.5 Edit Quantity

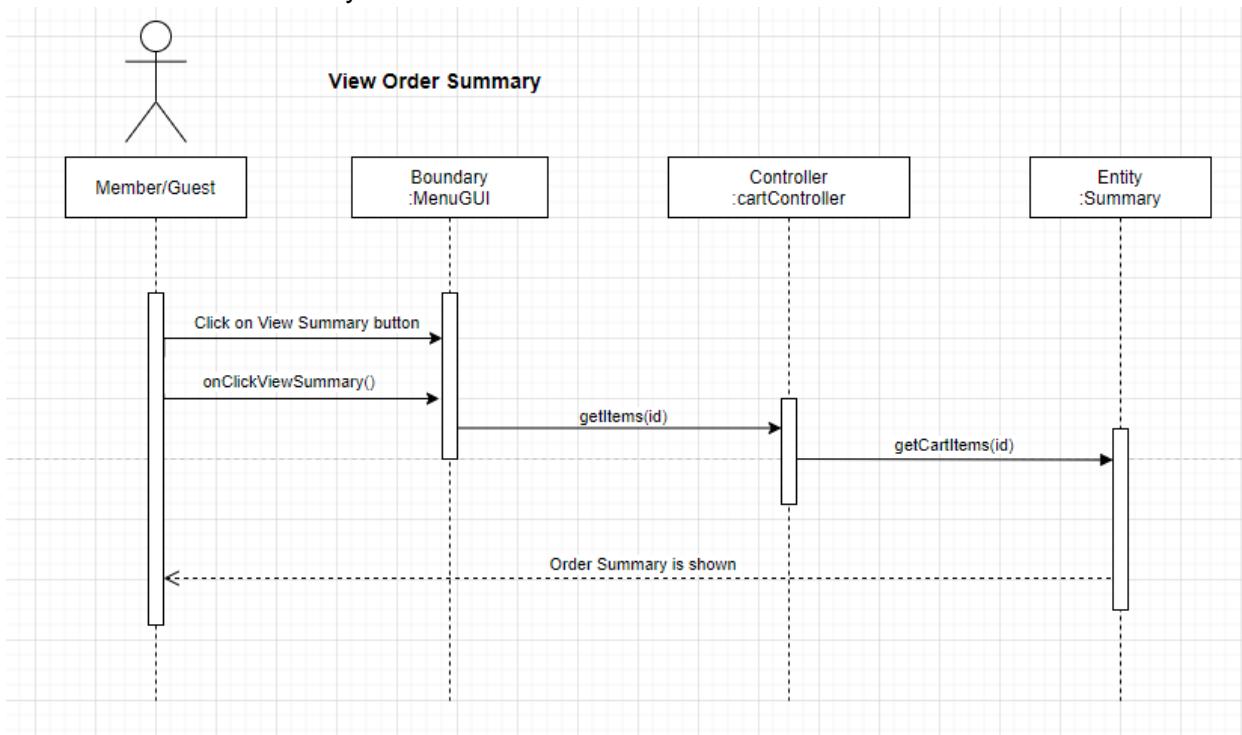


6.2.6 Delete Food Item from Cart

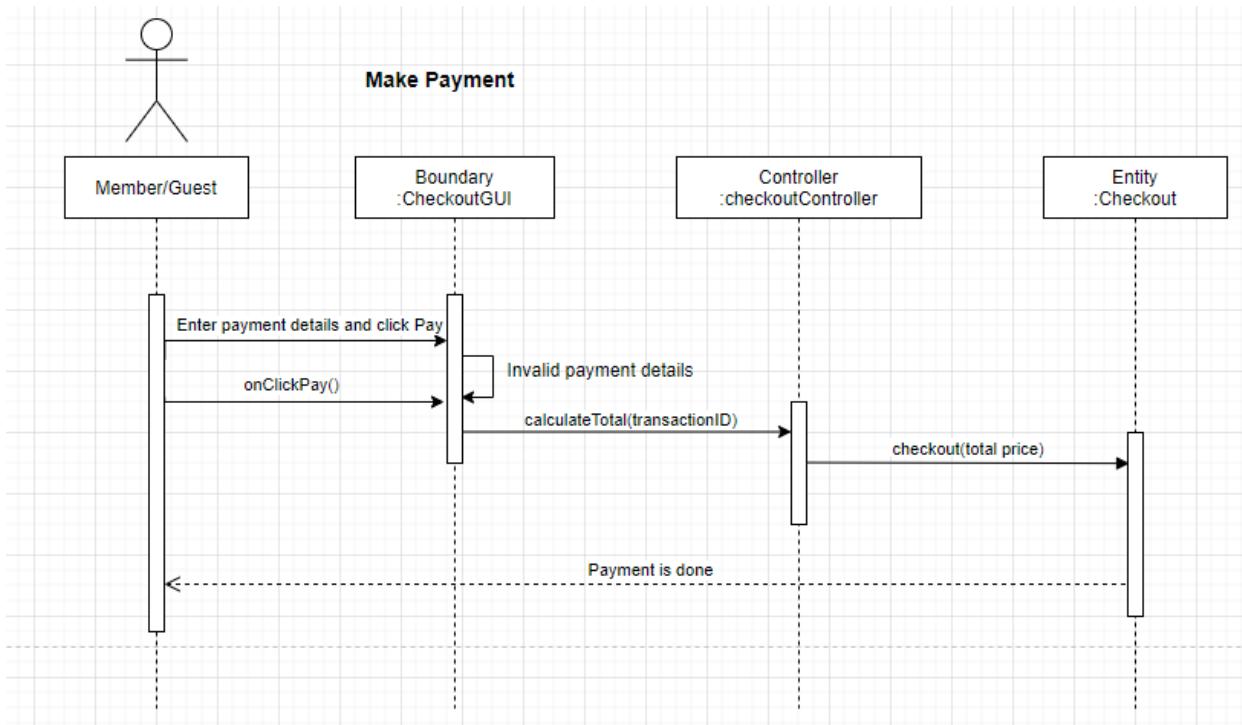


Makan Club

6.2.7 View Order Summary



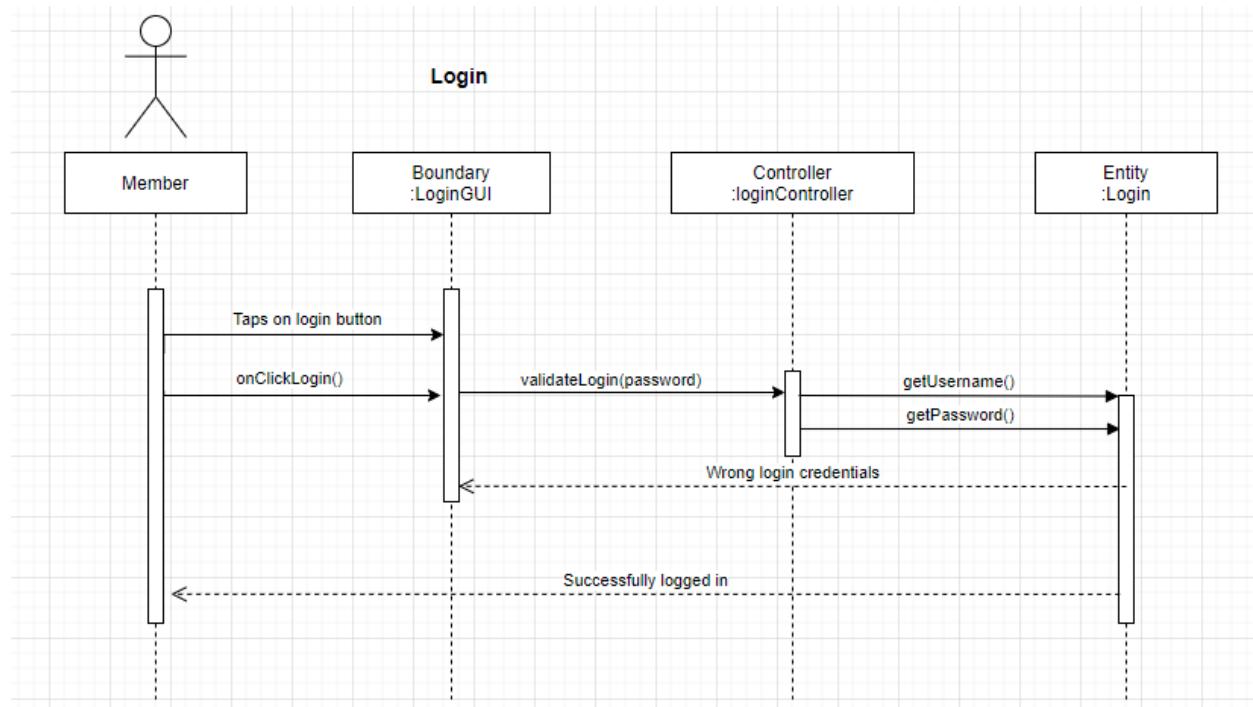
6.2.8 Make Payment



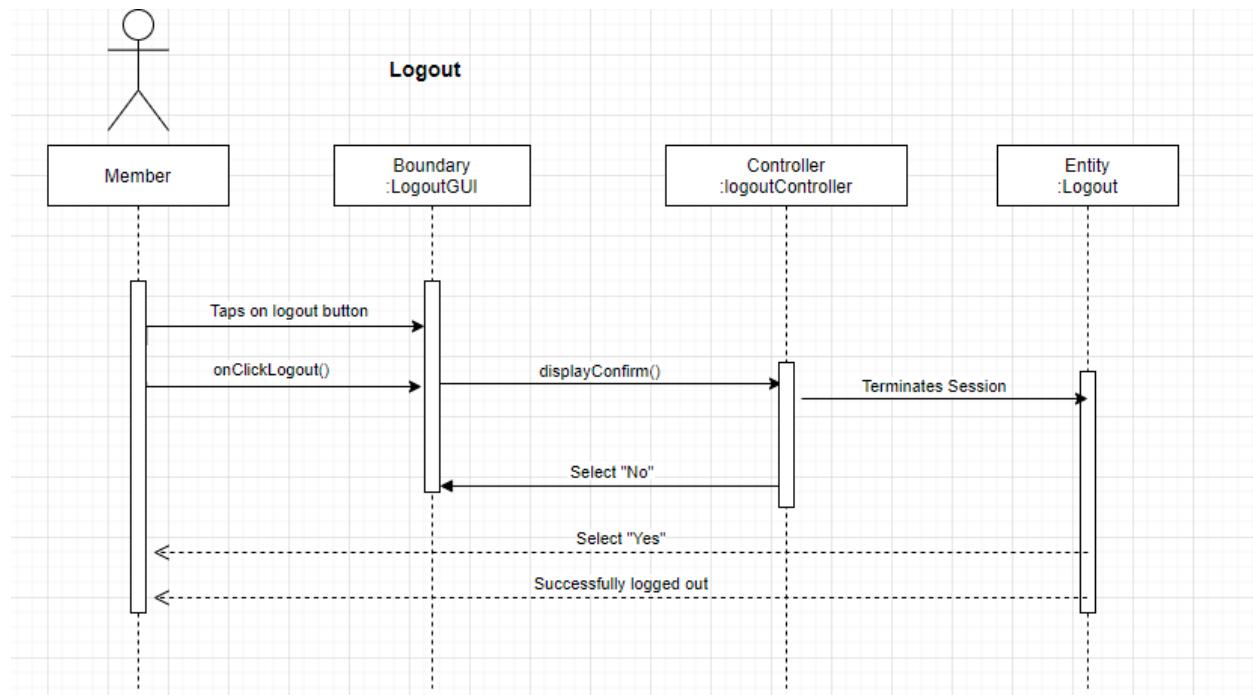
Makan Club

6.3 Member

6.3.1 Login

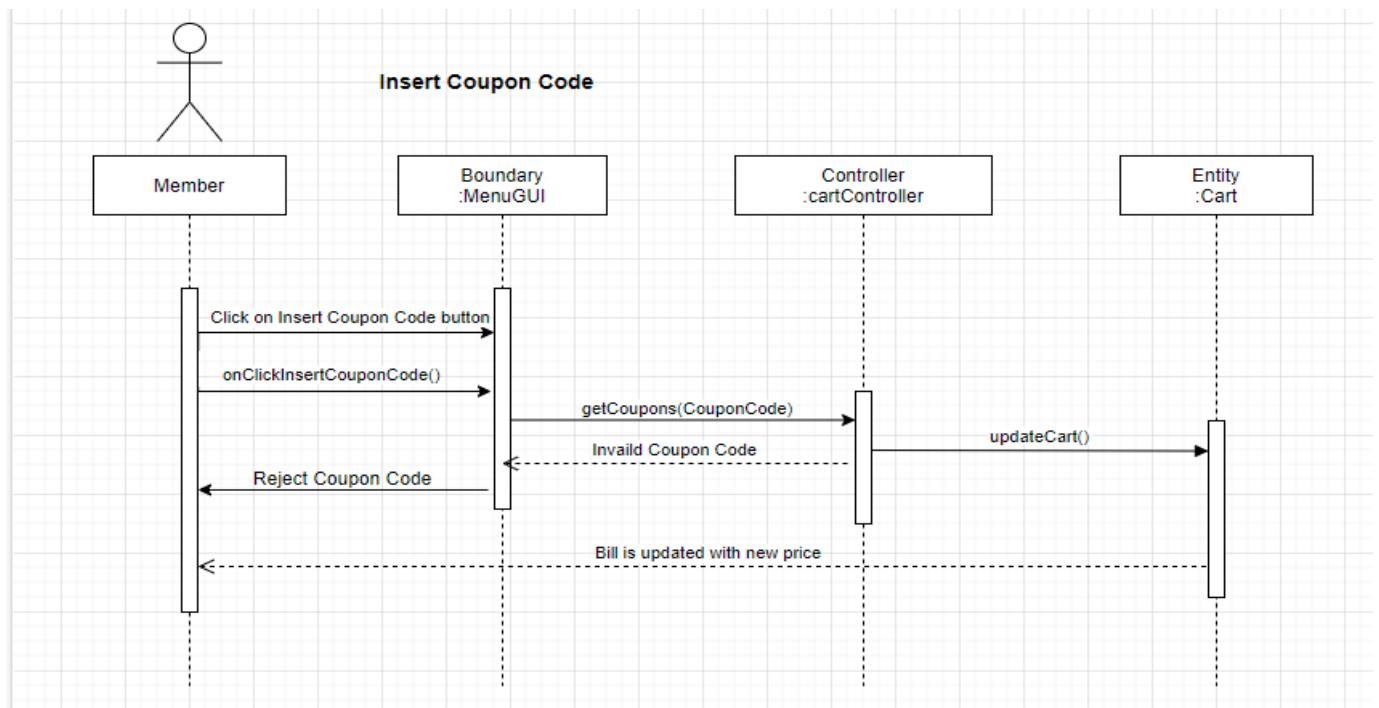


6.3.2 Logout



Makan Club

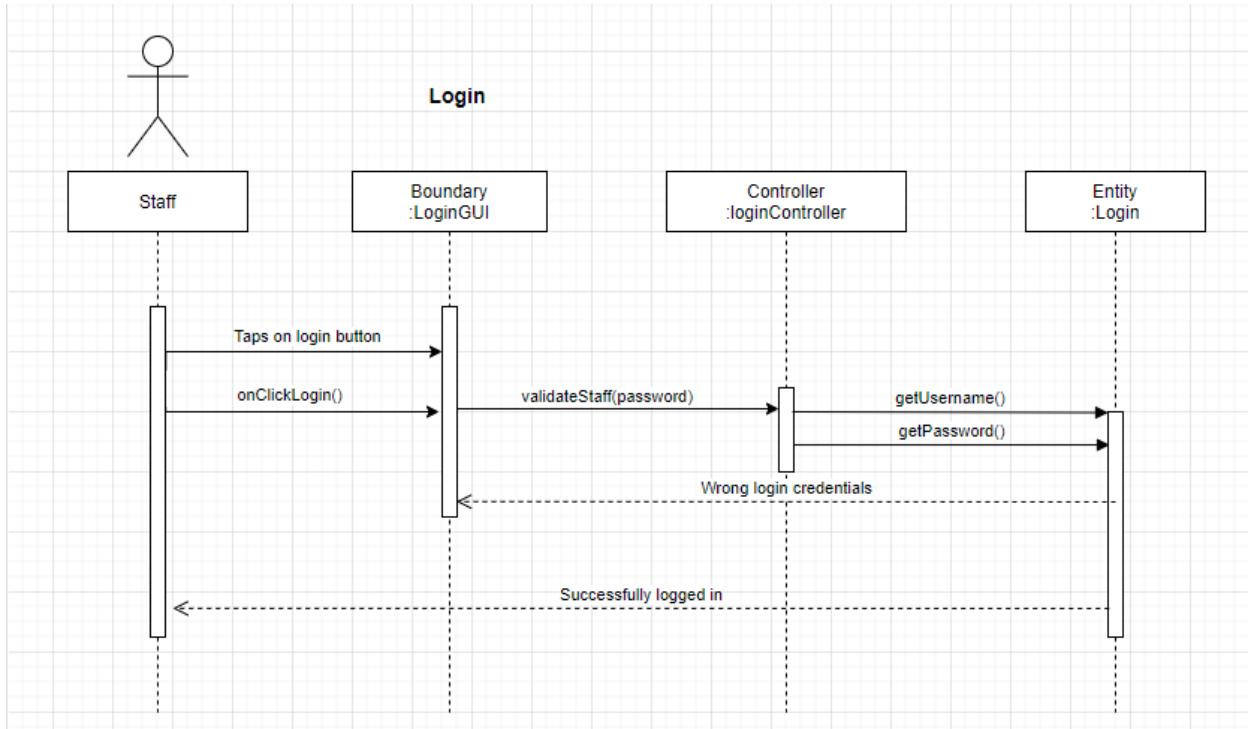
6.3.3 Insert Coupon Code



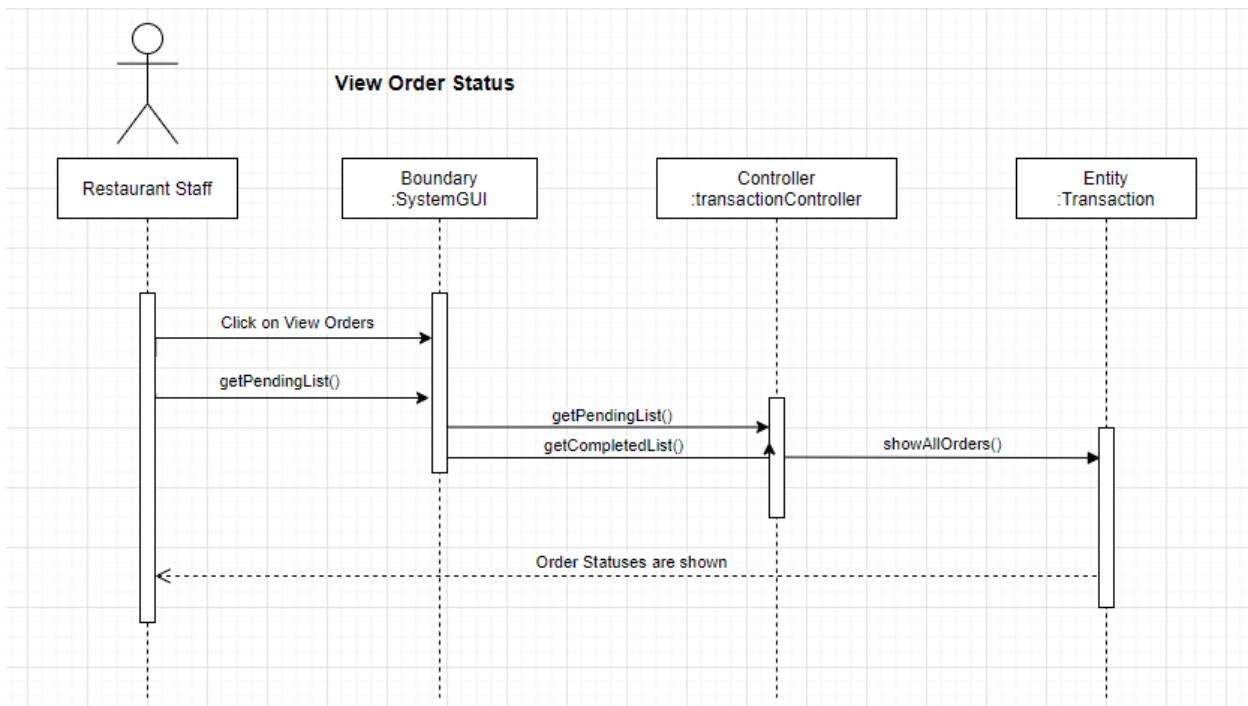
Makan Club

6.4 Restaurant Staff

6.4.1 Login

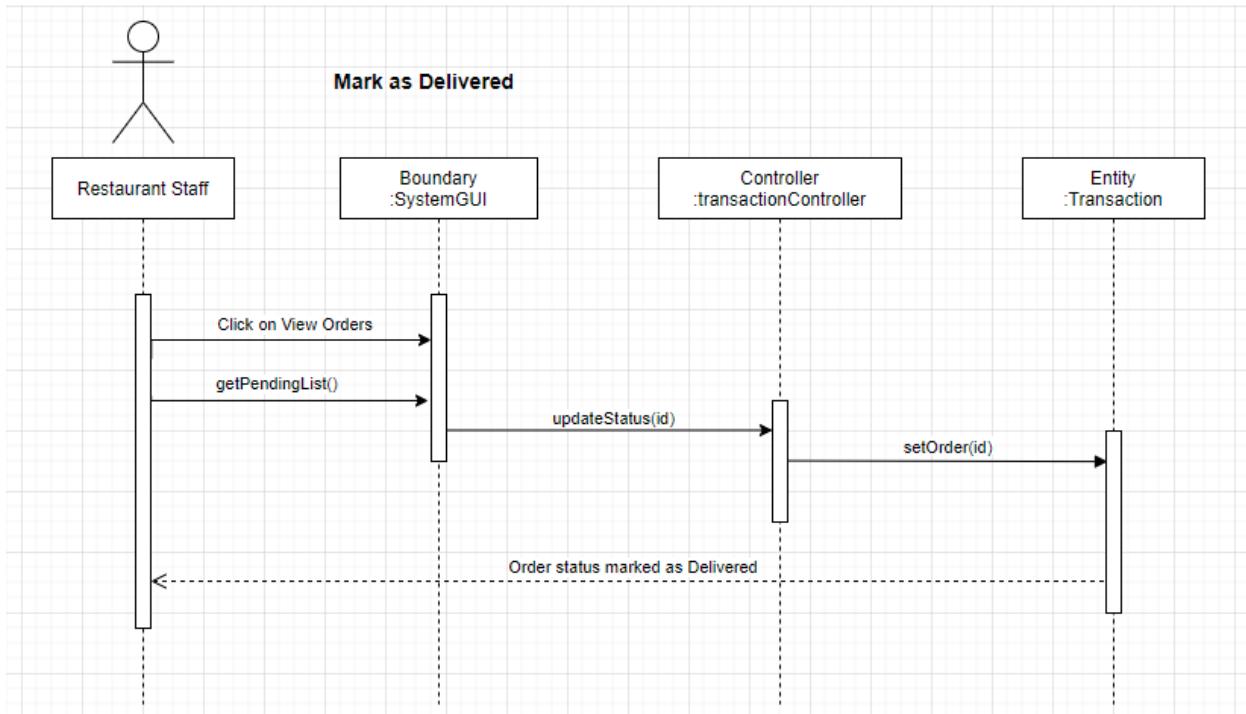


6.4.2 View Order Status

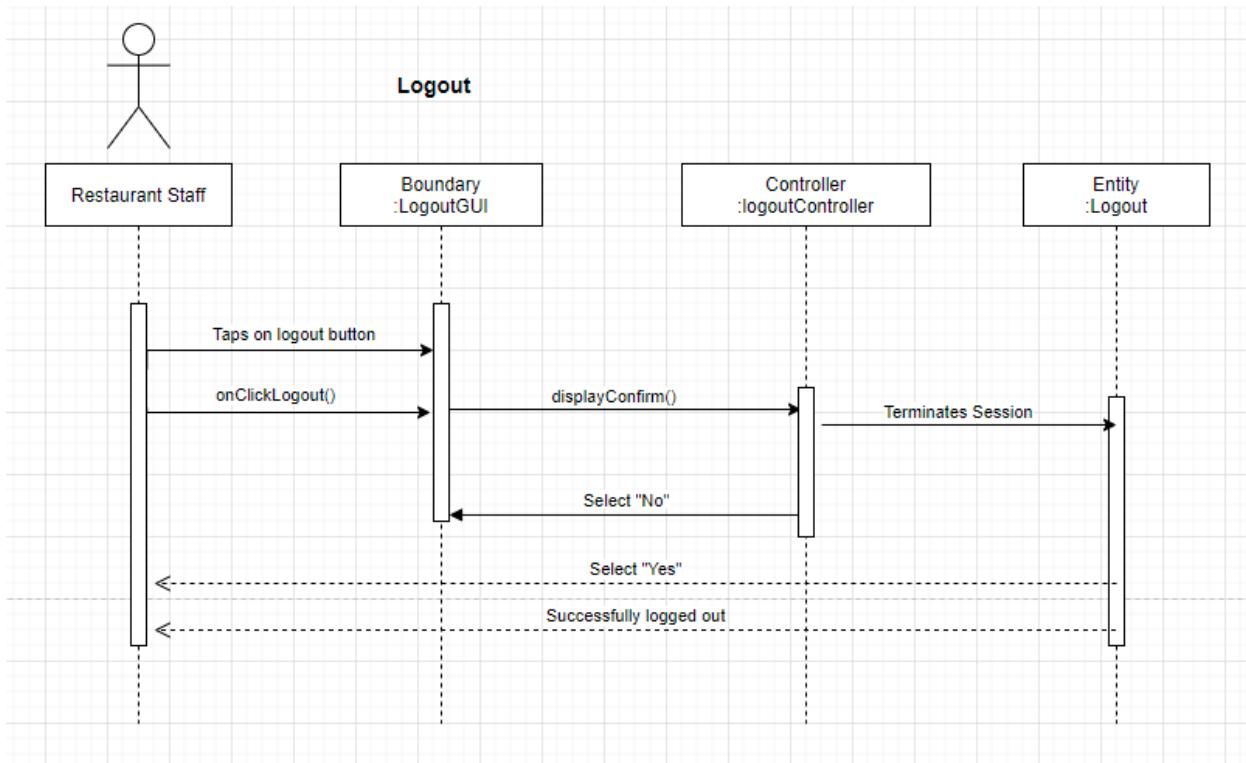


Makan Club

6.4.3 Mark Order as Completed



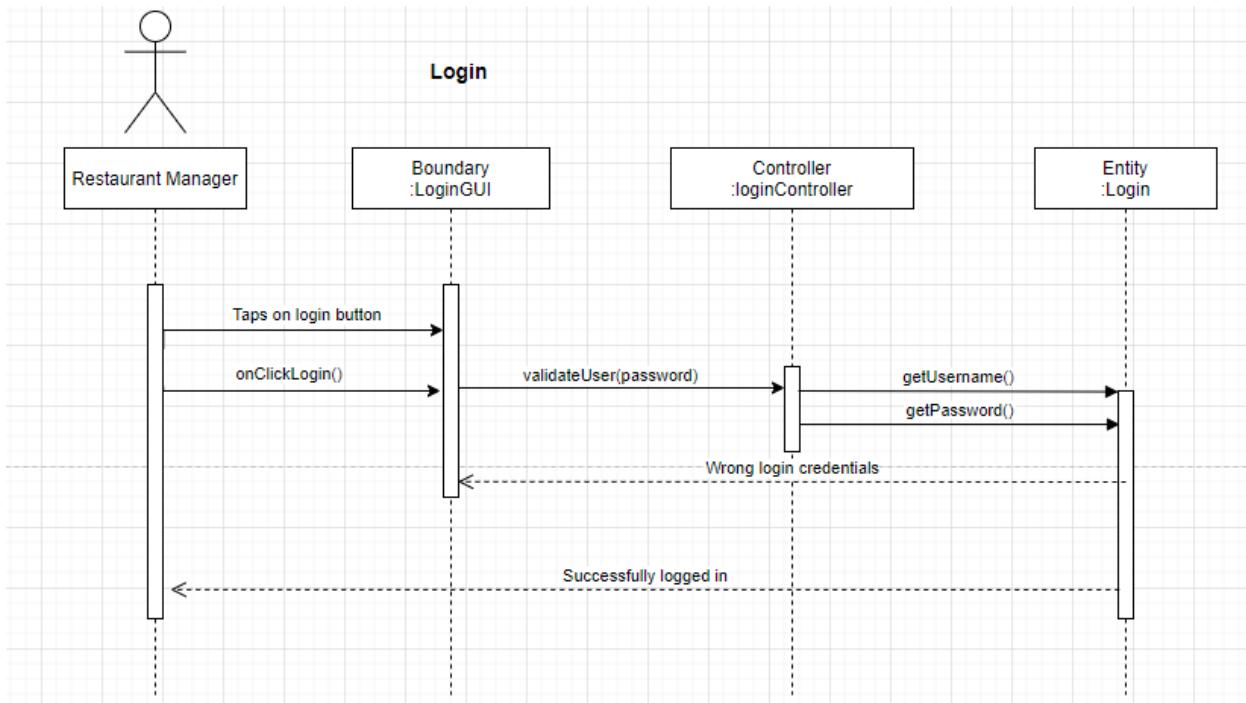
6.4.4 Logout



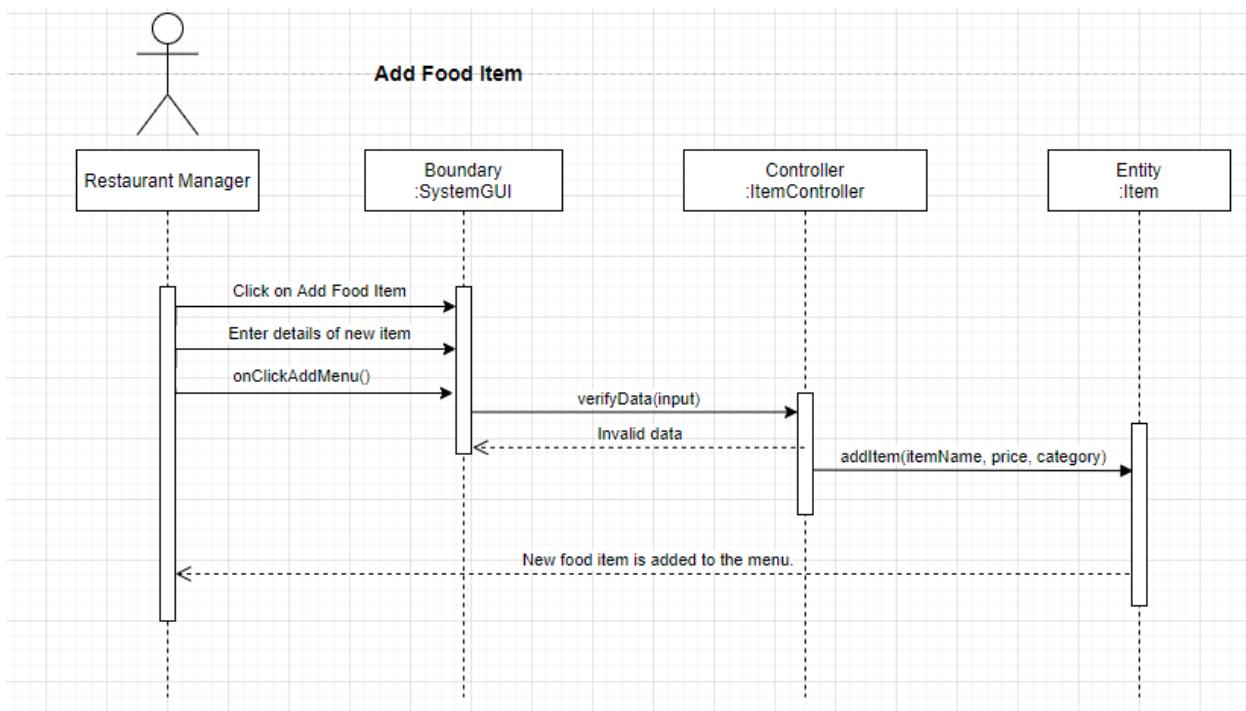
Makan Club

6.5 Restaurant Manager

6.5.1 Login

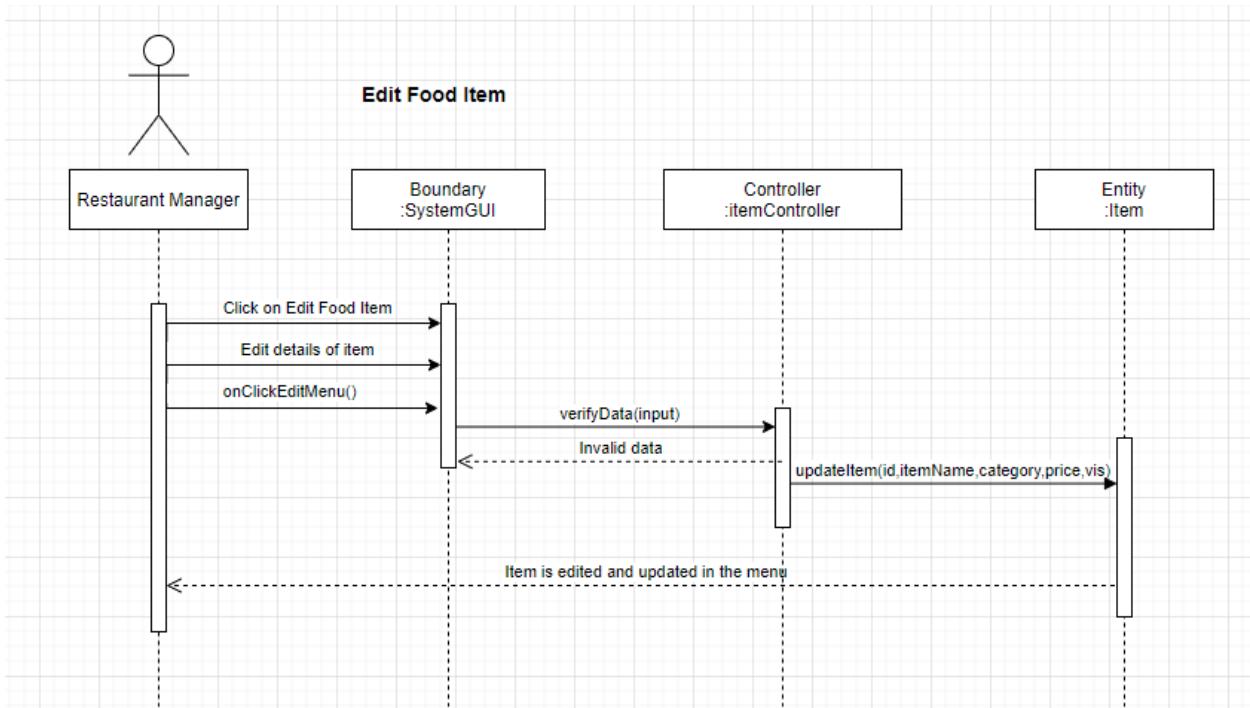


6.5.2 Add Food Item

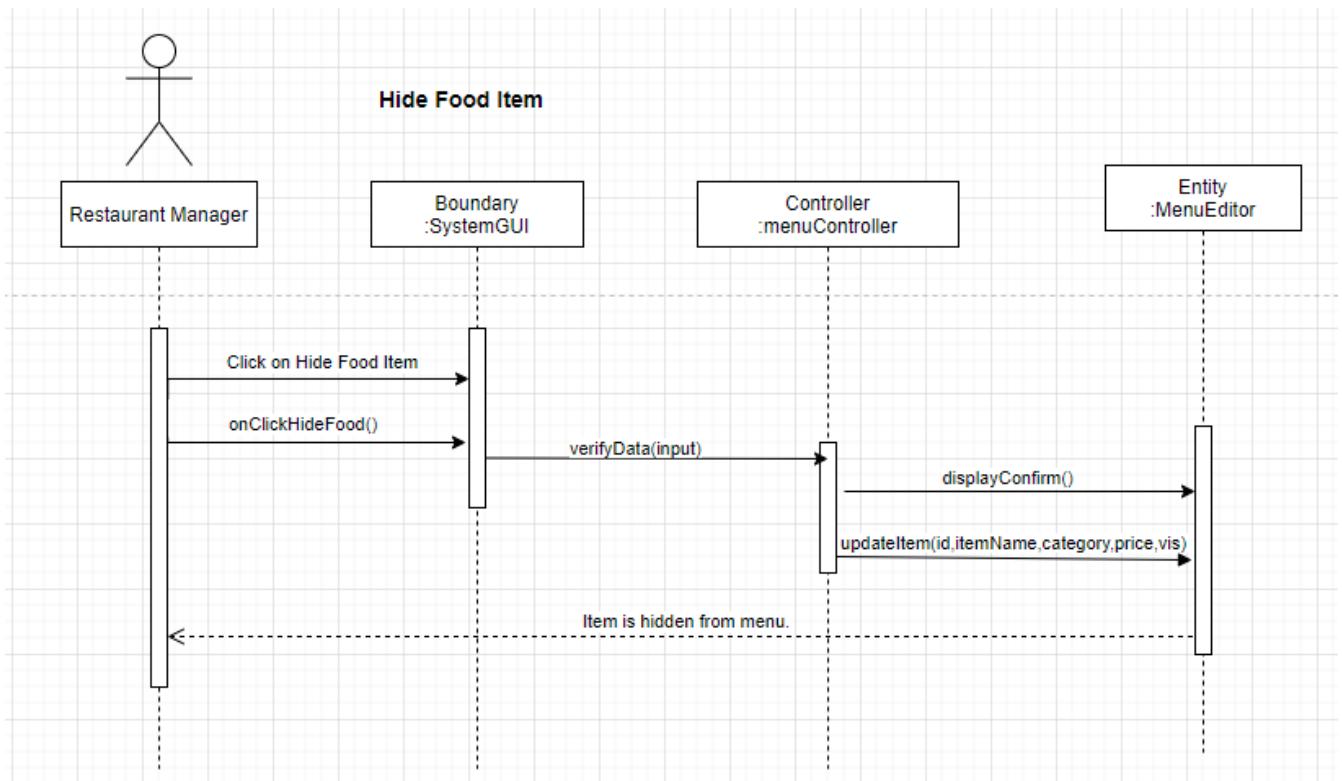


Makan Club

6.5.3 Edit Food Item

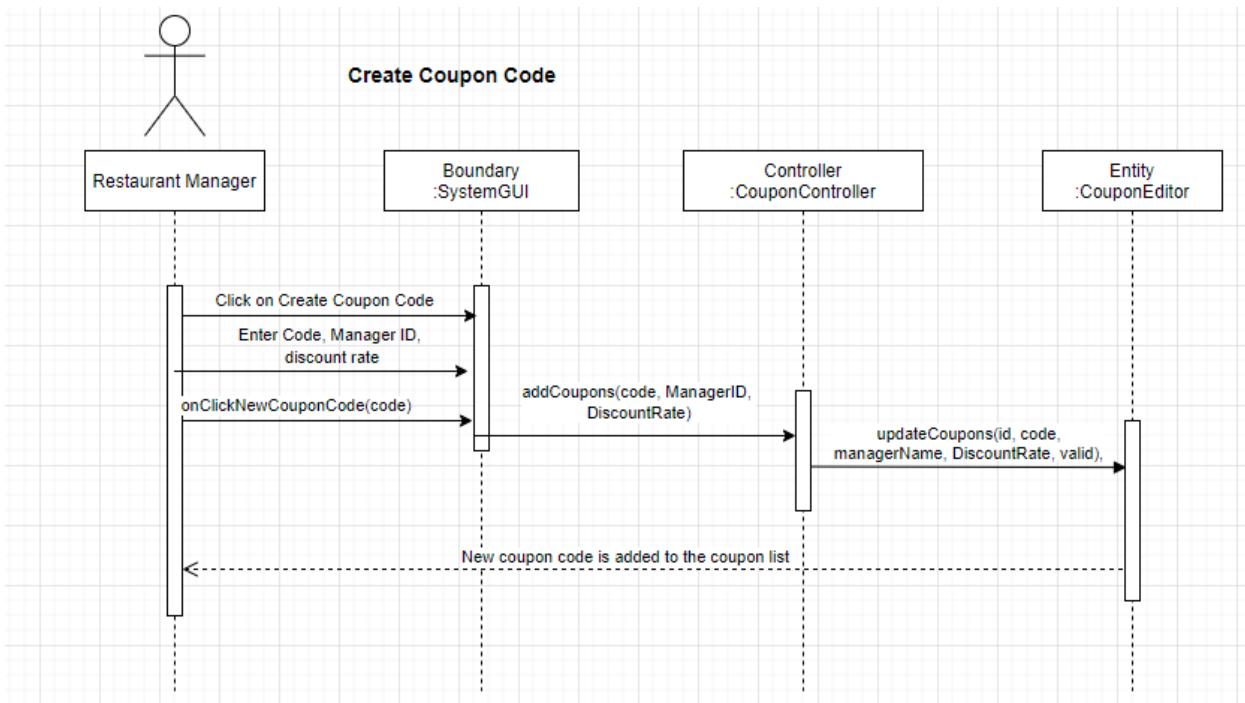


6.5.3 Hide Food Item



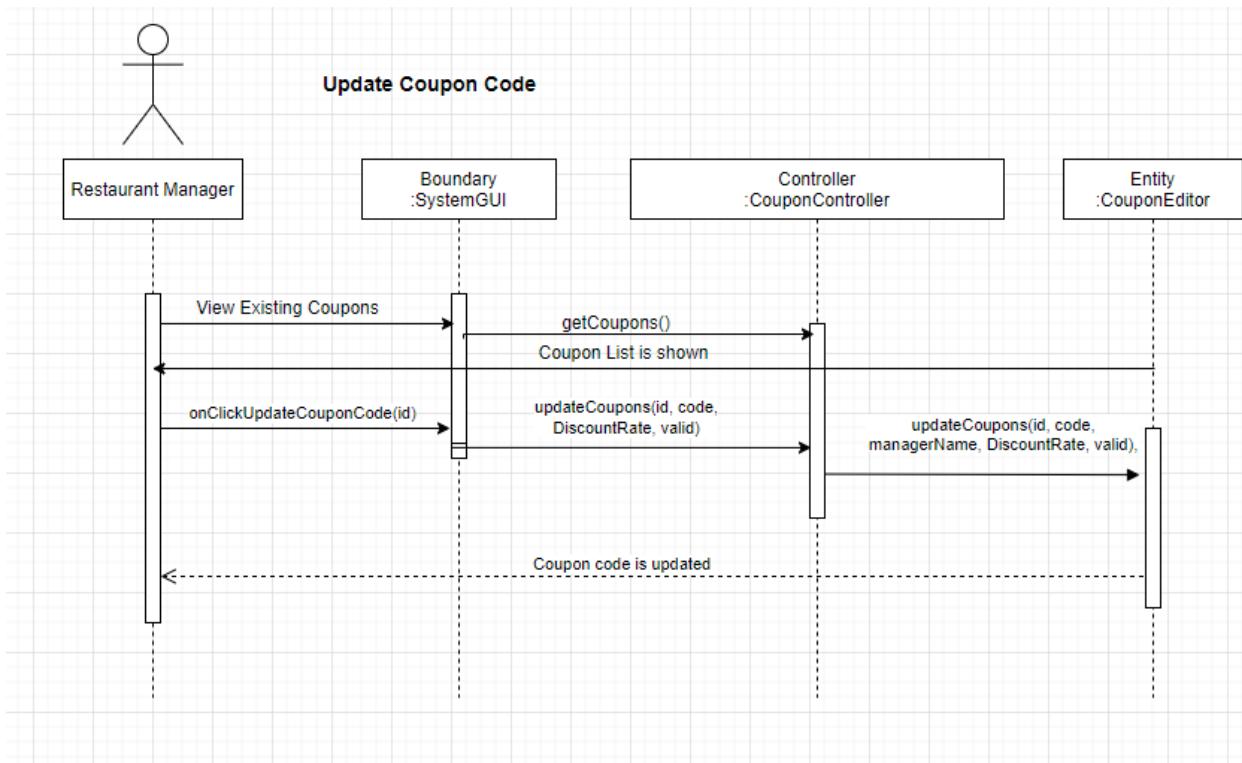
Makan Club

6.5.4 Create Coupon Code

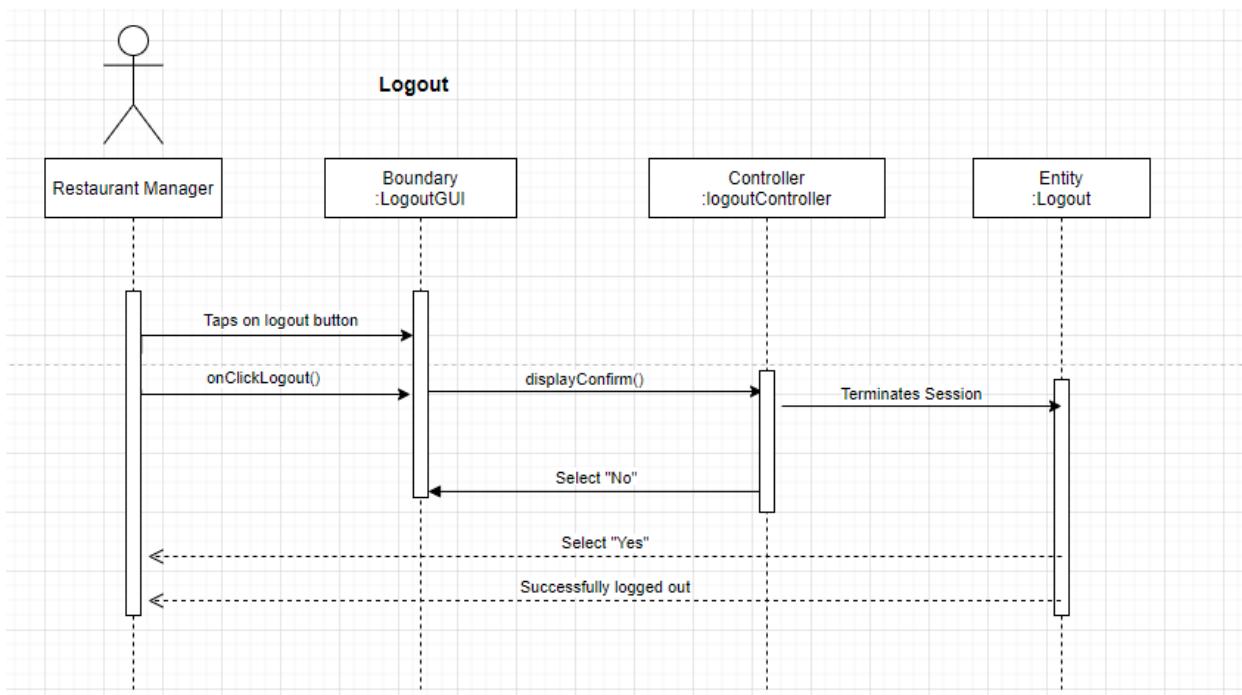


Makan Club

6.5.5 Update Coupon Code



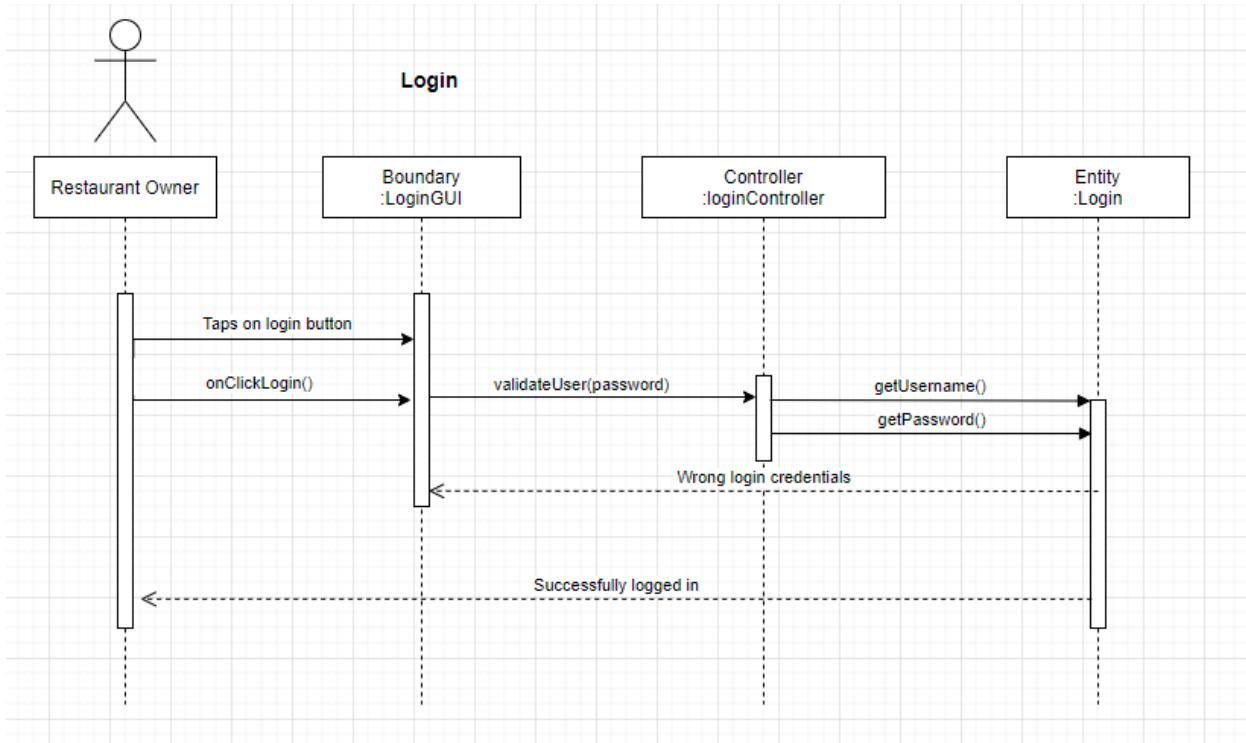
6.5.6 Logout



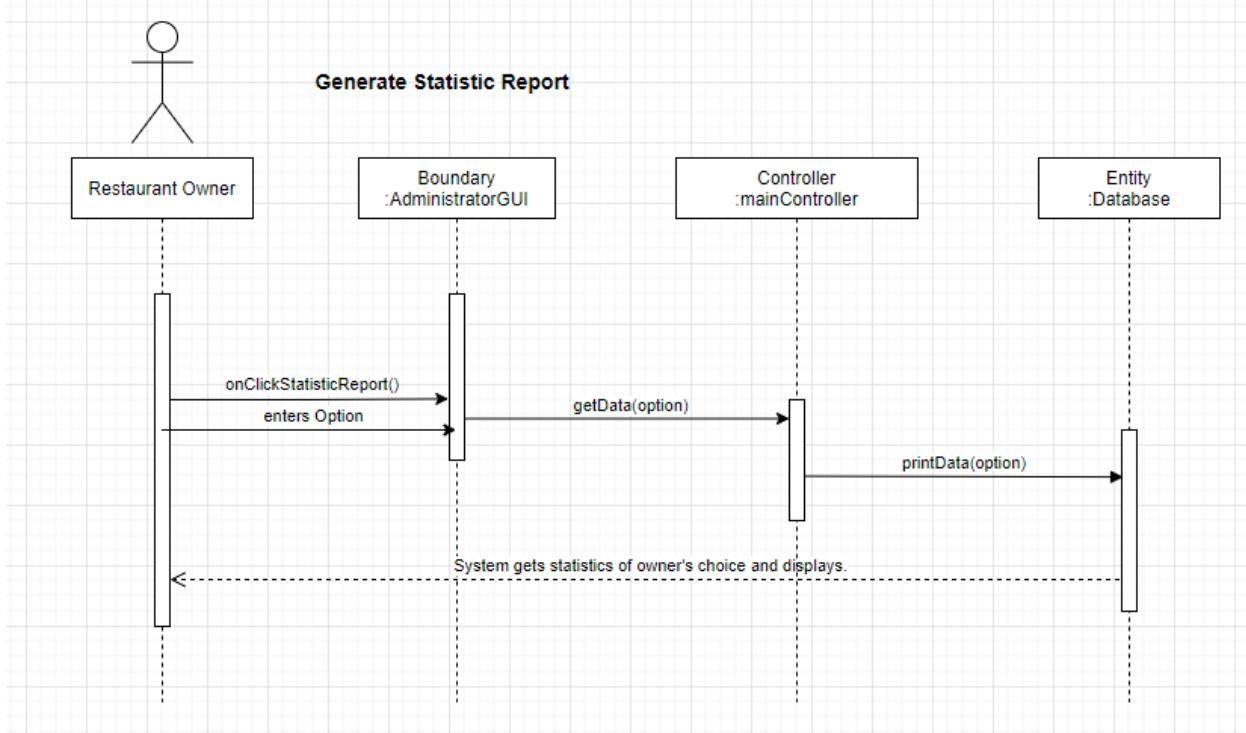
Makan Club

6.6 Restaurant Owner

6.6.1 Login

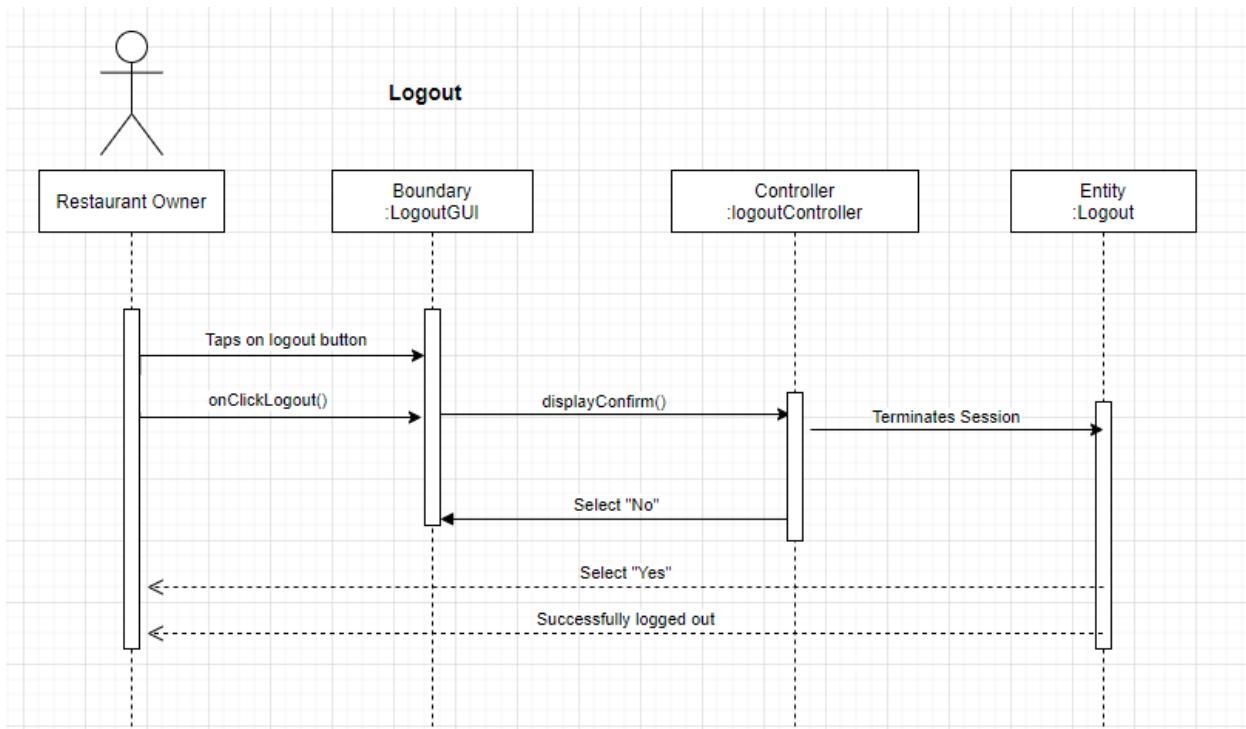


6.6.2 View Report



Makan Club

6.6.3 Logout



7. Sprints

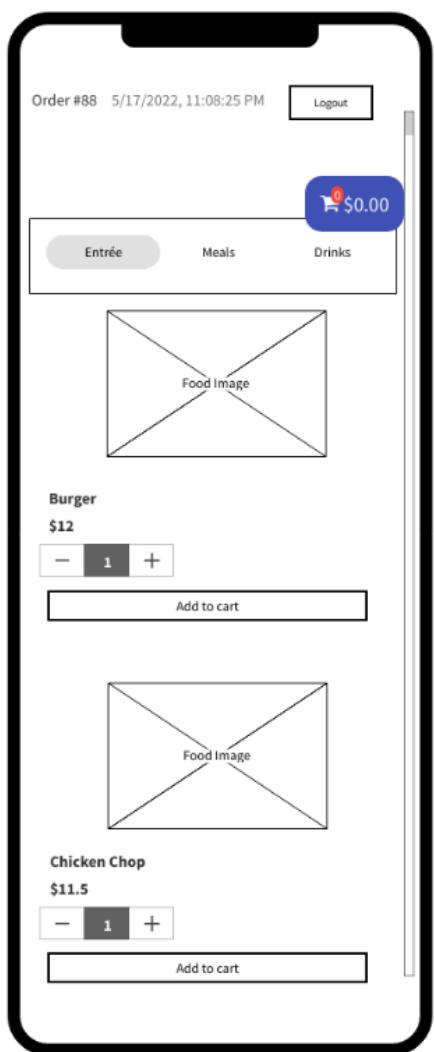
7.1 Sprint 1

7.1.1 Wireframe

7.1.1.1 Customer

Guest:

- View Menu



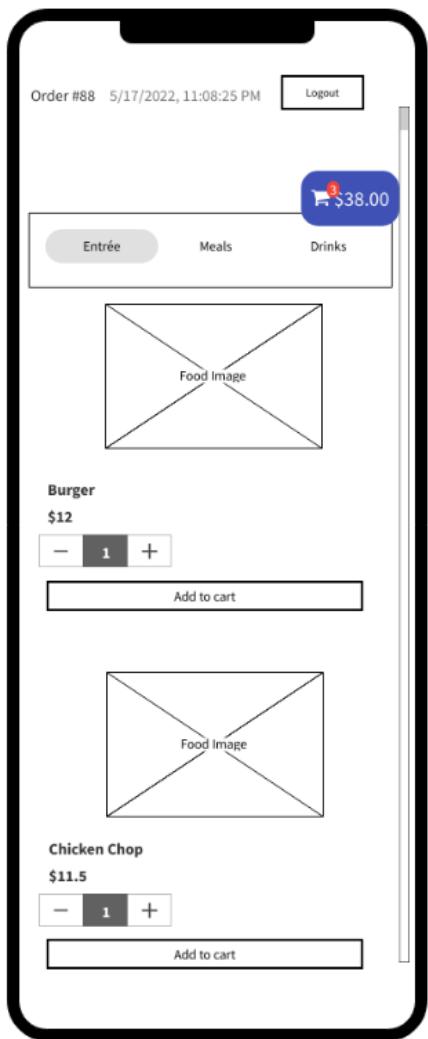
Makan Club

- Sign Up



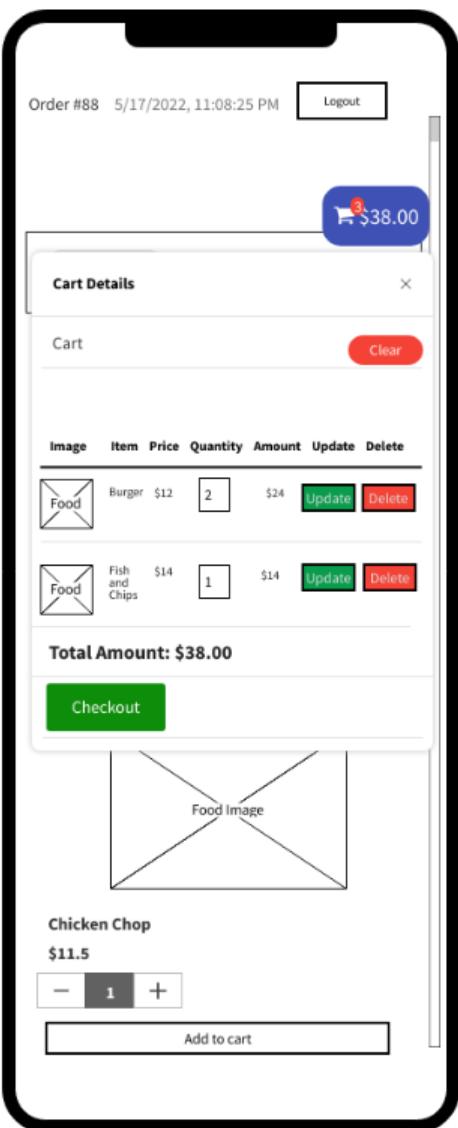
Makan Club

- Add Item to Cart



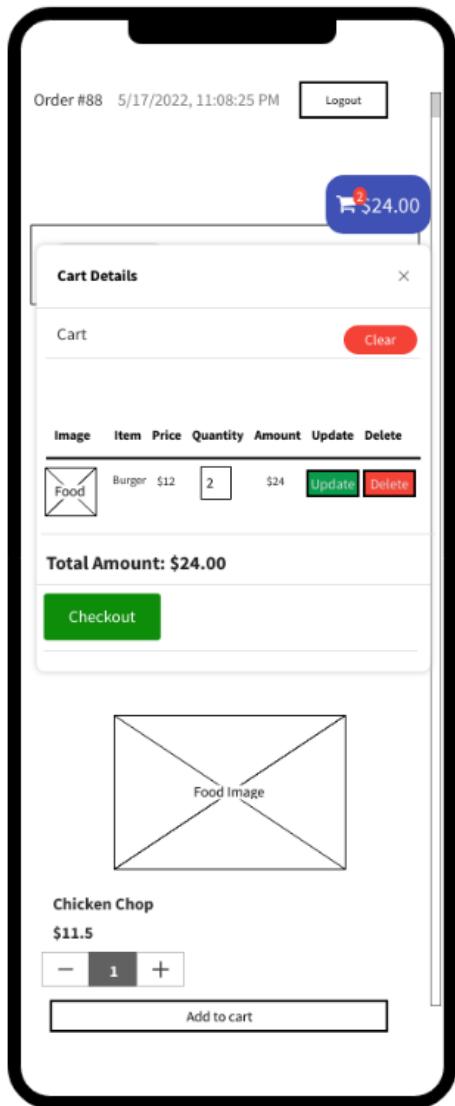
Makan Club

- View Cart Details



Makan Club

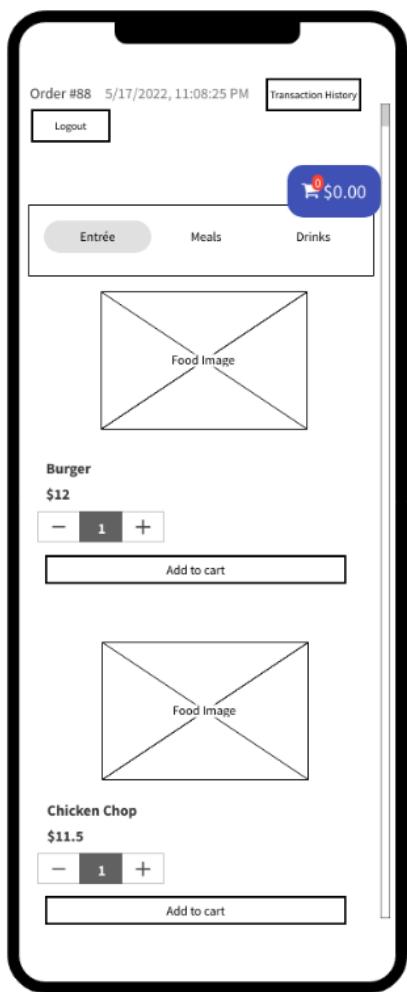
- Delete Item from Cart



Makan Club

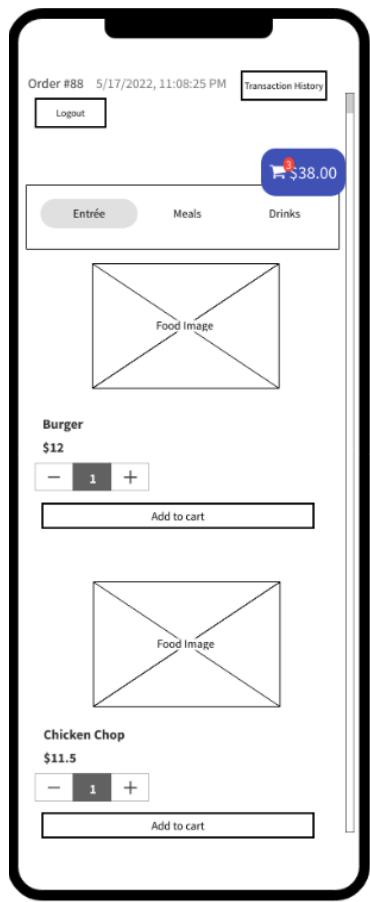
Member:

- View Menu



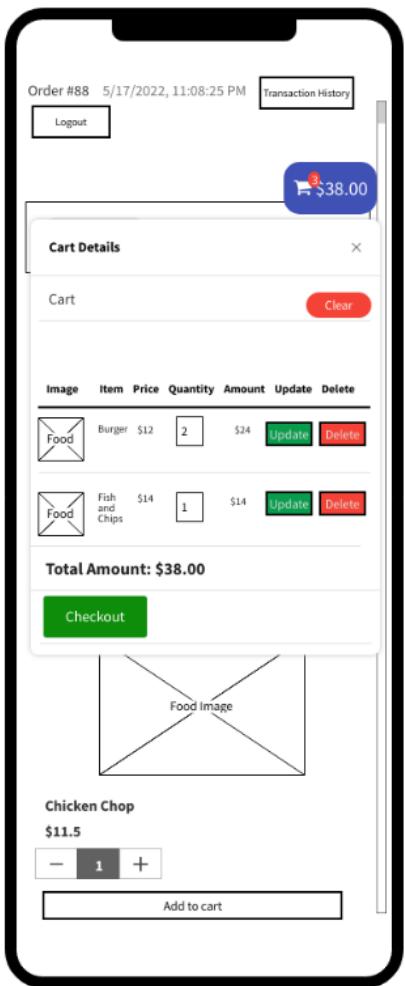
Makan Club

- Add Item to Cart



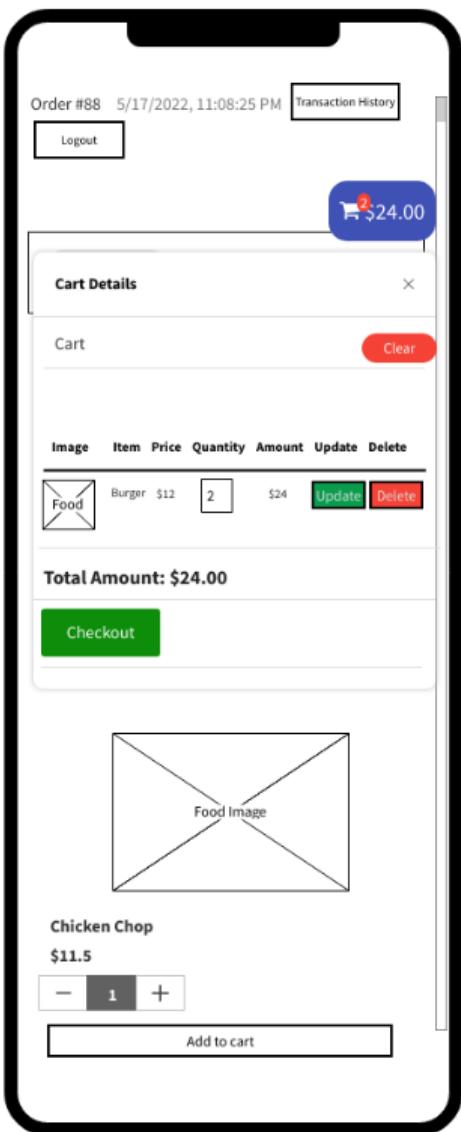
Makan Club

- View Cart Details



Makan Club

- Delete Item from Cart



7.1.1.2 Restaurant Staff

Nil

7.1.1.3 Restaurant Manager

Nil

7.1.1.4 Restaurant Owner

Nil

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Interface

Order 25/05/2022, 20:35:20

 \$0.00

[Transaction History](#) [Log Out](#)

[Entree](#) [Meals](#) [Drinks](#)



Burger - *New*

\$15

- 1 +

Add to cart

Makan Club

Cart Details

Cart

Image	Item	Price	Quantity	Amount	Update	Delete
	Burger - *New*	\$15	<input type="text" value="1"/>	\$15	<button style="background-color: #28a745; color: white; border: none; padding: 2px 5px;">Update</button>	<button style="background-color: #dc3545; color: white; border: none; padding: 2px 5px;">Delete</button>
	Chicken Chop	\$11.5	<input type="text" value="1"/>	\$11.5	<button style="background-color: #28a745; color: white; border: none; padding: 2px 5px;">Update</button>	<button style="background-color: #dc3545; color: white; border: none; padding: 2px 5px;">Delete</button>
	Iced Tea	\$1.5	<input type="text" value="1"/>	\$1.5	<button style="background-color: #28a745; color: white; border: none; padding: 2px 5px;">Update</button>	<button style="background-color: #dc3545; color: white; border: none; padding: 2px 5px;">Delete</button>

Total Amount: \$28.00

Check Out

Details

Cart

Cart

Image	Item	Price	Quantity	Amount	Update	Delete
	Burger - *New*	\$15	<input type="text" value="1"/>	\$15	<button style="background-color: #28a745; color: white; border: none; padding: 2px 5px;">Update</button>	<button style="background-color: #dc3545; color: white; border: none; padding: 2px 5px;">Delete</button>
	Chicken Chop	\$11.5	<input type="text" value="1"/>	\$11.5	<button style="background-color: #28a745; color: white; border: none; padding: 2px 5px;">Update</button>	<button style="background-color: #dc3545; color: white; border: none; padding: 2px 5px;">Delete</button>
	Iced Tea	\$1.5	<input type="text" value="1"/>	\$1.5	<button style="background-color: #28a745; color: white; border: none; padding: 2px 5px;">Update</button>	<button style="background-color: #dc3545; color: white; border: none; padding: 2px 5px;">Delete</button>

Amount: \$28.00

Check Out

Payment Details

Accepted Cards 

Full Name	John Tan
CVV	123
Card Number	1234-4567-1234-4567
Expiration Date	January 2023
Promo Code	<input type="text"/>

Sub-Total:	\$28.00
Promo Code:	-
Grand Total:	\$28.00

Order

Makan Club

7.1.2 Test Cases

Project Name:	Restaurant POS Management system					
Test CaseID	TC-1-1					
Test Case Description	Cart update functionality					
Created by:	Kendrick Kee					
Pre-condition:	All menu items of restaurant has been loading into the database					
Test Data File:	CSCI314.sql					
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks
TC-1-1	All menu items from CSCI314.sql must be dynamically rendered on the cart/menu page	menu items	All 15 menu items are present in the cart/menu page	All 15 menu items are present in the cart/menu page	Pass	
TC-1-2	All menu items are rendered in their respected categories of entrees, meals and drinks respectively	menu items	All menu items are rendered in their respected categories	All menu items are rendered in their respected categories	Pass	
TC-1-3	All image paths and images stored must be dynamically rendered correctly to the corresponding menu item in cart/menu page	images in folder/images	All images are rendered correctly for each menu item	All images are rendered correctly for each menu item	Pass	
TC-1-4	Items clicked by user will be added to cart button with the cart item count incremented by 1	NIL	For each item selected by the user, Cart button with count should increase by 1	Cart button count is reflected accordingly	Pass	
TC-1-5	Once user is satisfied with their menu selection clicking on the "Checkout" button will redirect them to the checkout/payment page	NIL	Upon clicking on "checkout" user should be redirected to checkout/payment page	Upon clicking on "checkout" user should be redirected to checkout/payment page	Pass	
TC-1-6	Clicking on the delete button in cart will delete the food item from cart, as well as updating the new balance of the total price	NIL	Upon clicking on 'delete' button, cart item should be removed and new total price should be updated	Upon clicking on 'delete' button, cart item should be removed and new total price should be updated	Pass	

7.1.3 Taiga

Sprint 1 | 14 Apr 2022 to 20 Apr 2022

The screenshot shows a Taiga Kanban board. At the top, there's a progress bar indicating 100% completion with 18 total points. Below the progress bar, there are tabs for 'Filters' and 'subject or reference'. The board has five columns: 'USER STORY' (New, In Progress, Ready for Test, Closed, Needs Info), 'IN PROGRESS' (highlighted in orange), 'READY FOR TEST' (yellow), 'CLOSED' (green), and 'NEEDS INFO' (light blue). There are two user stories in the 'IN PROGRESS' column. The first user story is 'As a Guest, I want to be able to view the menu by entering the unique code displayed on the table so that I can order food.' It has a status of 'new' and is associated with several tasks in the 'READY FOR TEST' column, all of which are marked as 'done'. The second user story is 'As a Guest, I want to be able to sign up as a member at this restaurant.' It also has a status of 'new' and is associated with tasks in the 'READY FOR TEST' column, all marked as 'done'. The 'CLOSED' and 'NEEDS INFO' columns are currently empty.

Makan Club

Sprint 1 14 Apr 2022 to 20 Apr 2022

USER STORY		NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
<ul style="list-style-type: none"> #266 As a Guest, I want to be able to add food items into cart so that I can specify what I want to eat. 					<ul style="list-style-type: none"> #268 Develop Use Case Diagram #274 Wireframing #271 Develop BCE Sequence Diagram #269 Develop Use Case Description #273 Develop Back End #270 Develop BCE Class Diagram #272 Develop Front End #221 Testing 	
<ul style="list-style-type: none"> #267 As a Member, I want to be able to delete food items from carts so that I will not order food items I do not wish to eat. 					<ul style="list-style-type: none"> #279 Develop Front End #278 Develop BCE Sequence Diagram #322 Testing #281 Wireframing #280 Develop Back End #279 Develop Use Case Diagram #277 Develop BCE Class Diagram #276 Develop Use Case Description 	
<ul style="list-style-type: none"> #268 As a Member, I want to be able to view the menu by entering the unique code displayed on the table so that I can order food. 					<ul style="list-style-type: none"> #326 Develop Use Case Diagram #72 Develop Back End #324 Testing #67 Develop BCE Sequence Diagram #74 Wireframing #80 Develop Front End #42 Develop Use Case Description #36 Develop BCE Class Diagram 	
<ul style="list-style-type: none"> #269 As a Guest, I want to be able to view my cart as a summary of the food items I have ordered so that I know what I have ordered. 					<ul style="list-style-type: none"> #288 Wireframing #287 Develop Back End #323 Testing #282 Develop Use Case Diagram #283 Develop Use Case Description #286 Develop Front End #284 Develop BCE Class Diagram #285 Develop BCE Sequence Diagram 	

Sprint 1 14 Apr 2022 to 20 Apr 2022

USER STORY		NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
<ul style="list-style-type: none"> #266 As a Guest, I want to be able to add food items into cart so that I can specify what I want to eat. 					<ul style="list-style-type: none"> #326 Develop Use Case Diagram #72 Develop Back End #324 Testing #67 Develop BCE Sequence Diagram #74 Wireframing #80 Develop Front End #42 Develop Use Case Description #36 Develop BCE Class Diagram 	
<ul style="list-style-type: none"> #267 As a Member, I want to be able to delete food items from carts so that I will not order food items I do not wish to eat. 					<ul style="list-style-type: none"> #288 Wireframing #287 Develop Back End #323 Testing #282 Develop Use Case Diagram #283 Develop Use Case Description #286 Develop Front End #284 Develop BCE Class Diagram #285 Develop BCE Sequence Diagram 	
<ul style="list-style-type: none"> #268 As a Member, I want to be able to view the menu by entering the unique code displayed on the table so that I can order food. 					<ul style="list-style-type: none"> #326 Develop Use Case Diagram #72 Develop Back End #324 Testing #67 Develop BCE Sequence Diagram #74 Wireframing #80 Develop Front End #42 Develop Use Case Description #36 Develop BCE Class Diagram 	
<ul style="list-style-type: none"> #269 As a Guest, I want to be able to view my cart as a summary of the food items I have ordered so that I know what I have ordered. 					<ul style="list-style-type: none"> #326 Develop Use Case Diagram #72 Develop Back End #324 Testing #67 Develop BCE Sequence Diagram #74 Wireframing #80 Develop Front End #42 Develop Use Case Description #36 Develop BCE Class Diagram 	

Makan Club

Sprint 1 14 Apr 2022 to 20 Apr 2022

The Scrum board displays two user stories in the NEW column. The first story has two tasks assigned to 'John' (ID#319) and one task assigned to 'Mike' (ID#320). The second story also has two tasks assigned to 'John' (ID#321) and one task assigned to 'Mike' (ID#322). All tasks are in the NEEDS INFO column.

USER STORY	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
As a Member, I want to be able to view my cart as a summary of the food items I have ordered so that I know what I have ordered.					#319 Develop BCE Class Diagram (John) #320 Develop Use Case Diagram (Mike) #321 Develop Back End (John) #322 Testing (Mike) #323 Wireframing (Mike) #324 Develop Front End (John) #325 Develop Use Case Description (John)
As a Member, I want to be able to add food items into cart so that I can specify what I want to eat.					#326 Develop Use Case Diagram (John) #327 Wireframing (Mike) #328 Develop Use Case Description (Mike) #329 Testing (Mike) #330 Develop BCE Sequence Diagram (John) #331 Develop Back End (John) #332 Develop BCE Class Diagram (John) #333 Develop Front End (John) #334 Develop Use Case Description (Mike)

Sprint 1 14 Apr 2022 to 20 Apr 2022

The Scrum board displays one user story in the NEW column. This story has three tasks assigned to 'Mike' (ID#320), all of which are in the NEEDS INFO column.

USER STORY	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
As a Guest, I want to be able to delete food items from cart so that I will not order food items I do not wish to eat.					#320 Develop Use Case Description (Mike) #321 Develop Use Case Diagram (Mike) #322 Develop Front End (Mike) #323 Wireframing (Mike) #324 Testing (Mike) #325 Develop BCE Sequence Diagram (Mike) #326 Develop Back End (Mike) #327 Develop BCE Class Diagram (Mike)

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7.1.4 Test Driven Development (TDD)

For the team, Test Driven Development (TDD) was done during sprint 1 where login and logout were implemented for all users.

Below is a screenshot of test cases, whereby the following conditions are created

In the first test case, the correct username and password is created and tested.

In the second test case, an incorrect username and password is created and tested which should return invalid login.

In the third test case, the correct username but wrong password is created and tested, which should return invalid login as well.

```
<?php

//UNIT testing for PHP login logout function

//Customer Controller
require "Controller/CustomerController.php";

//valid details of a customer should return true value;
//valid email: hello1@gmail.com
//valid password: Password123

$valid_user = "hello1@gmail.com";
$valid_password = "Password123";
$cc = new CustomerController($valid_user);
$test = $cc->validateLogin($valid_password);
if($test == True)
{
    //test passed
    echo "test passed\n";
}
else{
    //test failed
    echo "test failed\n";
}

//invalid details should have validateLogin() return false
$invalid_user = "kendirck@hotmail.com";
$invalid_pass = "123123";

$cc = new CustomerController($invalid_user);
$test = $cc->validateLogin($invalid_pass);
if($test == False)
{
    //test passed
    echo "test passed\n";
}
else{
    //test failed
    echo "test failed\n";
}

//valid username but invalid password should fail the test
$cc = new CustomerController($valid_user);
$test = $cc->validateLogin($invalid_pass);
if($test == False)
{
    //test passed
    echo "test passed\n";
}
else{
    //test failed
    echo "test failed\n";
}

?>
```

Makan Club

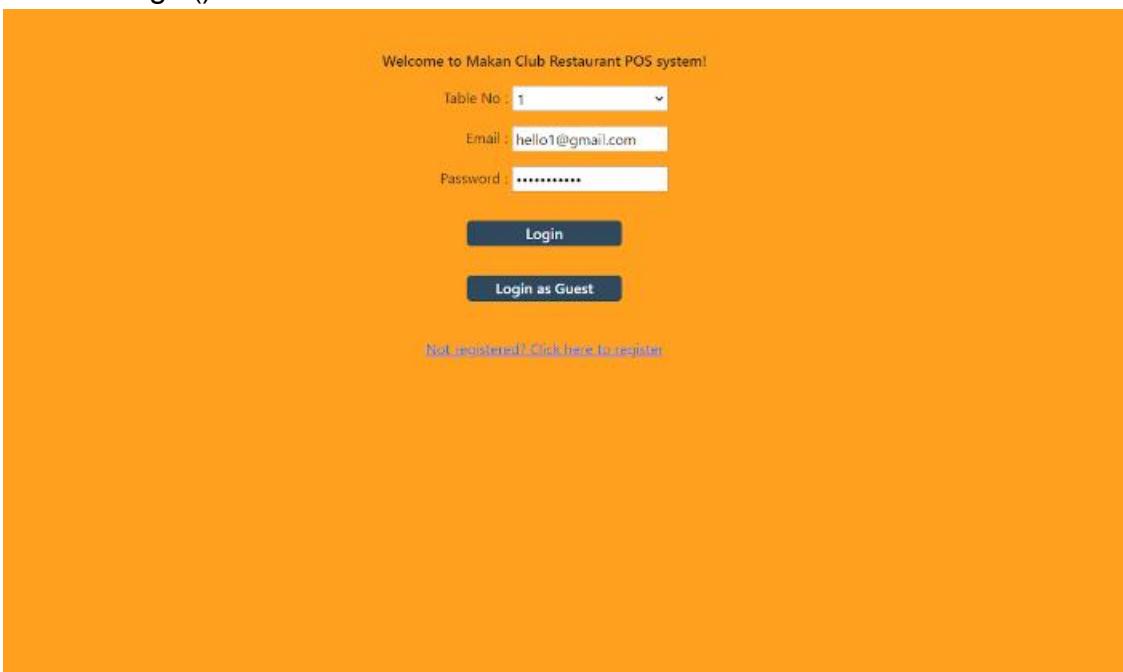
Below is a screenshot of the results for the 3 test cases created from the HTML rendered.

test passed test passed test passed

The following screenshots were taken during the test that reflects the login and logout of all the actors.

Member:

validateLogin()



Welcome to Makan Club Restaurant POS system!

Table No.: 1

Email: hello1@gmail.com

Password: *****

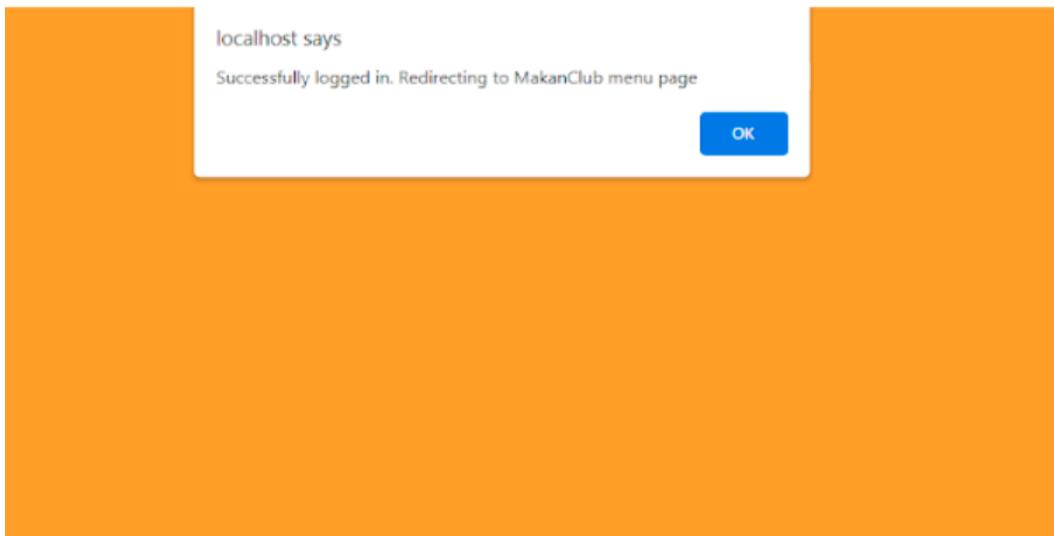
Login

Login as Guest

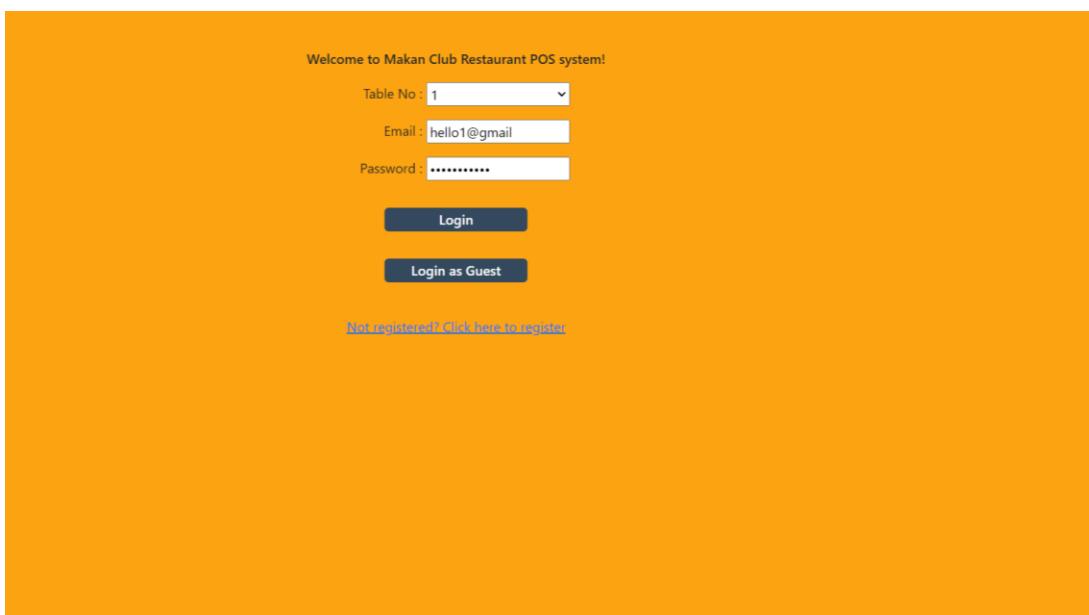
Not registered? Click here to register

A screenshot of a web-based login interface for the Makan Club Restaurant POS system. The page has a light blue header with the text "Welcome to Makan Club Restaurant POS system!". Below the header, there are three input fields: "Table No." with the value "1", "Email" with the value "hello1@gmail.com", and "Password" with the value "*****". There are two main buttons at the bottom: a large blue "Login" button and a smaller "Login as Guest" button. At the bottom of the page, there is a small link: "Not registered? Click here to register".

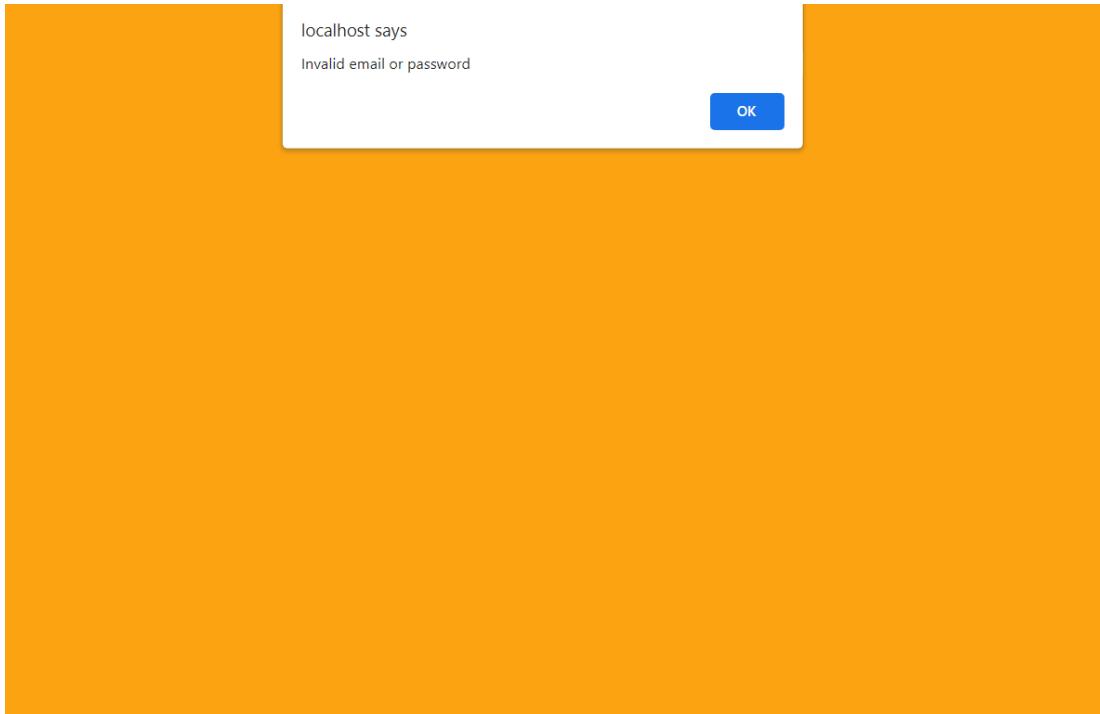
Makan Club



Invalid login 1 - Wrong username



Makan Club



Makan Club

Invalid login 2 - Wrong password

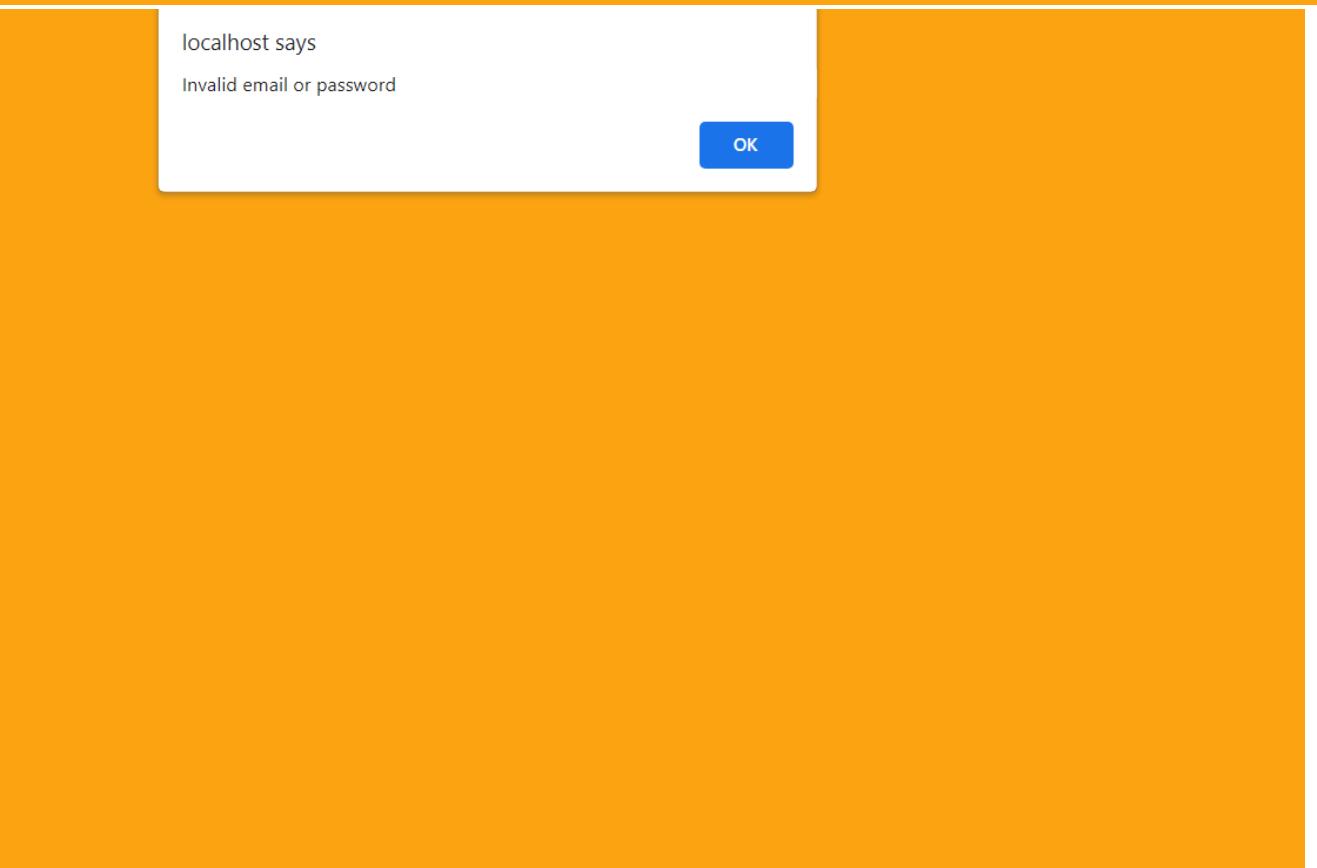
Welcome to Makan Club Restaurant POS system!

Table No :

Email :

Password :

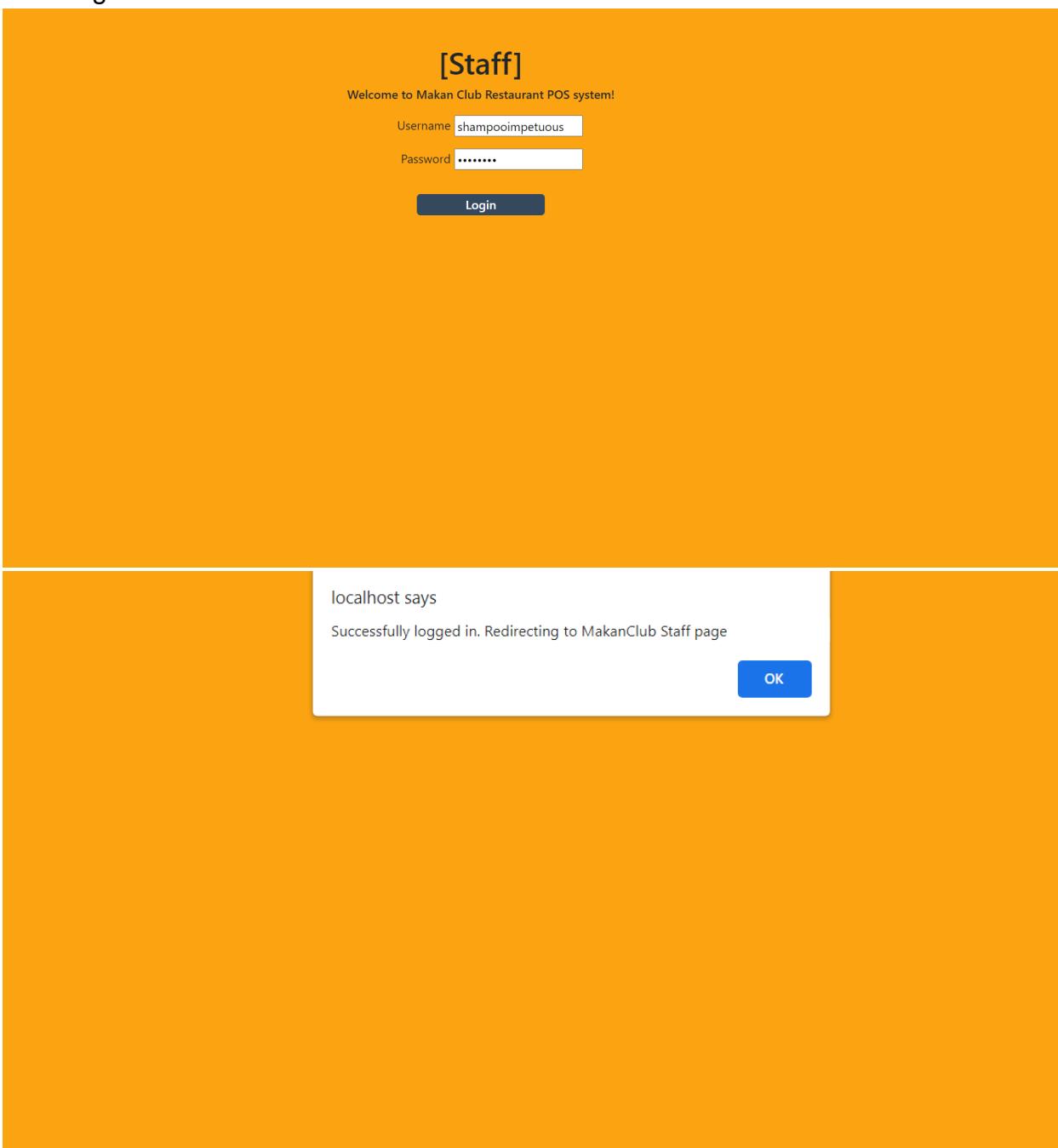
[Not registered? Click here to register](#)



Makan Club

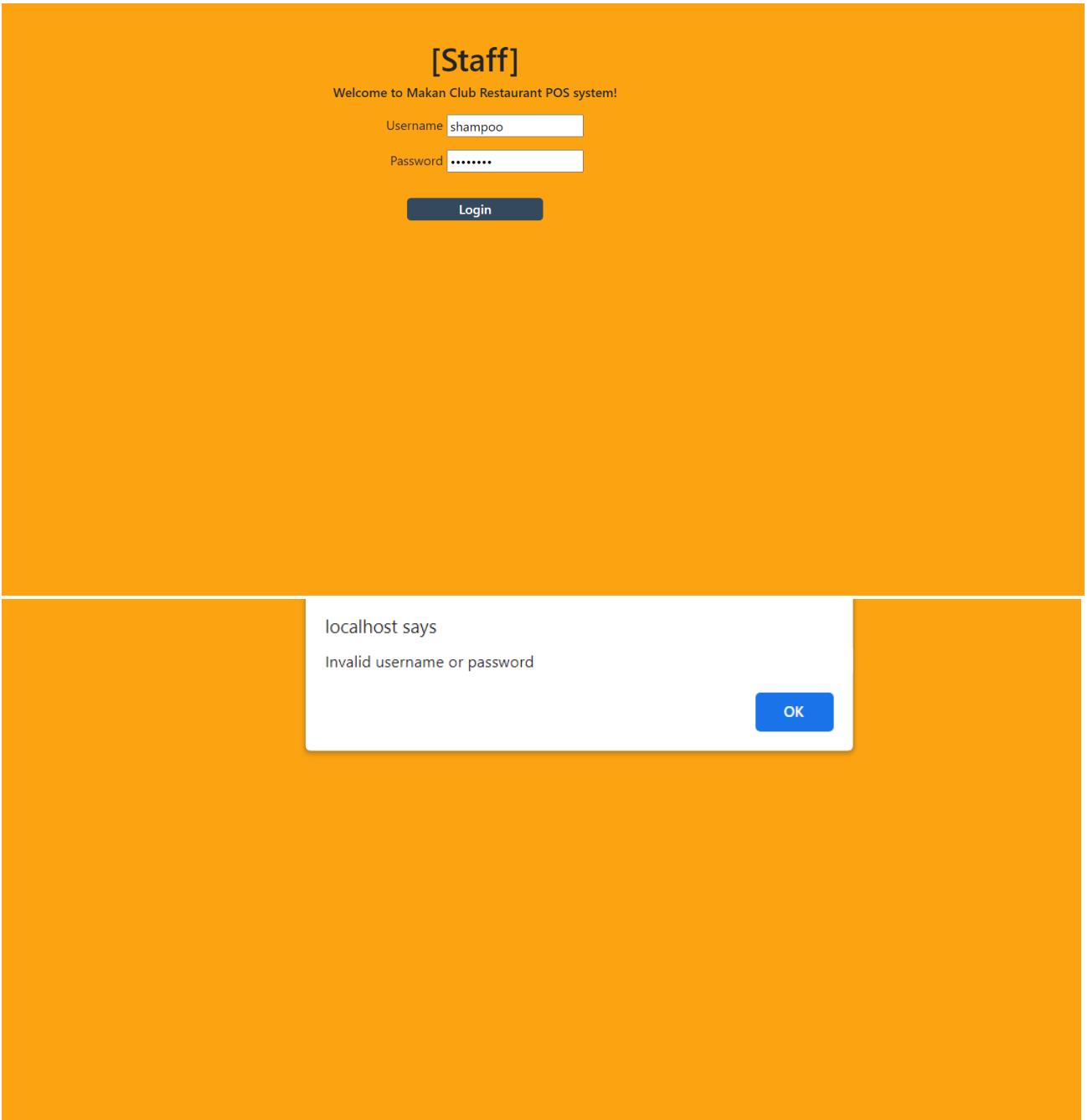
Staff:

Valid login



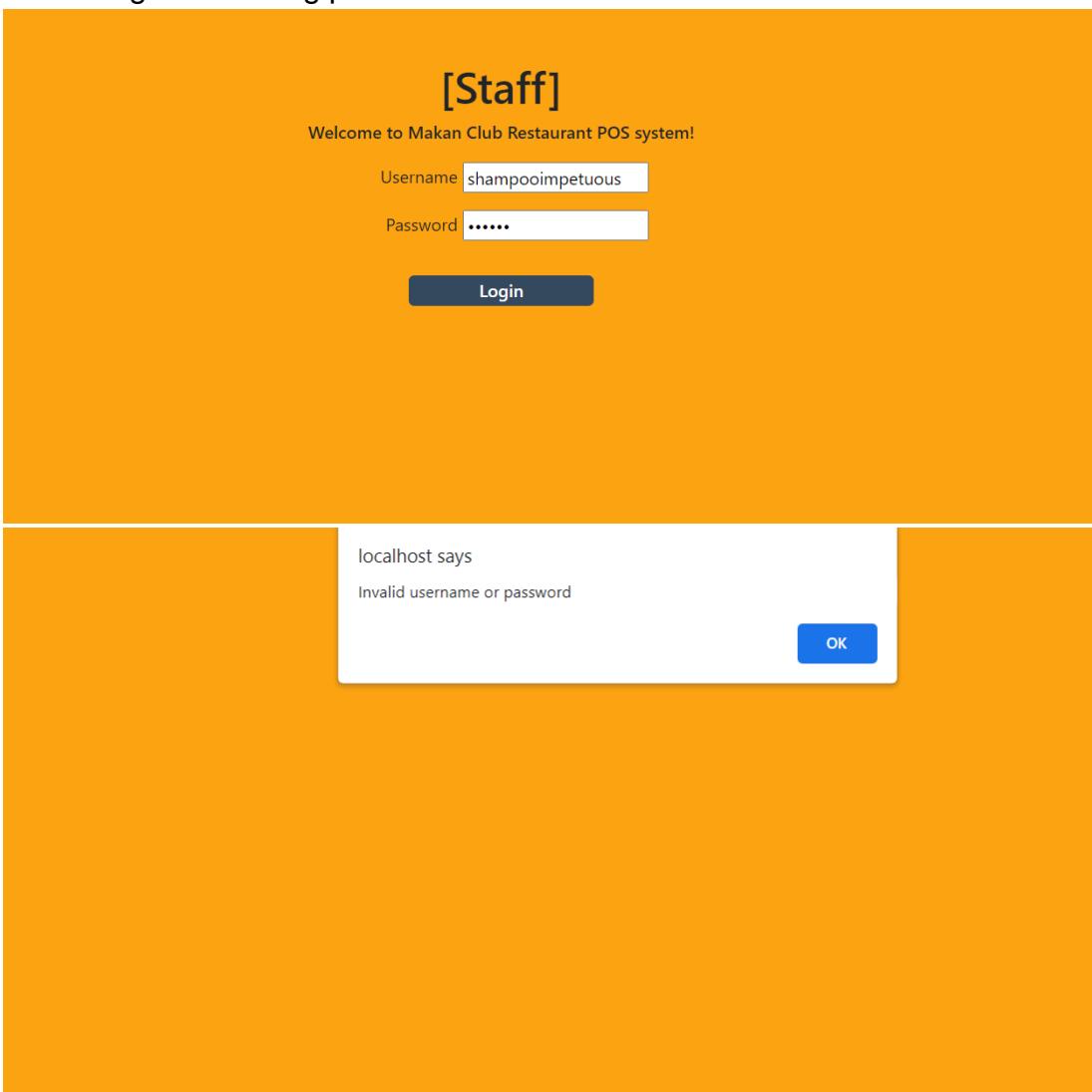
Makan Club

Invalid login 1 - Wrong username



Makan Club

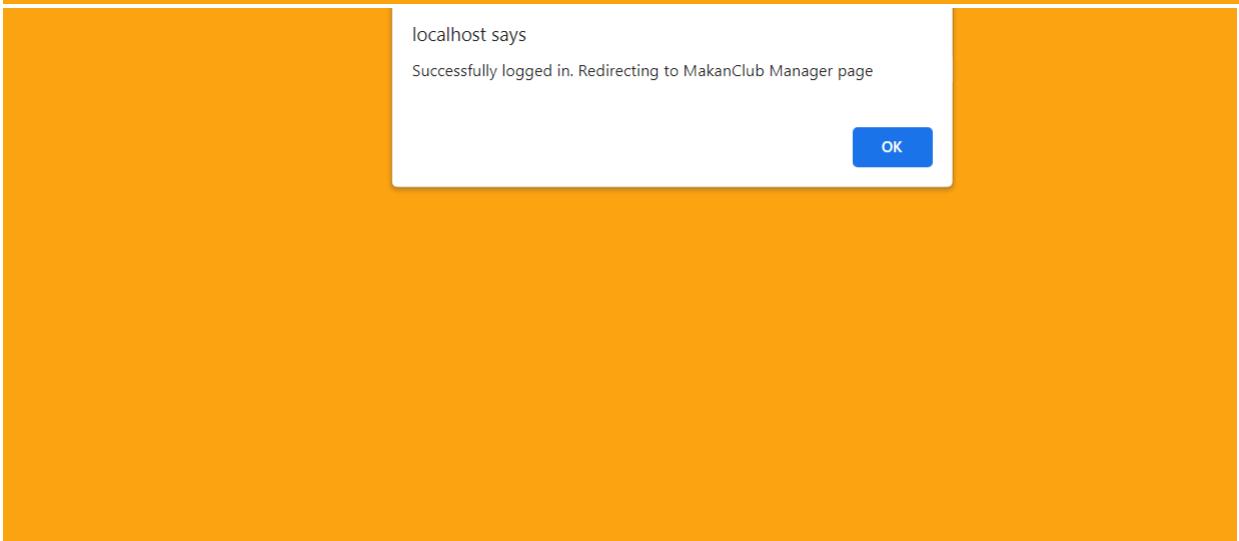
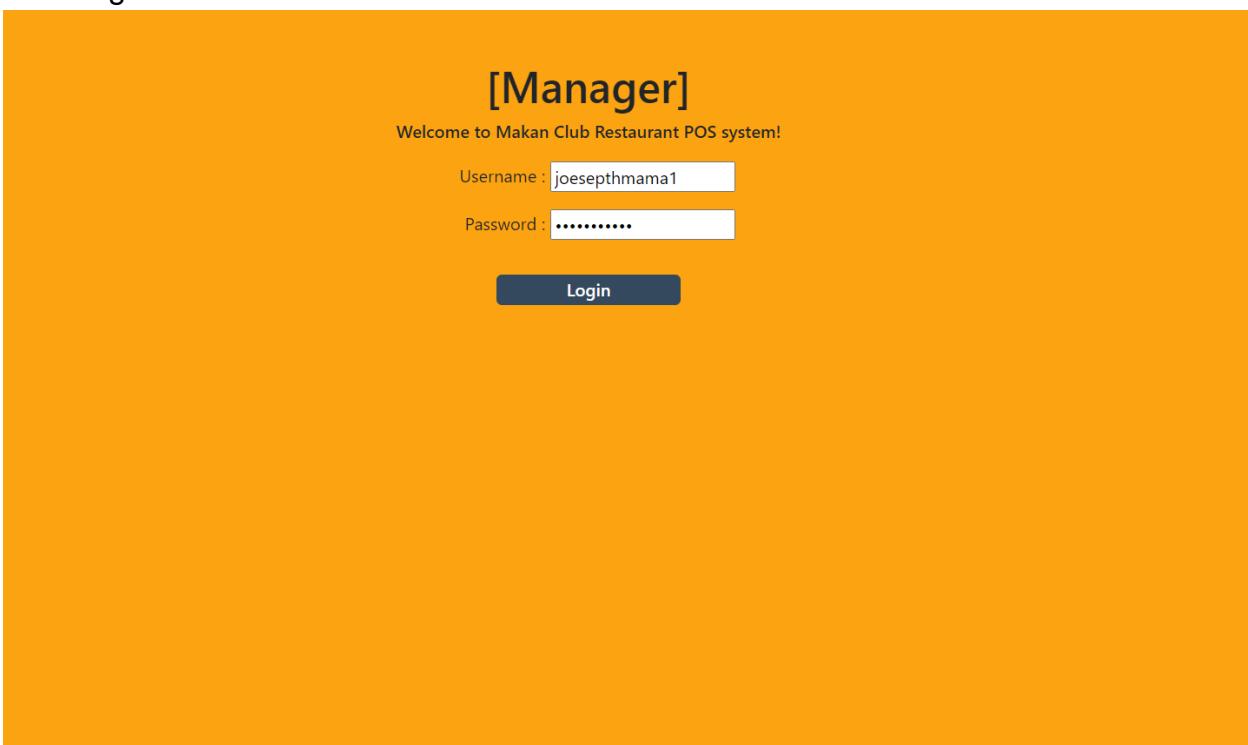
Invalid login 2 - Wrong password



Makan Club

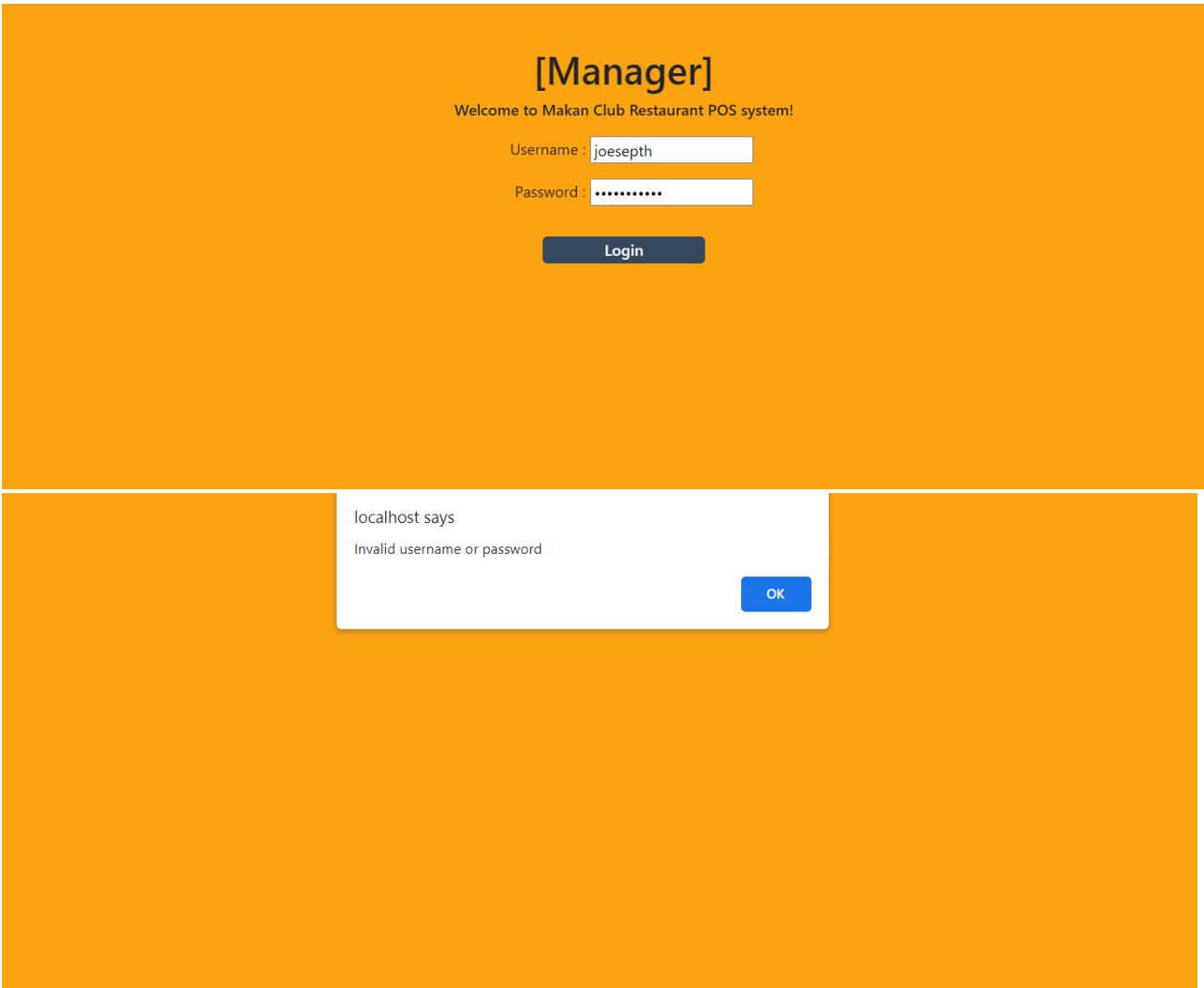
Manager:

Valid login



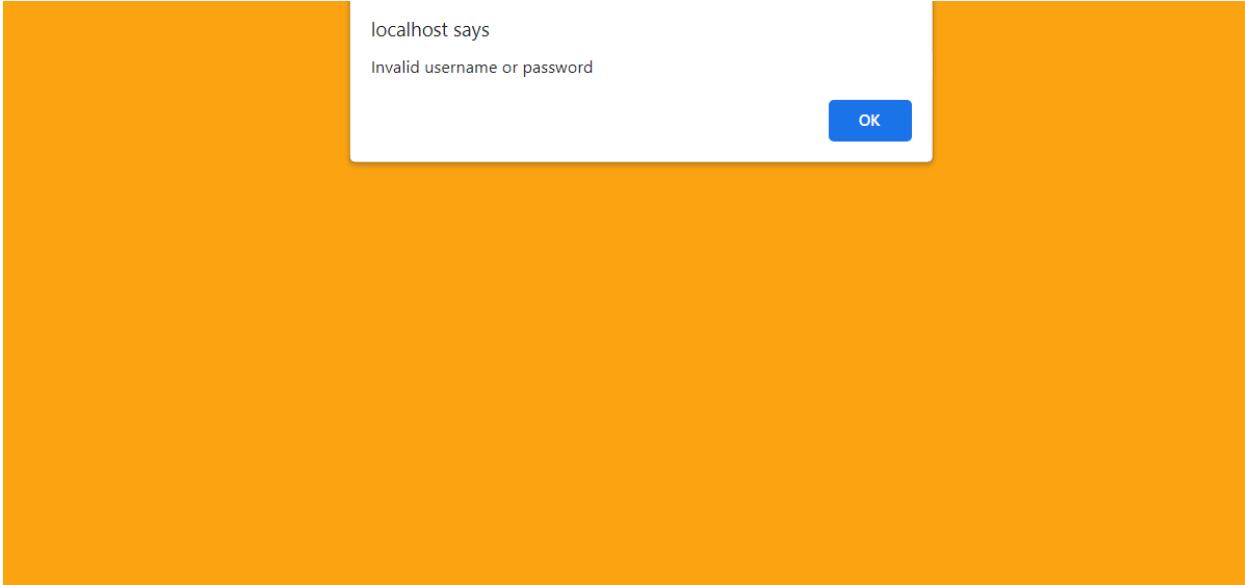
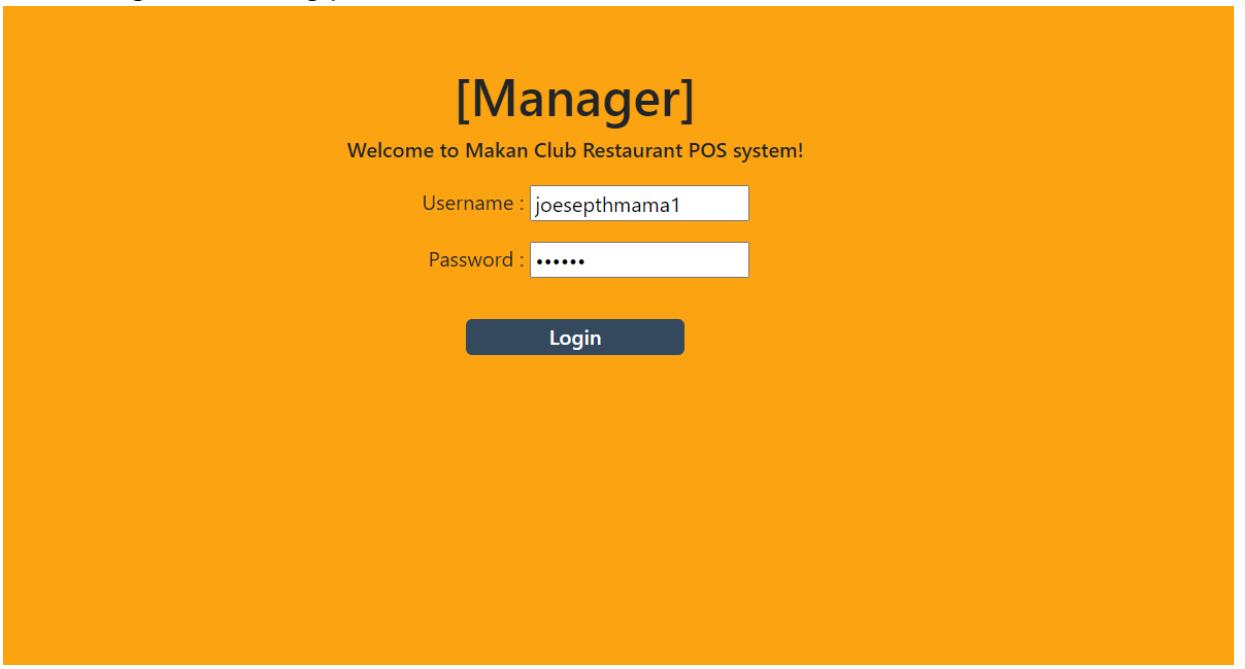
Makan Club

Invalid login 1 - Wrong username



Makan Club

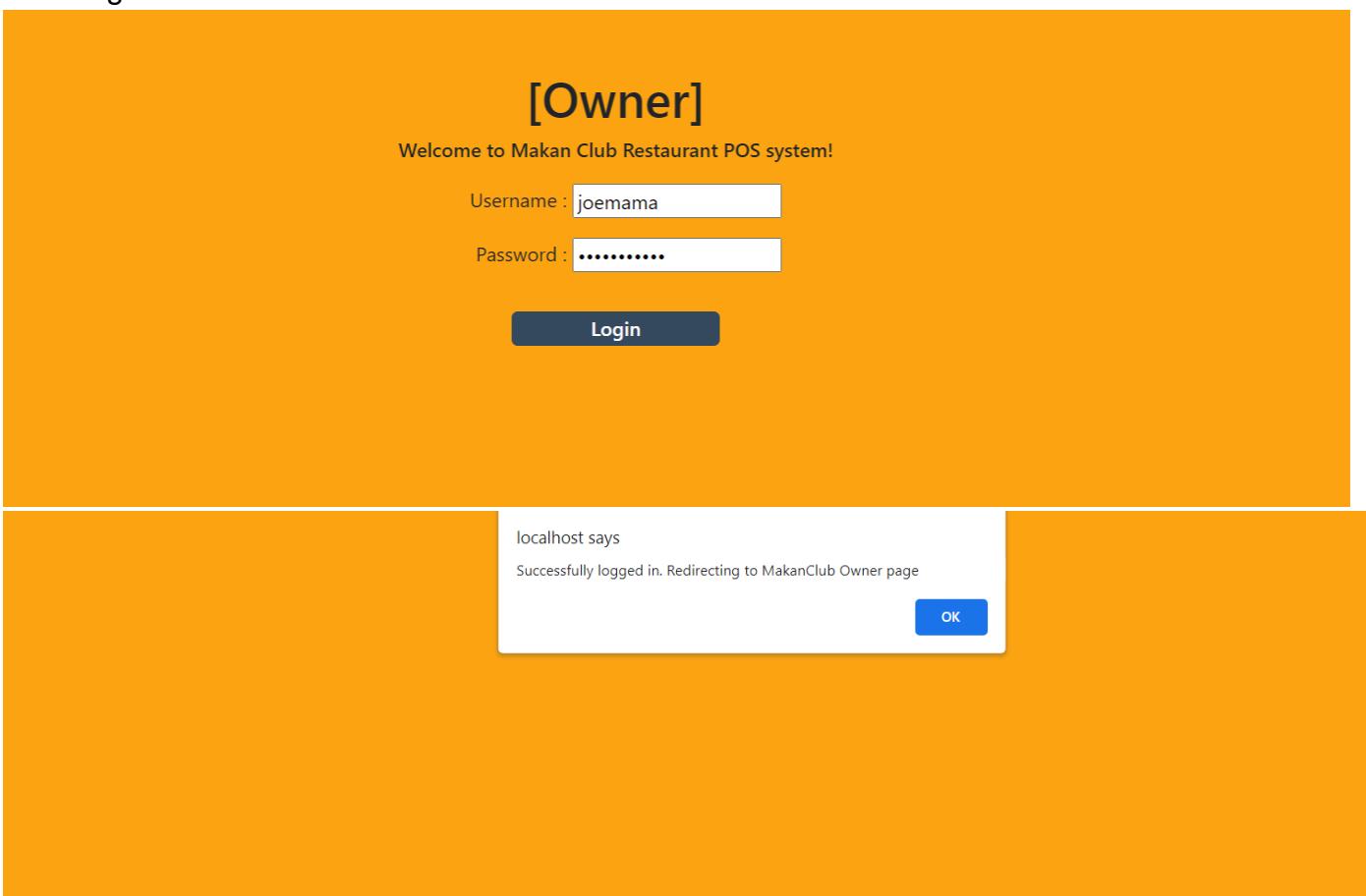
Invalid login 2 - Wrong password



Makan Club

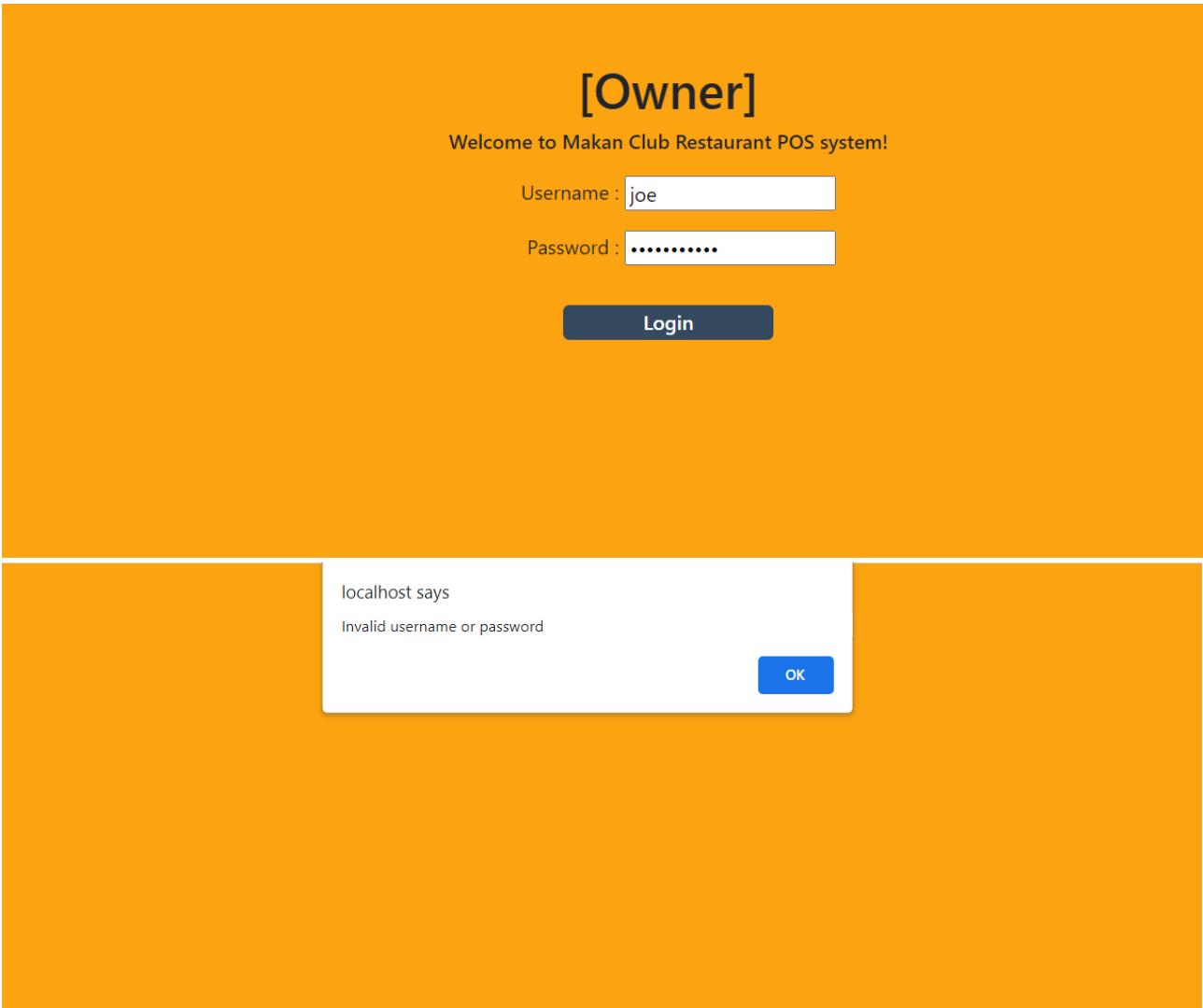
Owner:

Valid login



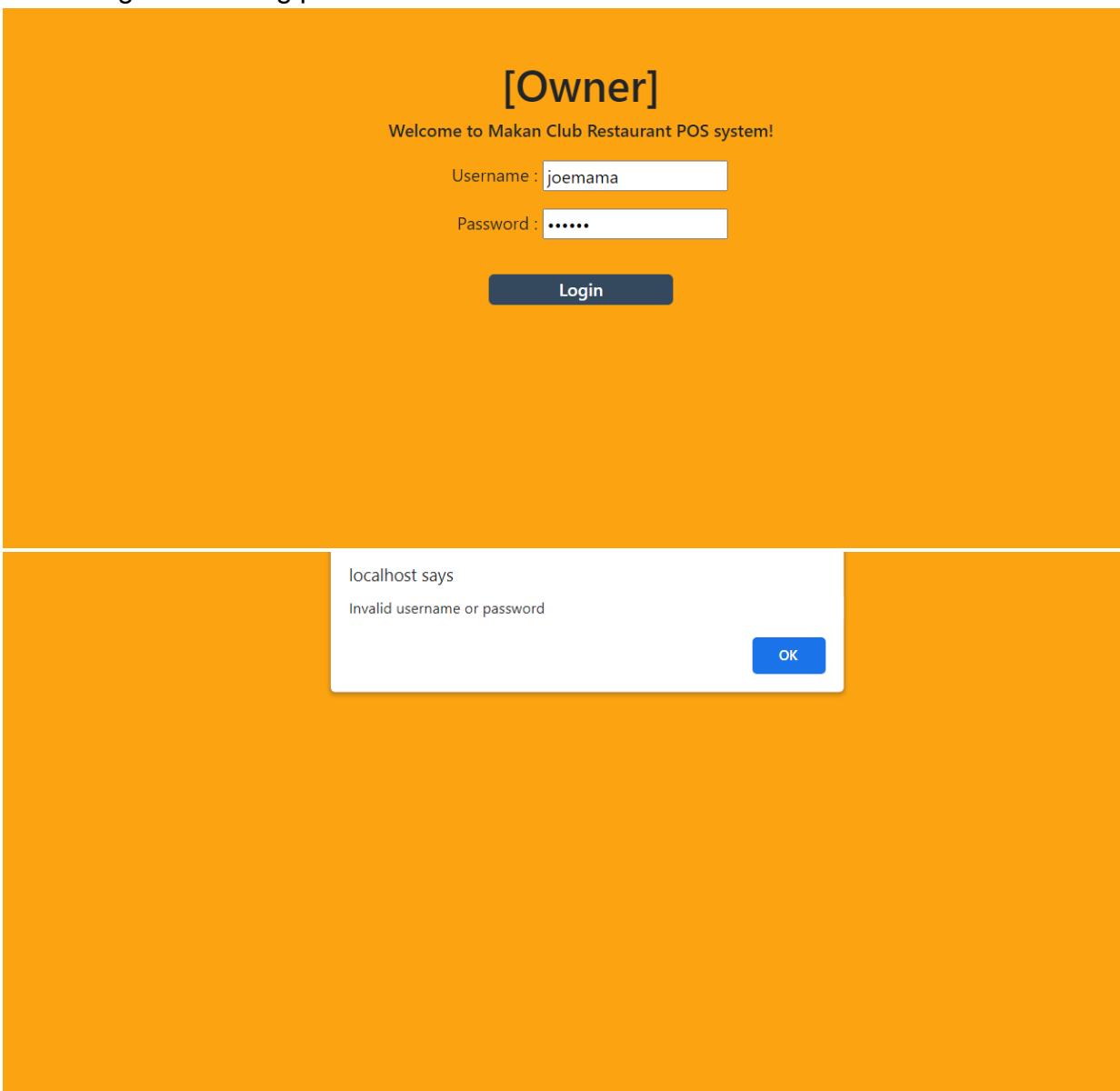
Makan Club

Invalid login 1 - Wrong username



Makan Club

Invalid login 2 - Wrong password



Makan Club

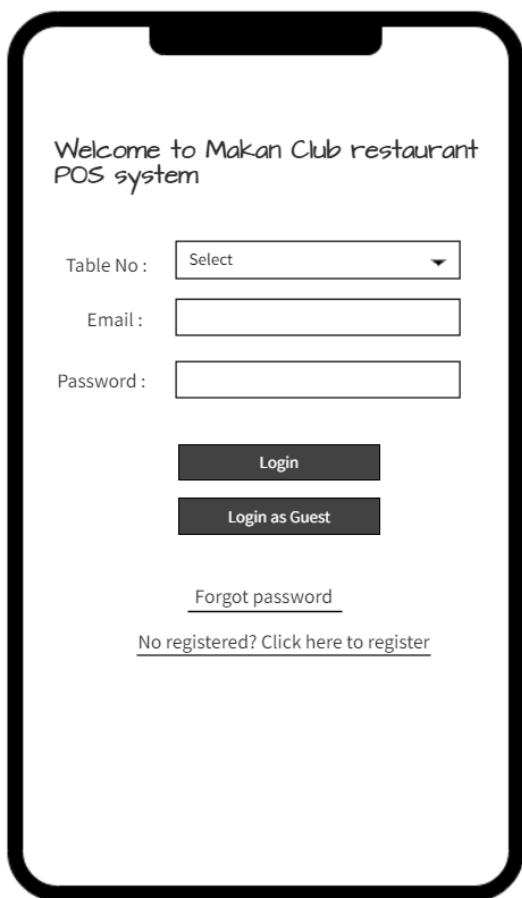
7.2 Sprint 2

7.2.1 Wireframe

7.2.1.1 Customer

Member:

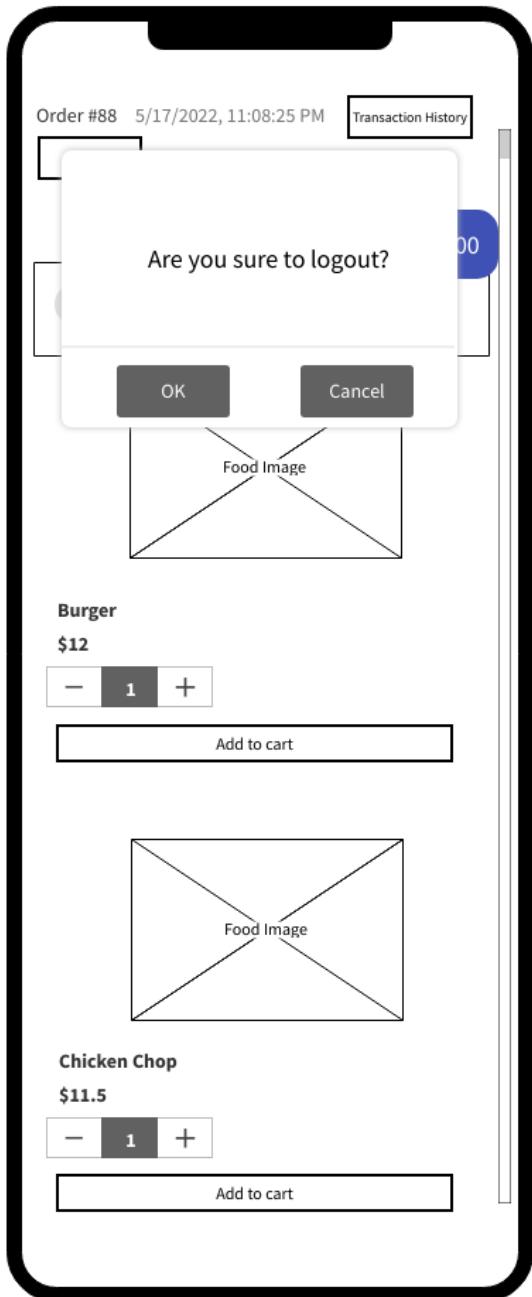
- Login



The wireframe shows a mobile phone screen with a black border. At the top, it says "Welcome to Makan Club restaurant POS system". Below that is a "Table No :" label next to a dropdown menu with "Select" and a downward arrow. Underneath is an "Email :" label next to an empty input field. Below that is a "Password :" label next to an empty input field. At the bottom of the form area are two dark grey buttons: "Login" and "Login as Guest". Below the form area, there is a "Forgot password" link and a "No registered? Click here to register" link.

Makan Club

- Logout



7.2.1.2 Restaurant Staff

Nil

Makan Club

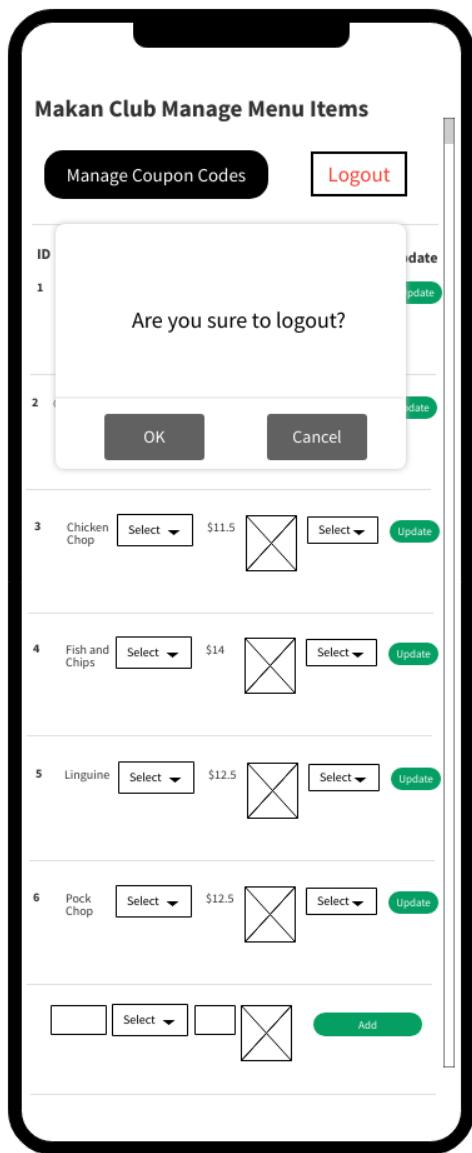
7.2.1.3 Restaurant Manager

- Login



Makan Club

- Logout



Makan Club

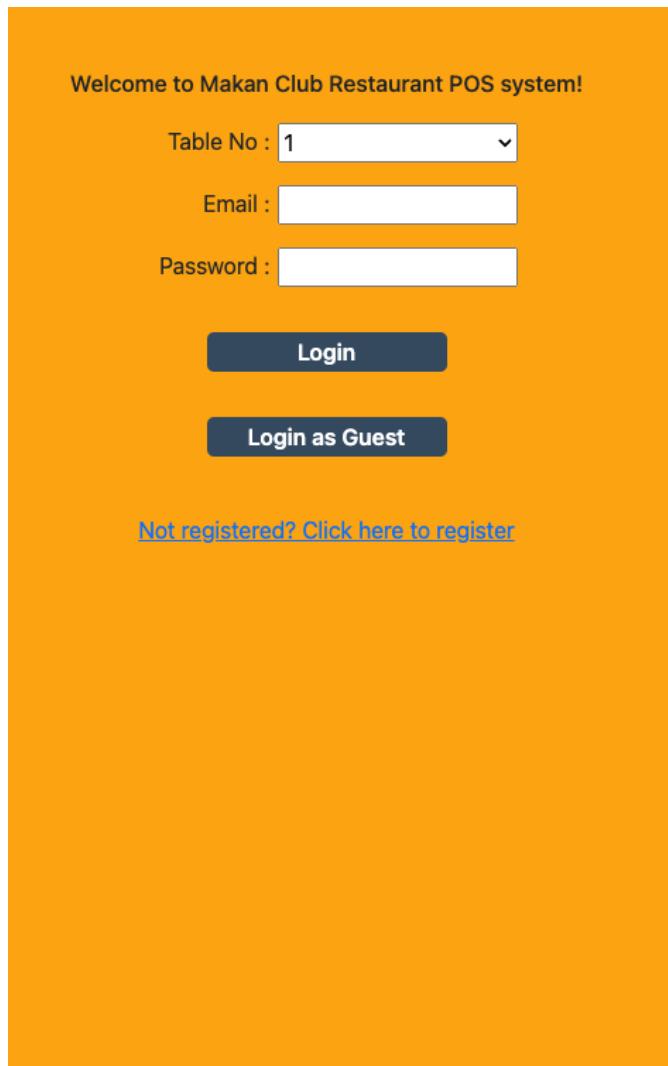
7.2.1.4 Restaurant Owner

- Login



Makan Club

Interface



Welcome to Makan Club Restaurant POS system!

Table No :

Email :

Password :

Login

Login as Guest

[Not registered? Click here to register](#)

The image shows a screenshot of a web-based login interface for the Makan Club Restaurant POS system. The background is orange. At the top, it says "Welcome to Makan Club Restaurant POS system!". Below that are three input fields: "Table No :" with a dropdown menu containing the number "1", "Email :" with a text input field, and "Password :" with a password input field. There are two large blue buttons below the fields: "Login" and "Login as Guest". At the bottom, there is a link in blue text: "Not registered? Click here to register".

Makan Club

7.2.2 Test Cases

Project Name:	Restaurant POS Management system						
Test CaseID:	TC-2-1						
Test Case Description	Logic and Register new user page as customer						
Created by:	Kaycee Tan Wan Ching						
Pre-condition:	All user's email and hashed passwords have been loaded into mysql						
Test Data File:	CSC314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-2-1-1	Input of wrong user credentials should show login failed prompt and prevent the user from logging in to the web application	Customer table from Mysql	User is prompted with wrong credential error	User is prompted with wrong credential error	Pass		
TC-2-1-2	Input of correct user credentials should allow the user to access the main features of the web app	Customer table from Mysql	Upon successful login user is redirected to the menu page	Upon successful login user is redirected to the menu page	Pass		
TC-2-1-3	Registering of users with pre-existing email should prompt user to use a different set of credentials	Customer table from Mysql	User is prompted with existing credential error	User is prompted with existing credential error	Pass		
TC-2-1-4	Registering of users will successfully lead to a creation of 'Customer' row in Mysql table	Customer table from Mysql	New customer row is created in Mysql, password stored is salted & hashed	New customer row is created in Mysql, password stored is salted & hashed	Pass		
TC-2-1-5	Credentials of newly registered users should be authenticated in future login sessions	Customer table from Mysql	After creating new user credentials, user will be authenticated in a new login session	After creating new user credentials, user will be authenticated in a new login session	Pass		
Project Name:	Restaurant POS Management system						
Test CaseID:	TC-2-2						
Test Case Description	Login of owner						
Created by:	Kaycee Tan Wan Ching						
Pre-condition:	Username and password of owner login details						
Test Data File:	CSC314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-2-1-1	Input of wrong user credentials should show login failed prompt and prevent the user from logging in to the web application	Owner table from Mysql	User is prompted with wrong credential error	User is prompted with wrong credential error	Pass		
TC-2-1-2	Input of correct user credentials should allow the user to access the main features of the web app, as an owner page should be redirected to owner dashboard	Owner table from Mysql	Upon successful login user is redirected to the owner dashboard	Upon successful login user is redirected to the owner dashboard	Pass		
Project Name:	Restaurant POS Management system						
Test CaseID:	TC-2-3						
Test Case Description	Login of manager						
Created by:	Kaycee Tan Wan Ching						
Pre-condition:	Username and password of owner login details						
Test Data File:	CSC314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-2-3-1	Input of wrong user credentials should show login failed prompt and prevent the user from logging in to the web application	Manager table from Mysql	User is prompted with wrong credential error	User is prompted with wrong credential error	Pass		
TC-2-3-2	Input of correct user credentials should allow the user to access the main features of the web app, as a manager, user should be redirected to manage item's page	Manager table from Mysql	Upon successful login user is redirected to the manage items page	Upon successful login user is redirected to the manage items page	Pass		
Project Name:	Restaurant POS Management system						
Test CaseID:	TC-2-4						
Test Case Description	Login of staff						
Created by:	Kaycee Tan Wan Ching						
Pre-condition:	Username and password of owner login details						
Test Data File:	CSC314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-2-4-1	Input of wrong user credentials should show login failed prompt and prevent the user from logging in to the web application	Owner table from Mysql	User is prompted with wrong credential error	User is prompted with wrong credential error	Pass		
TC-2-4-2	Input of correct user credentials should allow the user to access the main features of the web app, as a staff, user should be redirected to manage order page	Owner table from Mysql	Upon successful login user is redirected to the manage order page	Upon successful login user is redirected to the manage order page	Pass		

Makan Club

7.2.3 Taiga

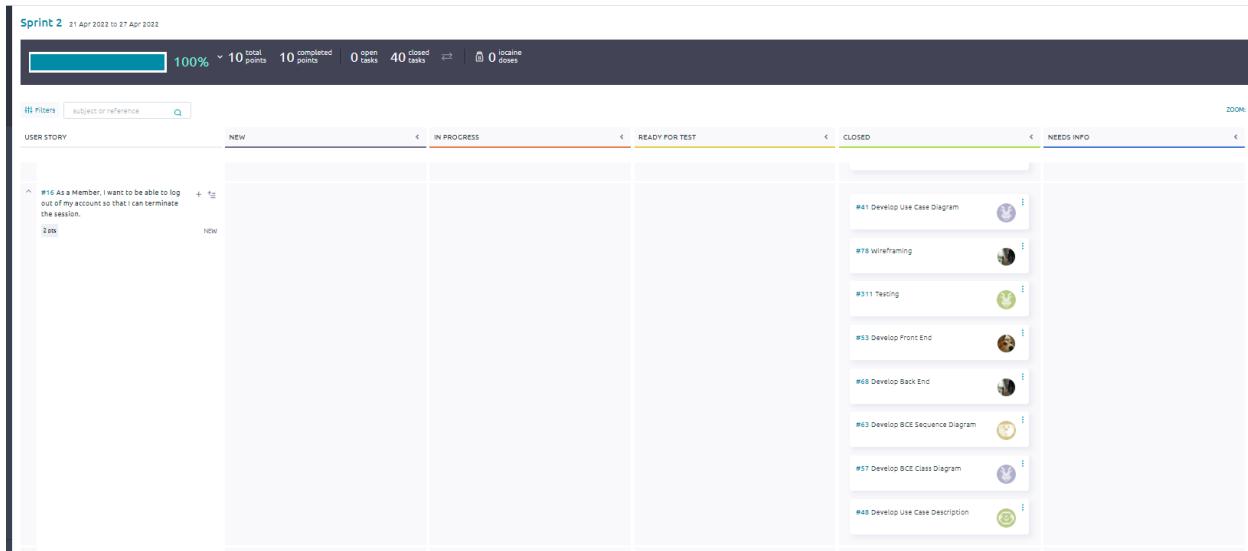
Sprint 2 21 Apr 2022 to 27 Apr 2022

100% 10 total points 10 completed points 0 open tasks 40 closed tasks 0 locale doses

Filters subject or reference

USER STORY	NEW	IN PROGRESS	READY FOR TEST	CLOSED	NEEDS INFO
#16 As a member, I want to be able to log into my account so that I can use the functionalities as a member.	new				#40 Develop Use Case Diagram #77 Wireframing #39 Testing #22 Develop Front End #60 Develop BCF Class Diagram #47 Develop Use Case Description #49 Develop Back End #55 Develop BCF Sequence Diagram
#17 As a Restaurant Owner, I want to be able to log into my account so that I can use the functionalities.	new				#54 Develop Front End #350 Develop Back End #351 Wireframing #348 Develop BCF Class Diagram #349 Develop BCF Sequence Diagram #346 Develop Use Case Diagram #310 Testing #347 Develop Use Case Description
#18 As a Restaurant Manager, I want to be able to log out of my account so that I can terminate the session.	new				#39 Develop Use Case Diagram #76 Wireframing #51 Develop Front End #307 Testing #58 Develop BCF Class Diagram #46 Develop BCF Sequence Diagram #45 Develop Use Case Description #73 Develop Back End
#19 As a Restaurant Manager, I want to be able to log into my account so that I can use the functionalities.	new				#248 Develop Front End #249 Develop Back End #232 Develop BCF Class Diagram #308 Testing #254 Wireframing #233 Develop BCF Sequence Diagram #230 Develop Use Case Diagram #231 Develop Use Case Description

Makan Club



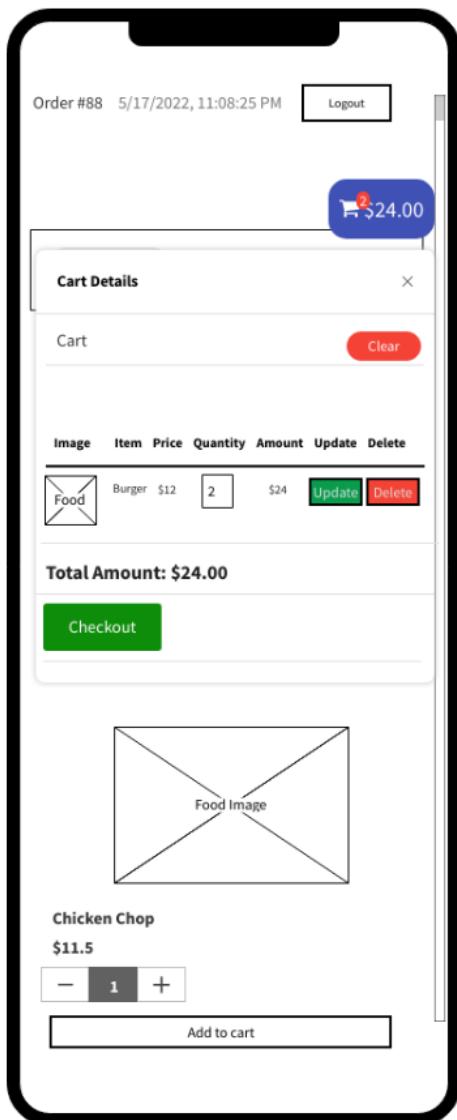
7.3 Sprint 3

7.3.1 Wireframing

7.3.1.1 Customer

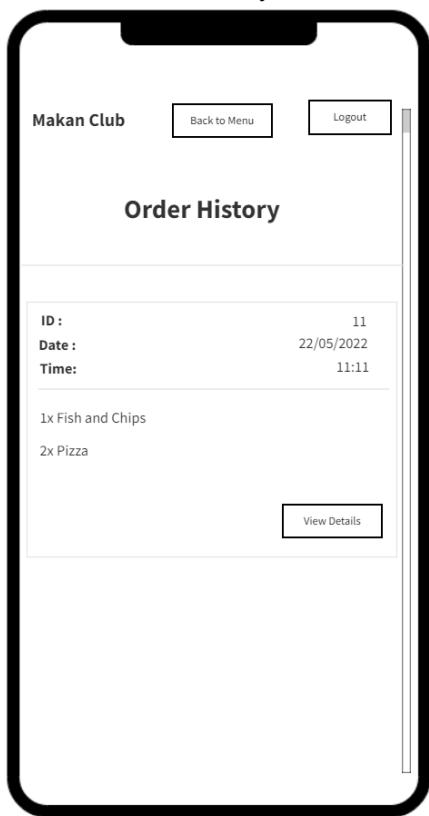
Guest:

- Edit Quantity



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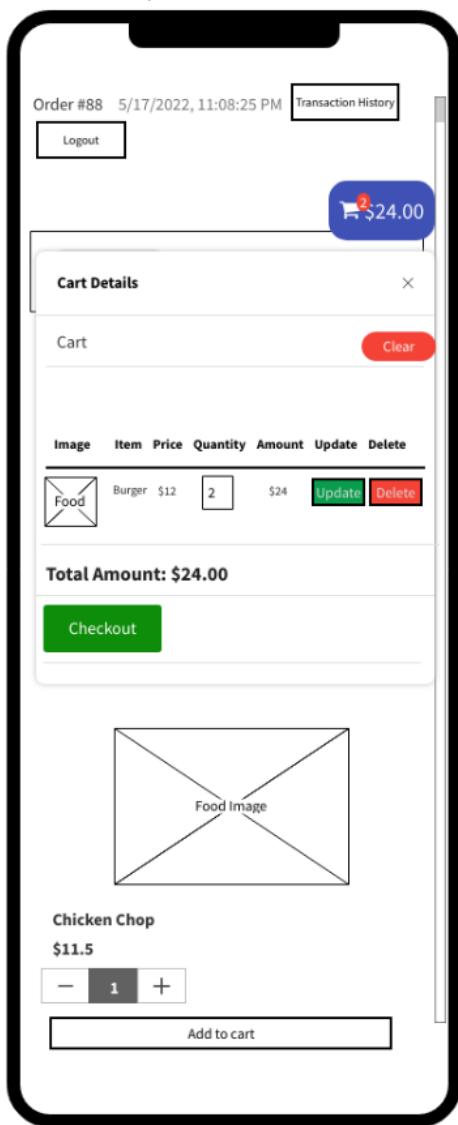
- View Order Summary



Makan Club

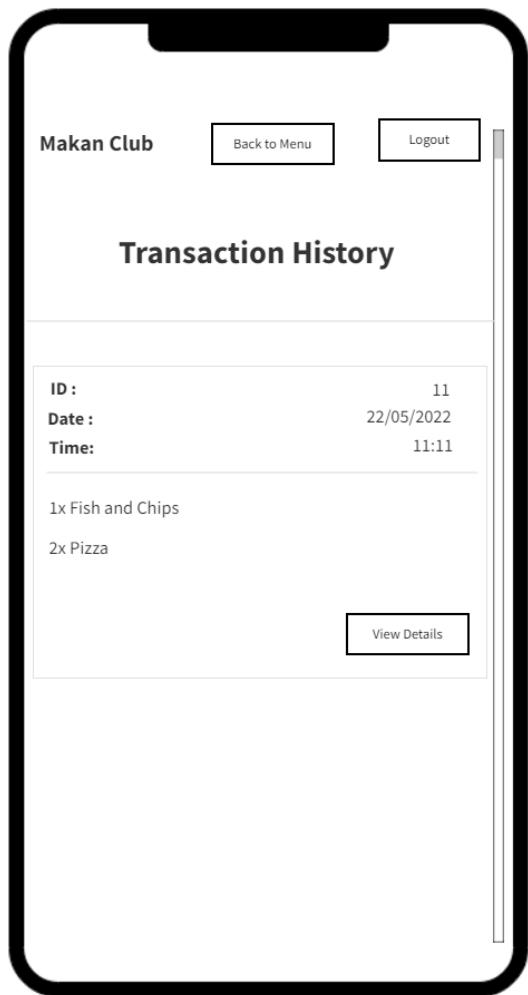
Member:

- Edit Quantity



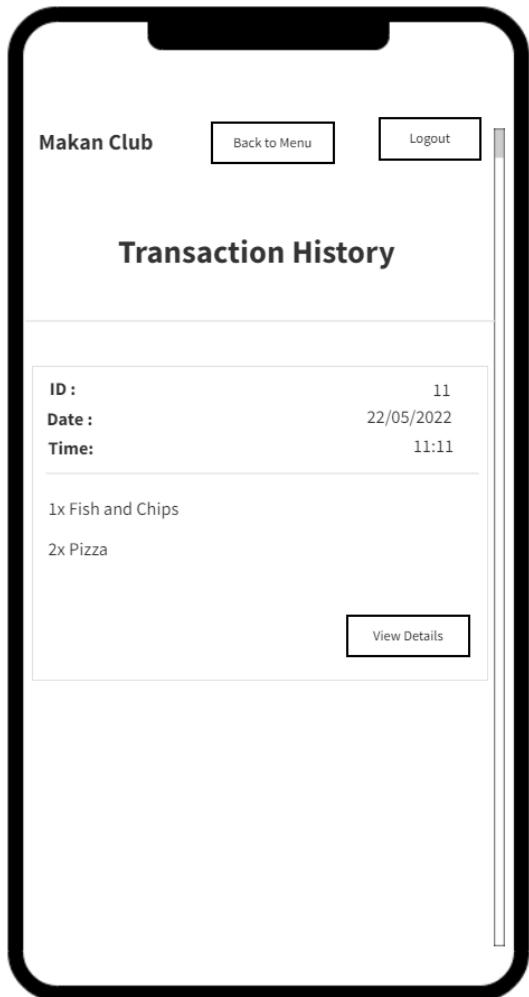
Makan Club

- View Order Summary



Makan Club

- View Transaction History



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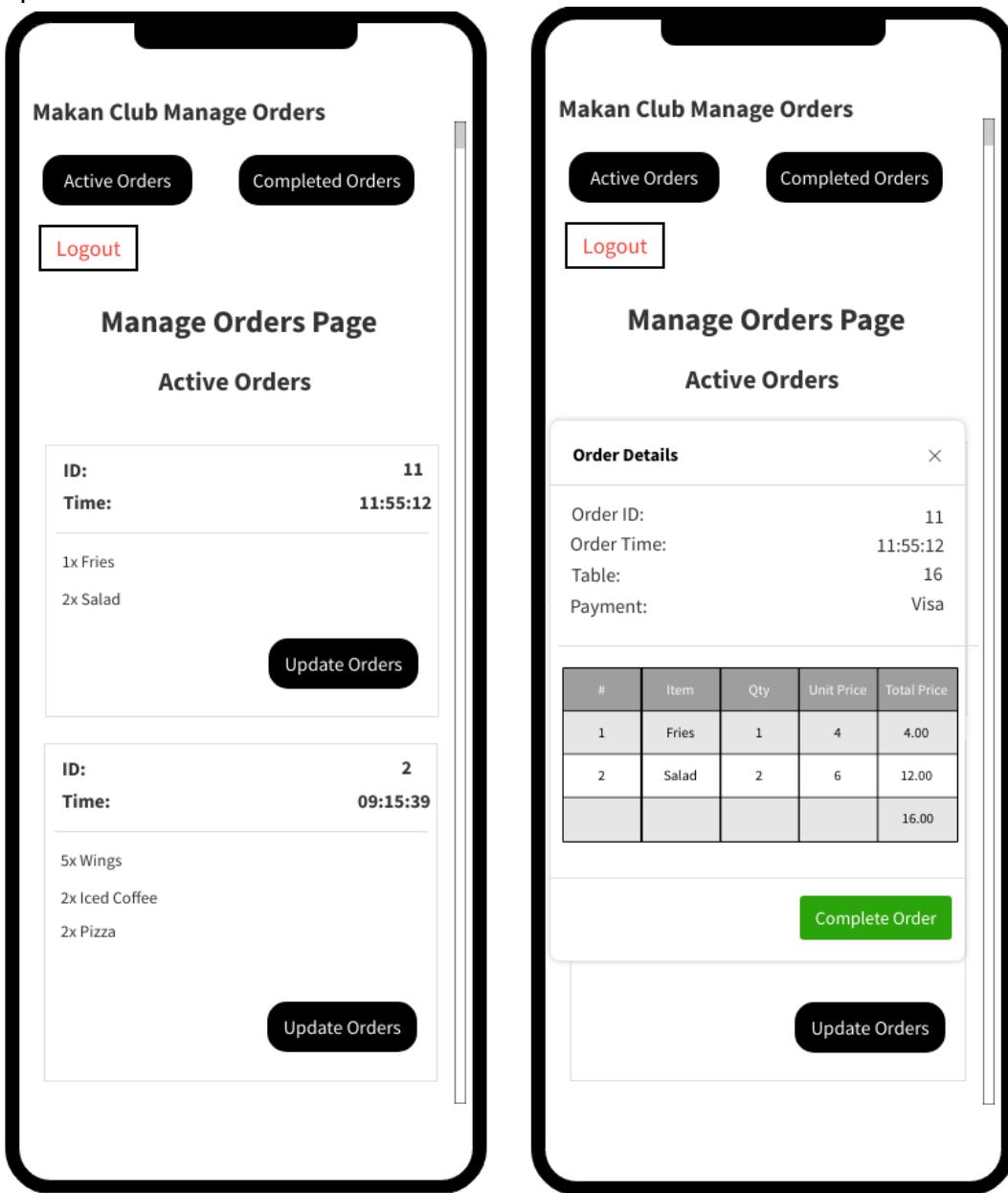
7.3.1.2 Restaurant Staff

- Login



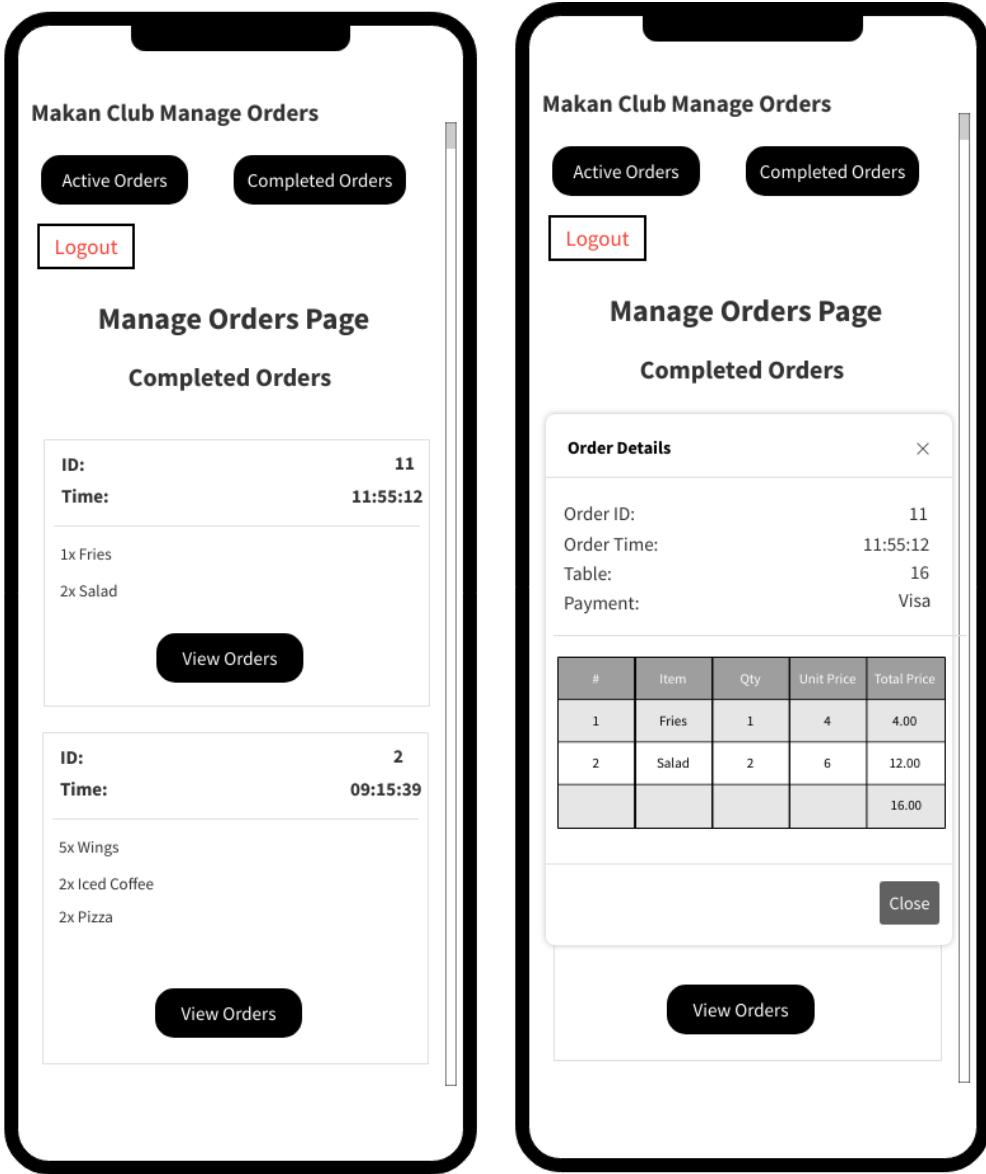
Makan Club

- Update Order Status



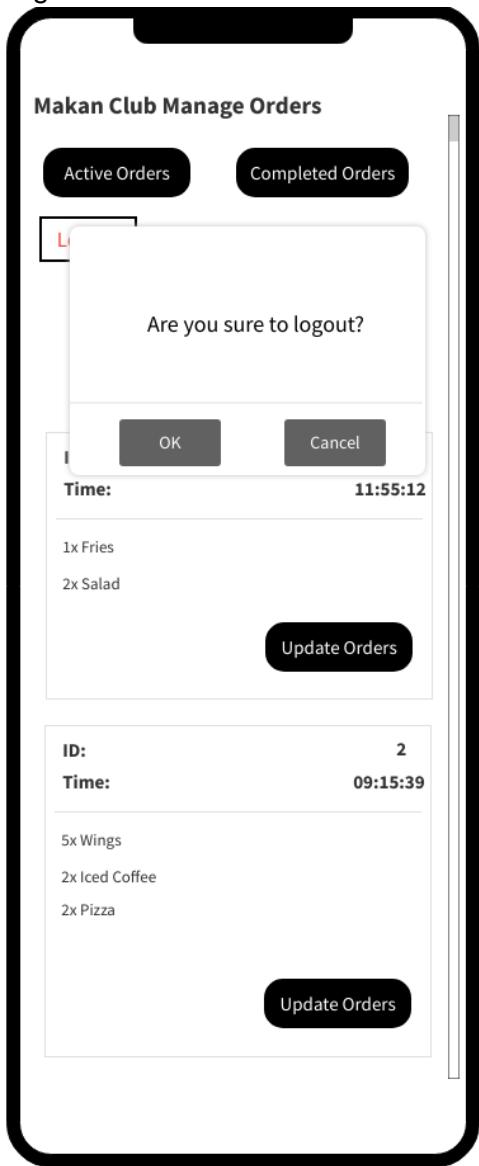
Makan Club

- View Order Status



Makan Club

- Logout



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7.3.1.3 Restaurant Manager

Nil

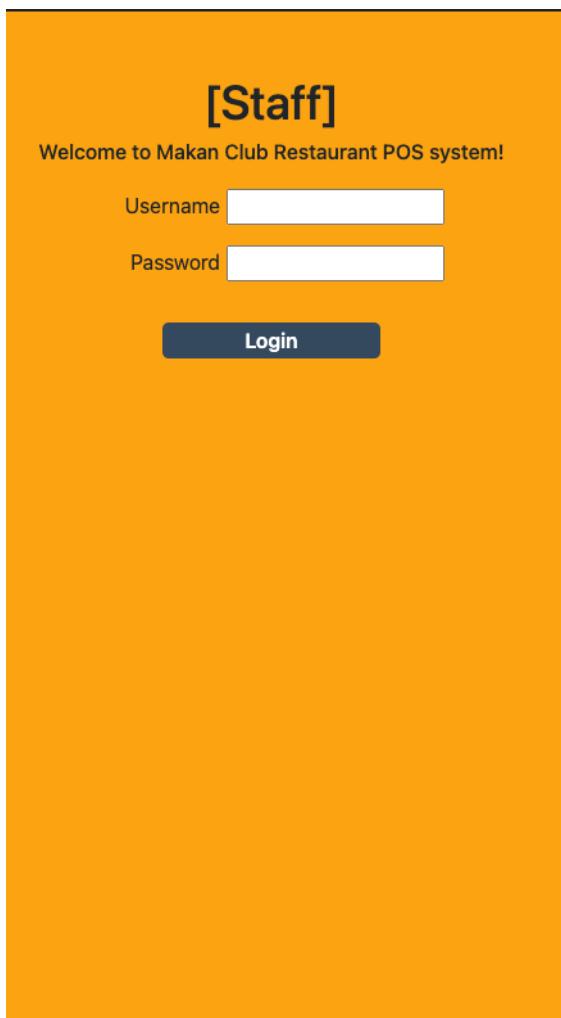
7.3.1.4 Restaurant Owner

- Logout



Makan Club

Interfaces



Makan Club

Cart Details



Cart

Clear

Image	Item	Price	Quantity	Amount	Update
	Burger - *New*	\$15	<input type="text" value="1"/>	\$15	<button>Update</button>
	Chicken Chop	\$11.5	<input type="text" value="12"/>	\$11.5	<button>Update</button>
	Iced Tea	\$1.5	<input type="text" value="1"/>	\$1.5	<button>Update</button>

Total Amount: \$28.00

[Check Out](#)

Makan Club Transactions

[Back to Home](#)

[Log Out](#)

Transaction History Page

ID:	116
Date:	2022-05-25
Time:	00:21:48
1x Chicken Chop	
1x Fish and Chips	
View More Details	

Makan Club

Makan Club Transactions Back to Home Log Out

Transaction History Page

ID: 116	Date: 2022-05-25	Time: 00:21:48
Order ID: 116	Order Date: 2022-05-25	Order Time: 00:21:48
Table: 1	Payment: Visa	
1x Chicken Chop		
1x Fish and Chips		
View More Details		

Order Details

#	Item name	Qty	Unit Price	Total Price
1	Chicken Chop	1	11.5	11.5
2	Fish and Chips	1	14	14
\$25.5				

Makan Club Manage Orders Active Orders Completed Orders Log Out

Manage Orders Page

Active orders

ID: 110	ID: 111	ID: 112
Time: 20:56:57	Time: 21:31:17	Time: 21:32:12
1x Burger - *New*	1x New Menu Item - "noodles"	1x Burger - *New*
1x Chicken Chop		1x Chicken Chop
1x Fish and Chips		1x Fish and Chips
View More Details	View More Details	View More Details
ID: 113	ID: 114	ID: 115
Time: 00:05:50	Time: 00:18:38	Time: 00:20:41
1x Fish and Chips	1x Chicken Chop	6x Chicken Chop
1x Spaghetti	1x Fish and Chips	
	1x Linguine	View More Details

Makan Club

Makan Club Manage Orders

Active Orders Completed Orders Log Out

Manage Orders Page

Order Details

ID:	110
Time:	20:56:57
Table:	1
Payment:	Visa

#	Item name	Qty	Unit Price	Total Price
1	Burger - *New*	1	15	15.00
2	Chicken Chop	1	11.5	11.50
3	Fish and Chips	1	14	14.00

Total: \$40.50

Items:

1x Burger - *New*	1x Chicken Chop	6x Chicken Chop
1x Fish and Chips	1x Fish and Chips	
1x Spaghetti	1x Linguine	

View More Details

Complete Order

ID: 112
Time: 21:32:12
Table: 1
Payment: Visa

1x Burger - *New*
1x Chicken Chop
1x Fish and Chips
1x Spaghetti

View More Details

ID: 115
Time: 00:20:41
Table: 1
Payment: Visa

1x Chicken Chop
1x Fish and Chips
1x Linguine

View More Details

Makan Club Manage Orders

Active Orders

Completed Orders

Log Out

Manage Orders Page

Completed Orders

ID: 120
Time: 20:52:08

1x Burger - *New*
1x Chicken Chop
1x Iced Tea

View More Details

Makan Club

The screenshot shows the 'Manage Orders Page' of the Makan Club system. At the top, there are tabs for 'Active Orders' (which is selected) and 'Completed Orders'. A 'Log Out' button is also visible. The main area displays an order summary and a detailed table of items.

Order Details:

ID:	120
Time:	20:52:08
Table:	1
Payment:	Visa
Completed Time:	

Items:

#	Item name	Qty	Unit Price	Total Price
1	Burger - *New*	1	15	15.00
2	Chicken Chop	1	11.5	11.50
3	Iced Tea	1	1.5	1.50
\$28.00				

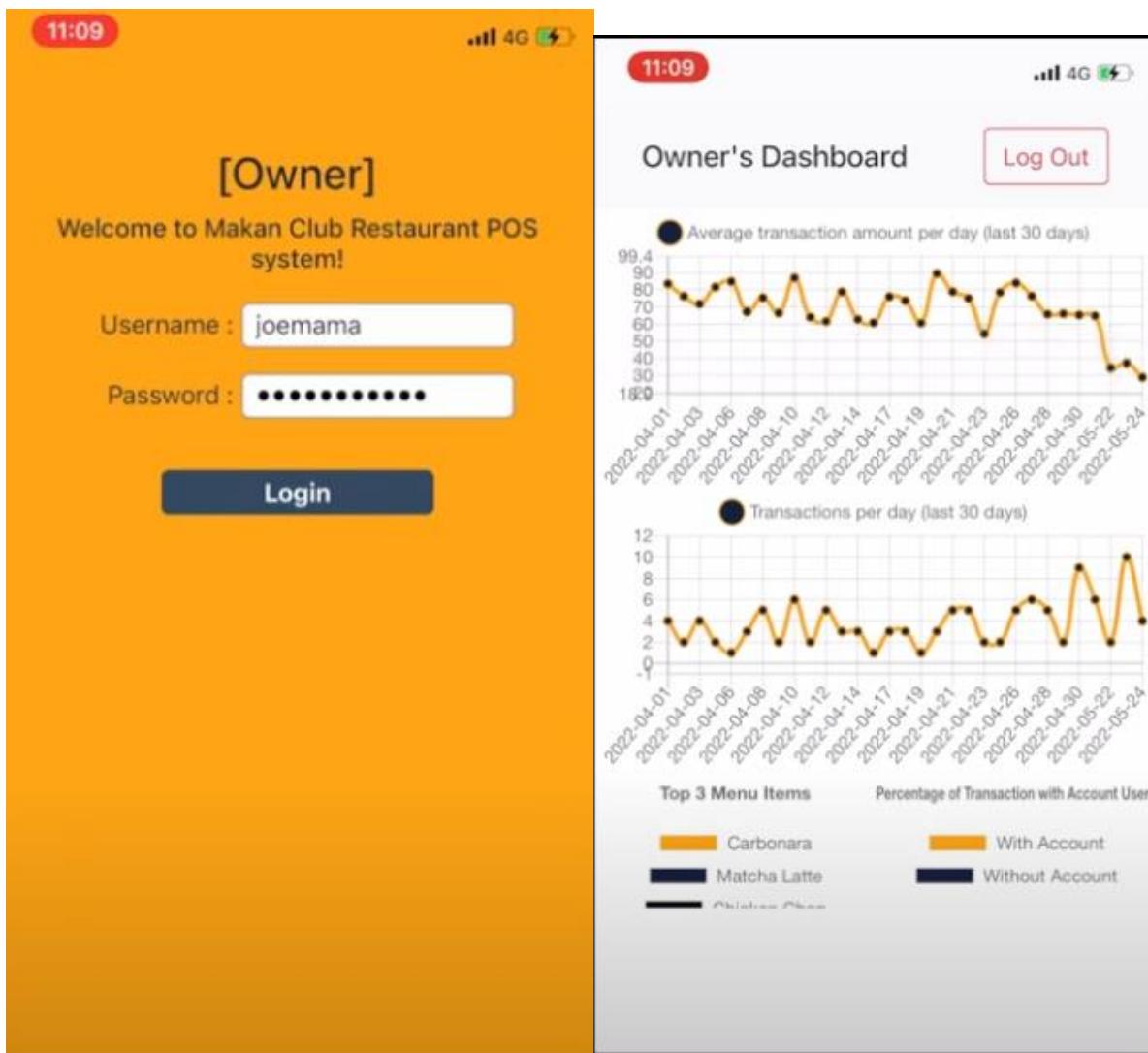
Order Summary:

1x Burger - *New*
1x Chicken Chop
1x Iced Tea

Buttons:

- [View More Details](#)

Makan Club



Makan Club

7.3.2 Test Cases

Project Name:	Restaurant POS Management system					
Test CaseID	TC-3-1					
Test Case Description	Staff Transactions view and update function					
Created by:	Bryan Choo					
Pre-condition:	All Transactions and cart items are loaded into Mysql					
Test Data File:	CSC1314.sql					

Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-3-1	All Transactions that are pending in the restaurant are rendered on the "Manager Orders" page	Transactions table from Mysql	All pending transactions are rendered on the manage orders page	All pending transactions are rendered on the manage orders page	Pass		
TC-3-2	Upon clicking on the "View more details" button, user will be able to view order details relating to menu items for that order ID	Transactions table from Mysql	Upon clicking on "view more details" button user should be presented with items related to that order	Upon clicking on "view more details" button user should be presented with items related to that order	Pass		
TC-3-3	Upon clicking on the "Order completed button", transaction status would be changed from "pending" to "completed" in Transactions table in Mysql	Transactions table from Mysql	Clicking "Order complete" button will change order status from pending to completed	Clicking "Order complete" button will change order status from pending to completed	Pass		
TC-3-4	Once order has been set from "completed", transaction status in Mysql should be updated as such	Transactions table from Mysql	Order in "pending" status will be updated to "completed" status when user clicks "order complete" button	Order in "pending" status will be updated to "completed" status when user clicks "order complete" button	Pass		

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7.3.3 Taiga

Sprint 3 28 Apr 2022 to 09 May 2022

The backlog board displays the following information:

- IN PROGRESS:** Contains two user stories and their associated tasks.
- CLOSED:** Contains two user stories and their associated tasks.
- READY FOR TEST:** Contains two user stories and their associated tasks.
- NEEDS INFO:** Contains two user stories and their associated tasks.

User Stories (User Story column):

- As a Member, I want to be able to view my previous orders history so that it facilitates my decision while viewing the menu.** Tasks: #104 Develop Use Case Description, #105 Develop BCE Class Diagram, #106 Develop BCE Sequence Diagram, #107 Wireframing, #108 Develop Back End, #109 Develop Front End.
- As a Guest, I want to be able to edit the quantity of food items in the cart so that I can amend the number of the same dish I want to order.** Tasks: #361 Develop Use Case Diagram, #362 Develop Use Case Description, #363 Develop BCE Class Diagram, #364 Develop BCE Sequence Diagram, #365 Develop Back End, #366 Develop Front End, #367 Wireframing, #368 Testing.
- As a Restaurant Owner, I want to be able to log out of my account so that I can terminate the session.** Tasks: #114 Wireframing, #115 Develop BCE Sequence Diagram, #116 Develop Use Case Diagram, #117 Testing, #118 Develop Front End, #119 Develop Back End, #120 Develop Use Case Description.
- As a Guest, I want to be able to view my order summary so I know what I have ordered.** Tasks: #332 Develop Use Case Diagram, #333 Develop Use Case Description, #334 Develop BCE Class Diagram, #335 Develop BCE Sequence Diagram, #336 Develop Front End, #337 Develop Back End, #338 Wireframing, #339 Testing.

Makan Club

Sprint 3 28 Apr 2022 to 09 May 2022

The Scrum board displays the following tasks:

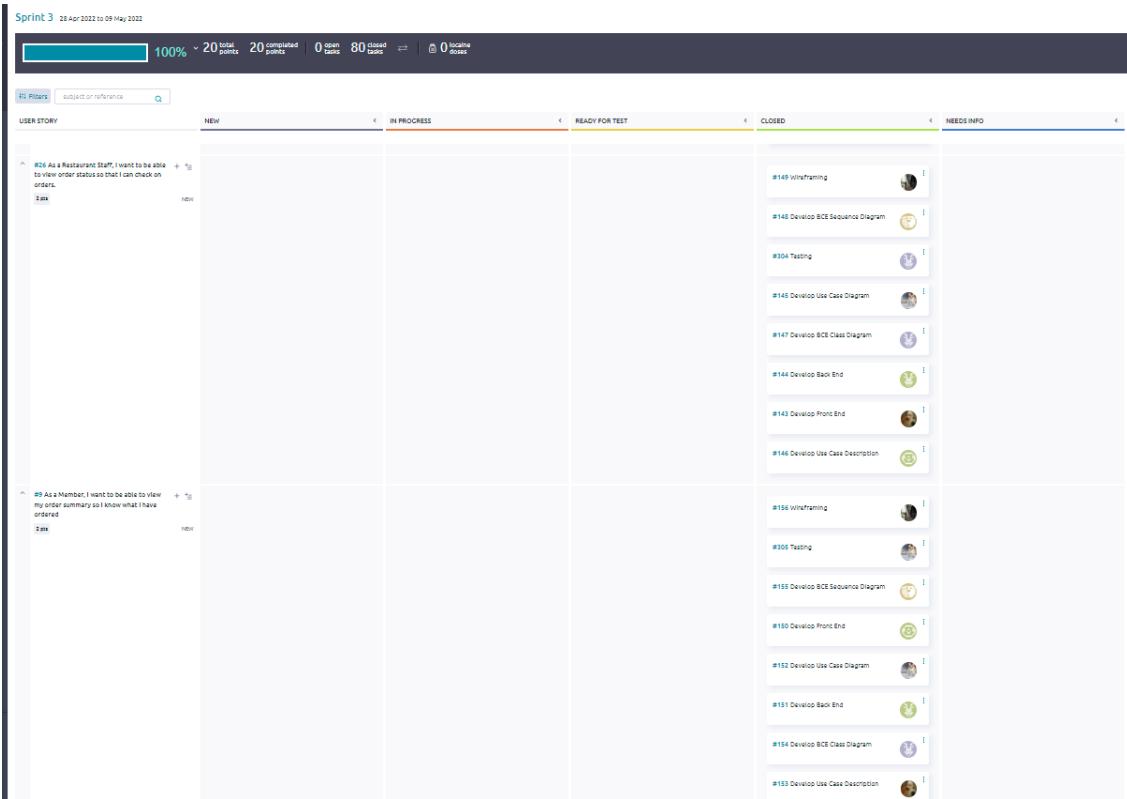
- IN PROGRESS:**
 - #21 As a Restaurant Staff, I want to be able to log out of my account so that I can terminate the session.
 - #24 As a Member, I want to be able to view my order summary so I know what I have ordered.
- READY FOR TEST:**
 - #121 Wireframing
 - #120 Develop BCE Sequence Diagram
 - #29 Testing
 - #119 Develop BCE Class Diagram
 - #115 Develop Front End
 - #116 Develop Back End
 - #117 Develop Use Case Diagram
 - #118 Develop Use Case Description
 - #122 Wireframing
 - #126 Develop BCE Class Diagram
 - #127 Develop BCE Sequence Diagram
 - #301 Testing
 - #124 Develop Use Case Diagram
 - #123 Develop Back End
 - #122 Develop Front End
 - #125 Develop Use Case Description
- CLOSED:**
 - #135 Wireframing
 - #134 Develop BCE Sequence Diagram
 - #130 Develop Back End
 - #302 Testing
 - #129 Develop Front End
 - #131 Develop Use Case Diagram
 - #133 Develop BCE Class Diagram
 - #132 Develop Use Case Description
 - #139 Develop Use Case Description
 - #138 Develop Use Case Diagram
 - #303 Testing
 - #141 Develop BCE Sequence Diagram
 - #140 Develop BCE Class Diagram
 - #142 Wireframing
 - #136 Develop Front End
 - #137 Develop Back End

USER STORY

NEW IN PROGRESS READY FOR TEST CLOSED NEEDS INFO

Filters: subject or reference Q

Makan Club



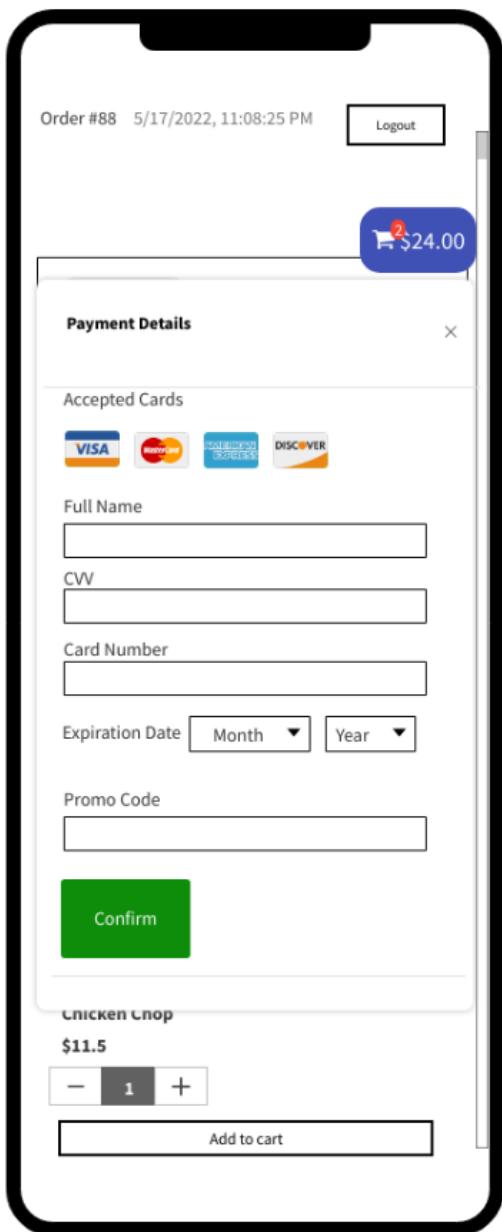
7.4 Sprint 4

7.4.1 Wireframing

7.4.1.1 Customer

Guest:

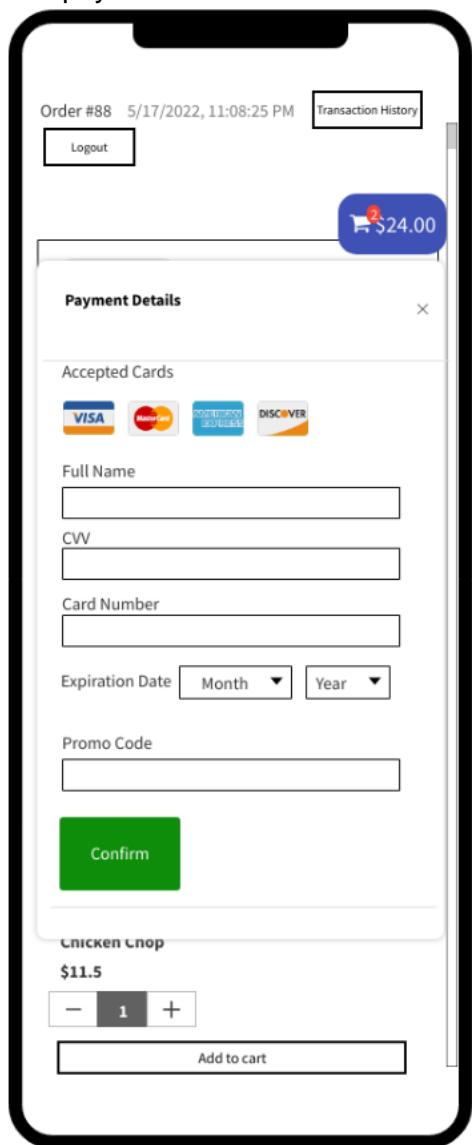
- Make Payment



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Member:

- Make payment



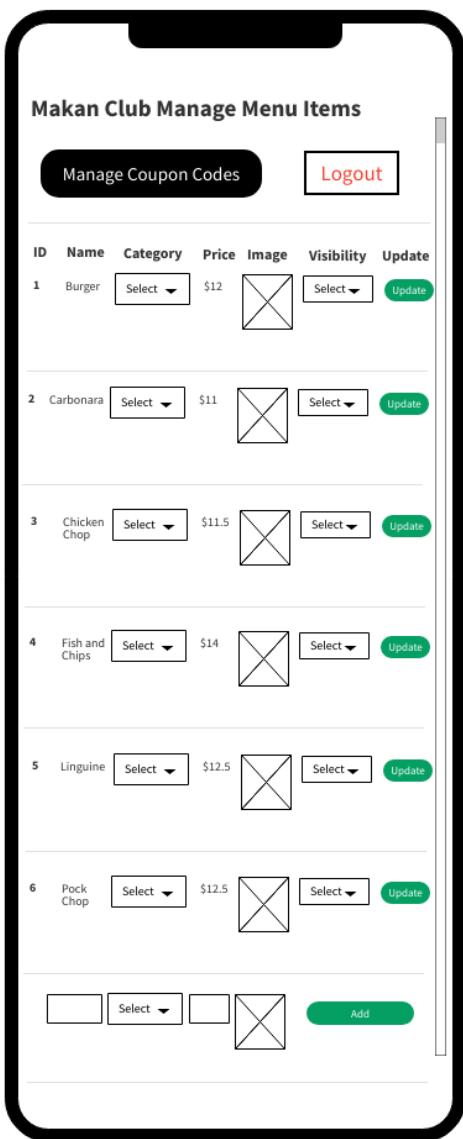
7.4.1.2 Restaurant Staff

Nil

Makan Club

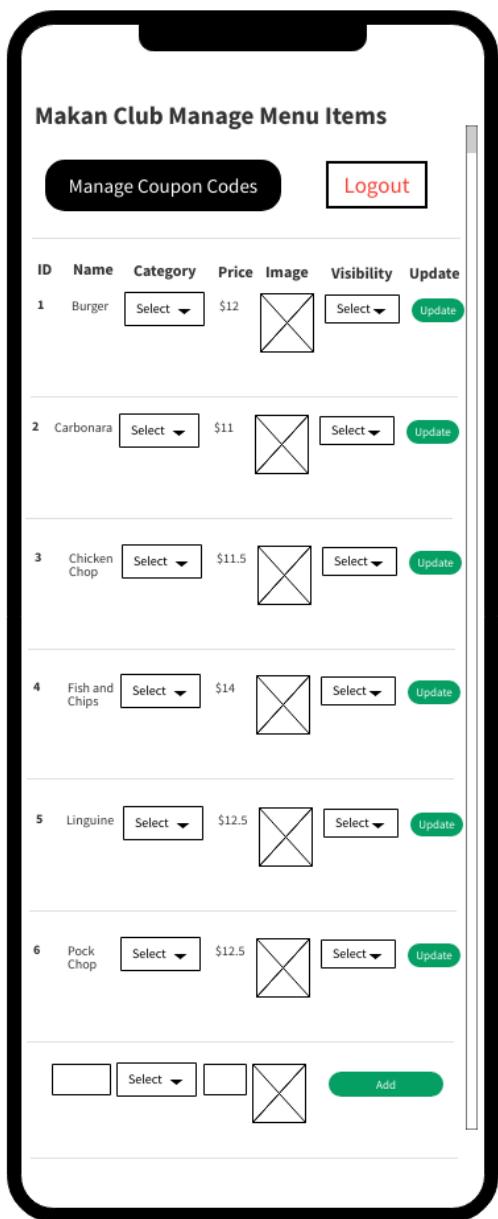
7.4.1.3 Restaurant Manager

- Edit Food Item



Makan Club

- Add Food Item



Makan Club

- Remove Food Item



Makan Club

7.4.1.4 Restaurant Owner

- Generate Top 3 Food Item Report



Interfaces

The screenshot shows a mobile application interface titled "Payment Details". At the top, it displays "Accepted Cards" with icons for VISA, MasterCard, American Express, and Discover. Below this, there are input fields for "Full Name" (containing "John tan"), "CVV" (containing "123"), and "Card Number" (containing "1234567812345678"). An "Expiration Date" field shows "July 2023". Under "Promo Code", the code "Oneonesale" is entered, with a note below stating "Promo code is applied." At the bottom, a summary table shows the following values:

Sub-Total:	\$35.00
Promo Code:	20%
Grand Total:	\$28.00

Makan Club

[Manager]

Welcome to Makan Club Restaurant POS system!

Username : joejoe123

Password : [REDACTED]

[Login](#)

[Forgot Password](#)

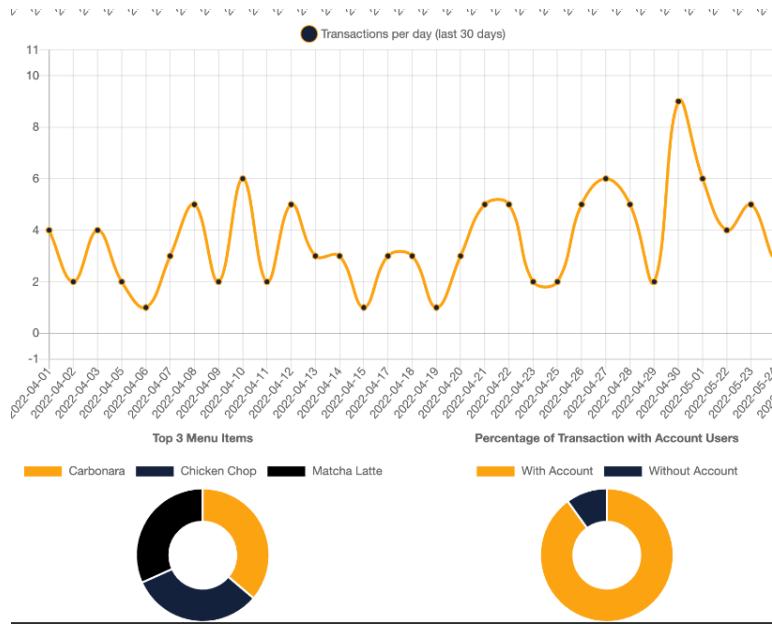
Makan Club Manage Menu Items

[Manage Coupon Codes](#)

[Log Out](#)

ID	Name	Category	Price	Image	Visibility	Update
1	Burger - New	Entree	\$ 12.00		Yes	Update
2	Carbonara	Entree	\$ 11.00		No	Update
3	Chicken Chop	Entree	\$ 11.50		Yes	Update

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7.4.2 Test Cases

Project Name:	Restaurant POS Management system						
Test CaseID	TC-4-1-1						
Test Case Description	Manage coupons (Add,update) as manager						
Created by:	Kendrick Kee						
Pre-condition:	All Transactions and cart items are loaded into Mysql						
Test Data File:	CSI314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-4-1-1	All pre-existing coupons are rendered on manage coupons page	Coupons table from Mysql	All pre-existing coupons are rendered on manage coupons page	All pre-existing coupons are rendered on manage coupons page	Pass		
TC-4-1-2	Upon making changes to coupon row and clicking on update, page should refresh with the updated coupon details	Coupons table from Mysql	Changes to coupon details are reflected in sql database and reflected on refreshed manage coupon page	Changes to coupon details are reflected in sql database and reflected on refreshed manage coupon page	Pass		
TC-4-1-3	Upon updating blank row in. manage coupons and clicking on "Add" button, new coupon should be created and rendered on the manage coupon page	Coupons table from Mysql	Adding new coupon code will create a new row in database and rendered on manage coupon page	Adding new coupon code will create a new row in database and rendered on manage coupon page	Pass		
TC-4-1-4	New coupon created should be valid for customer use in checkout page	Coupons table from Mysql	When customer inputs new promo code, reflected discount that's stored in the database will be deducted from their cart	When customer inputs new promo code, reflected discount that's stored in the database will be deducted from their cart	Pass		

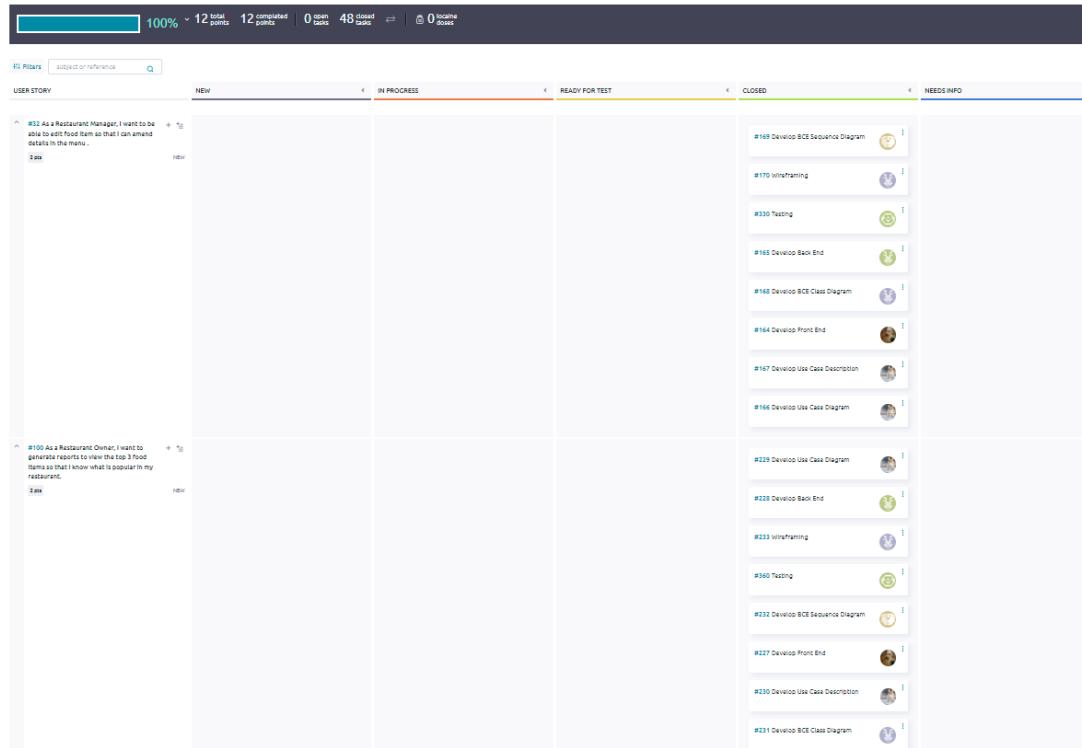
Project Name:	Restaurant POS Management system						
Test CaseID	TC-4-2-1						
Test Case Description	Manage menu items [Add, Update] as manager						
Created by:	Kendrick Kee						
Pre-condition:	All Transactions and cart items are loaded into Mysql						
Test Data File:	CSI314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-4-2-1	All pre-existing items are rendered in the manager items page	Items table from Mysql	All pre-existing coupons are rendered on manage items page	All pre-existing coupons are rendered on manage items page	Pass		
TC-4-2-2	Upon making changes to item row and clicking on update, page should refresh with the updated item details	Items table from Mysql	Changes to item details are reflected in sql database and reflected on refreshed manage item page	Changes to item details are reflected in sql database and reflected on refreshed manage item page	Pass		
TC-4-2-3	Upon updating the "visible" column for menu items, once set to not visible, item should no longer be visible to Customers menu page	Items table from Mysql	Changes to item details are reflected in sql database and menu item is no longer visible in menu page for customers	Changes to item details are reflected in sql database and menu item is no longer visible in menu page for customers	Pass		
TC-4-2-4	Upon updating blank row in. manage item and clicking on "Add" button, new coupon should be created and rendered on the manage items page	Items table from Mysql	Adding new coupon code will create a new row in database and rendered on manage items page	Adding new coupon code will create a new row in database and rendered on manage items page	Pass		
TC-4-2-5	New menu item should be reflected on customer menu page	Items table from Mysql	New menu item should be reflected on customer menu page	New menu item should be reflected on customer menu page	Pass		

Project Name:	Restaurant POS Management system						
Test CaseID	TC-4-3-1						
Test Case Description	Owner Data Analysis Dashboard function						
Created by:	Kendrick Kee						
Pre-condition:	All Transactions and cart items are loaded into Mysql						
Test Data File:	CSI314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-4-3-1	All pre-existing items are rendered in the manager items page	Transactions table from Mysql	All pre-existing coupons are rendered on manage items page	All pre-existing coupons are rendered on manage items page	Pass		
TC-4-3-2	Upon making changes to item row and clicking on update, page should refresh with the updated item details	Transactions table from Mysql	Changes to item details are reflected in sql database and reflected on refreshed manage item page	Changes to item details are reflected in sql database and reflected on refreshed manage item page	Pass		

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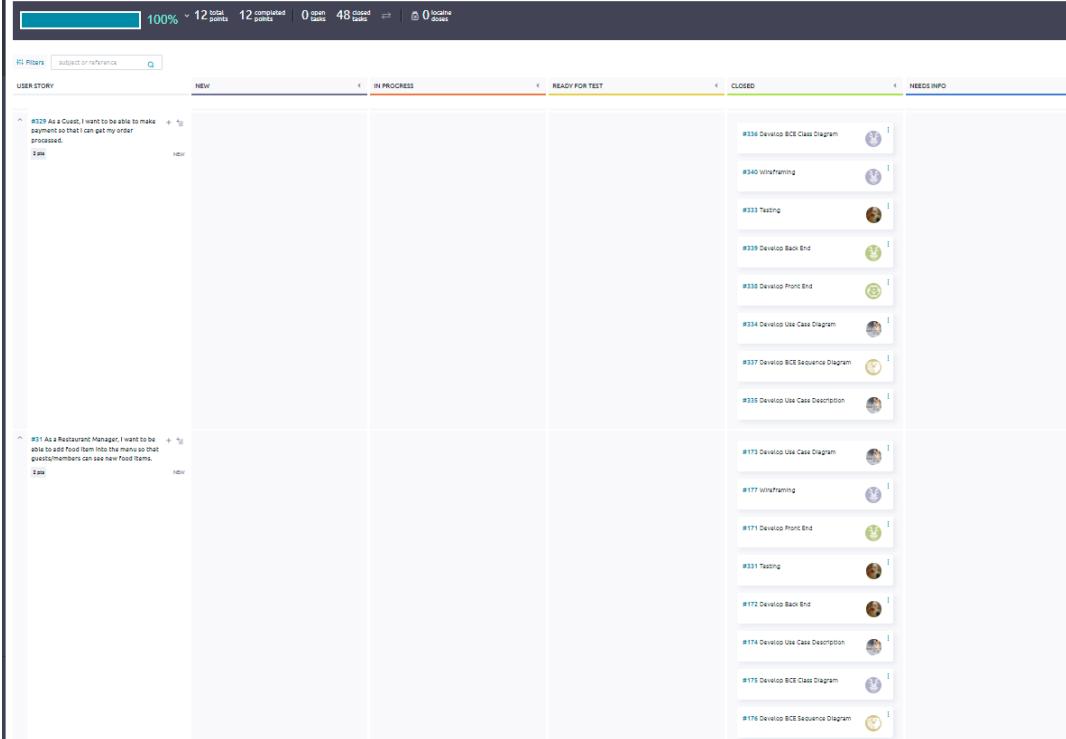
7.4.3 Taiga

Sprint 4 10 May 2022 to 19 May 2022



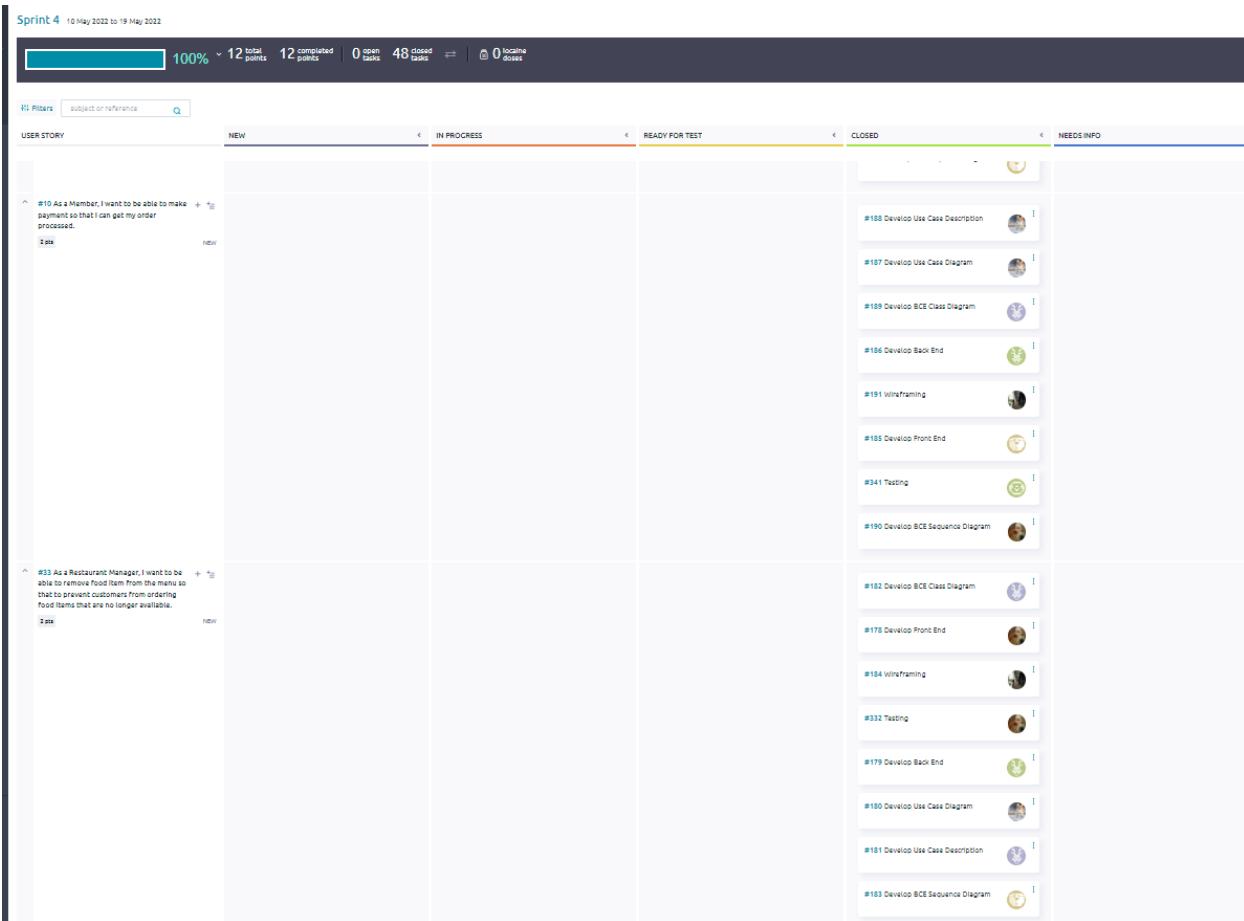
This screenshot shows the Taiga sprint backlog for Sprint 4. The board has columns: NEW, IN PROGRESS, READY FOR TEST, CLOSED, and NEEDS INFO. The NEW column contains two user stories. The first user story, #169, is titled "As a Restaurant Manager, I want to be able to edit food item so that I can amend details in the menu." It has two tasks: "Wireframing" and "Testing". The second user story, #170, is titled "As a Restaurant Owner, I want to generate reports to view the top 3 food items so that I know what is popular in my restaurant." It also has two tasks: "Wireframing" and "Testing". The IN PROGRESS column is empty. The READY FOR TEST column contains 12 tasks, all of which are linked to user stories from the NEW column. The CLOSED column is empty. The NEEDS INFO column is empty.

Sprint 4 10 May 2022 to 19 May 2022



This screenshot shows the Taiga sprint backlog for Sprint 4. The board has columns: NEW, IN PROGRESS, READY FOR TEST, CLOSED, and NEEDS INFO. The NEW column contains one user story, #339, titled "As a Guest, I want to be able to make payment so that I can get my order processed." It has four tasks: "Develop BCE Class Diagram", "Wireframing", "Testing", and "Develop Back End". The IN PROGRESS column is empty. The READY FOR TEST column contains 12 tasks, all of which are linked to user stories from the NEW column. The CLOSED column is empty. The NEEDS INFO column is empty.

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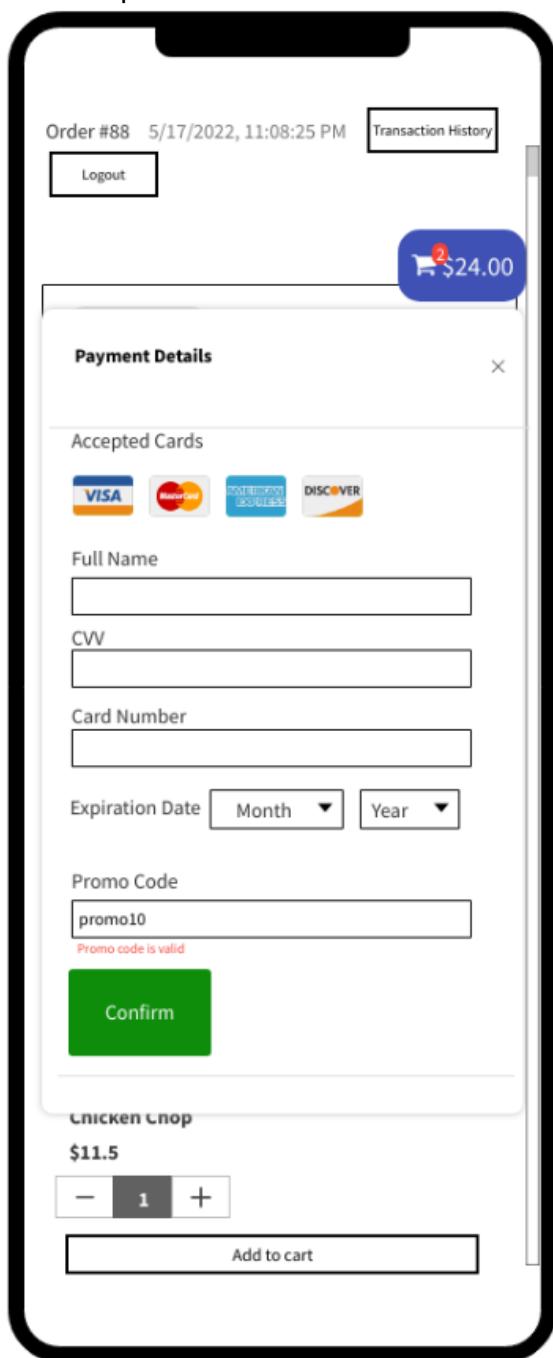
7.5 Sprint 5

7.5.1 Wireframing

7.5.1 Customer

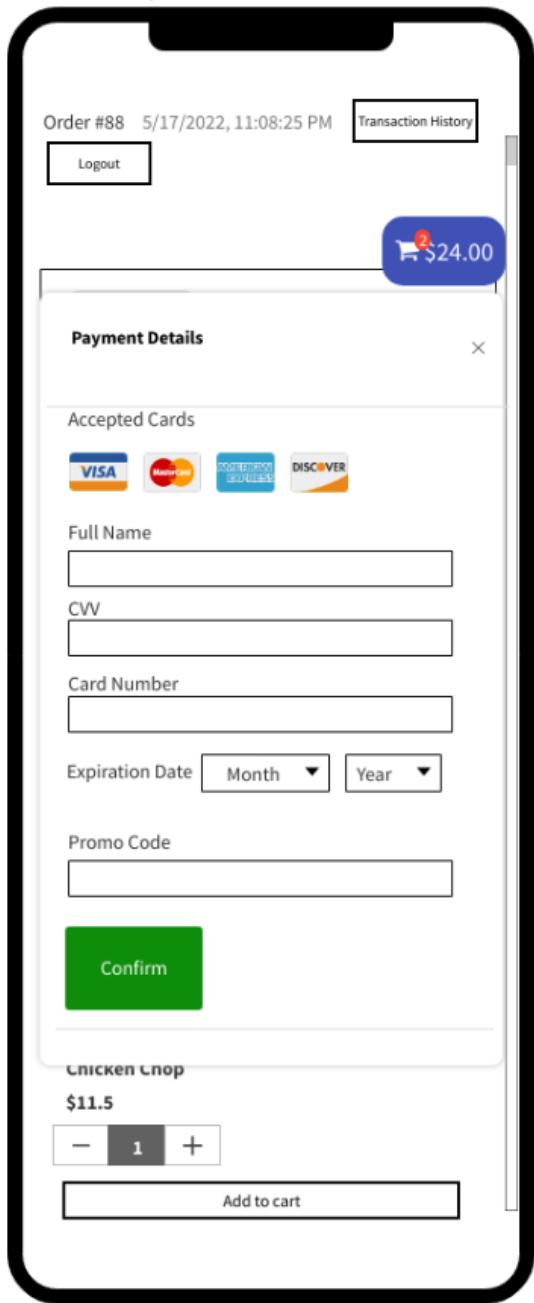
Member:

- Insert Coupon Code



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- Remove Coupon Code



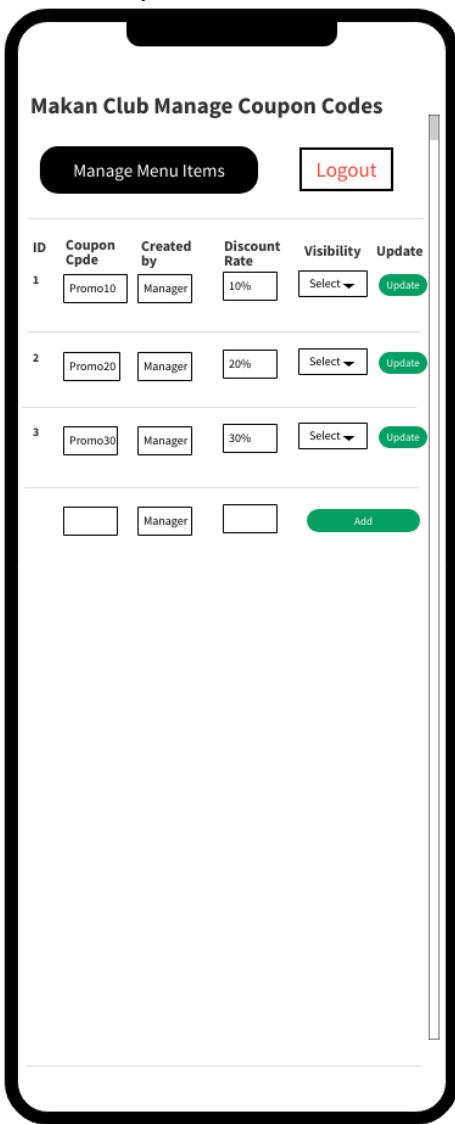
7.5.2 Restaurant Staff

Nil

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7.5.3 Restaurant Manager

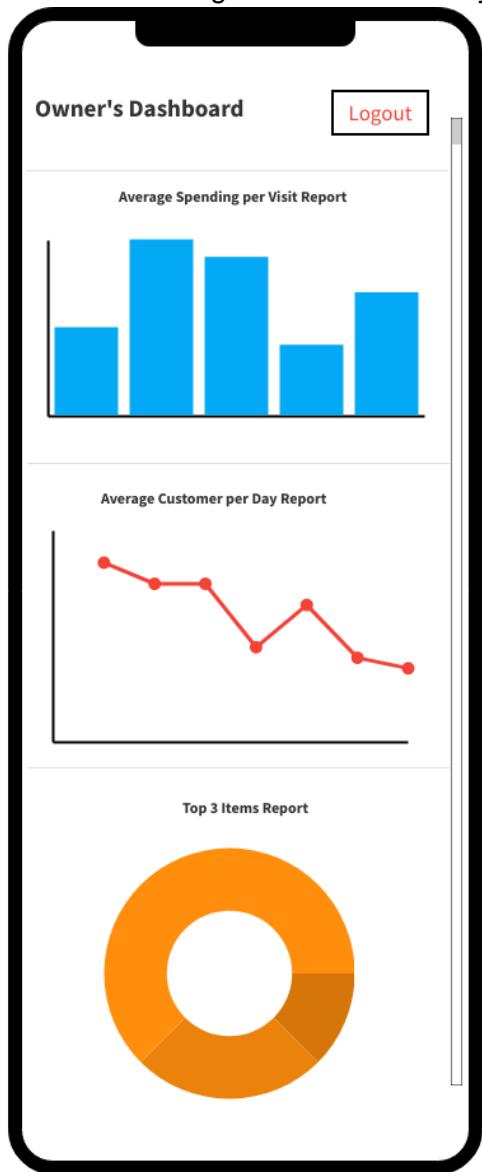
- Create Coupon Code



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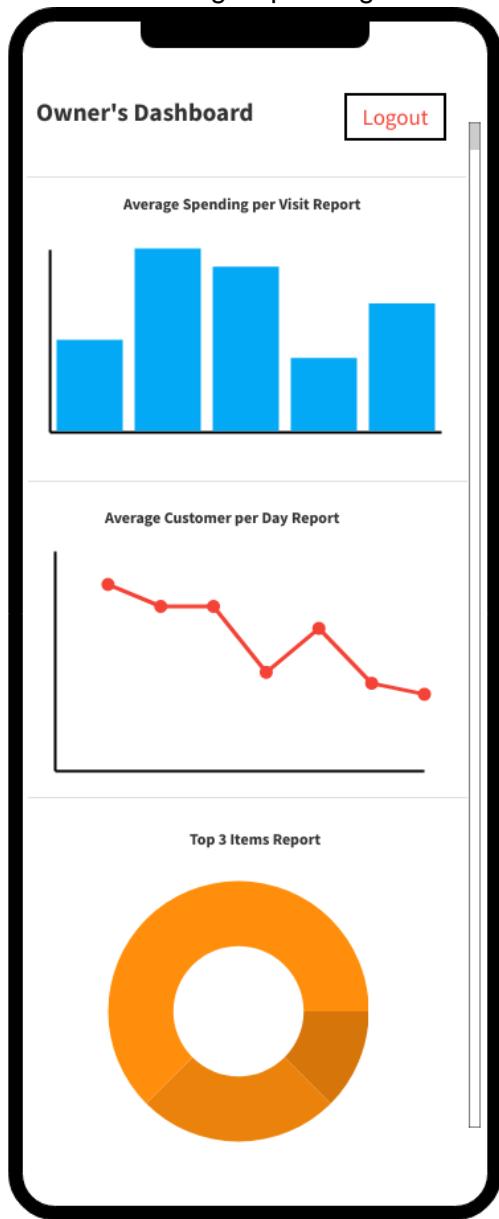
7.5.4 Restaurant Owner

- Generate Average Customer Per Day Report



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- Generate Average Spending Per Visit Report



Interfaces

Payment Details x

Accepted Cards


Full Name
Kendrick Kee

CVV
123

Card Number
1234123412341234

Expiration Date January 2023

Promo Code
SEVENSEVENSALE

Promo code is applied.

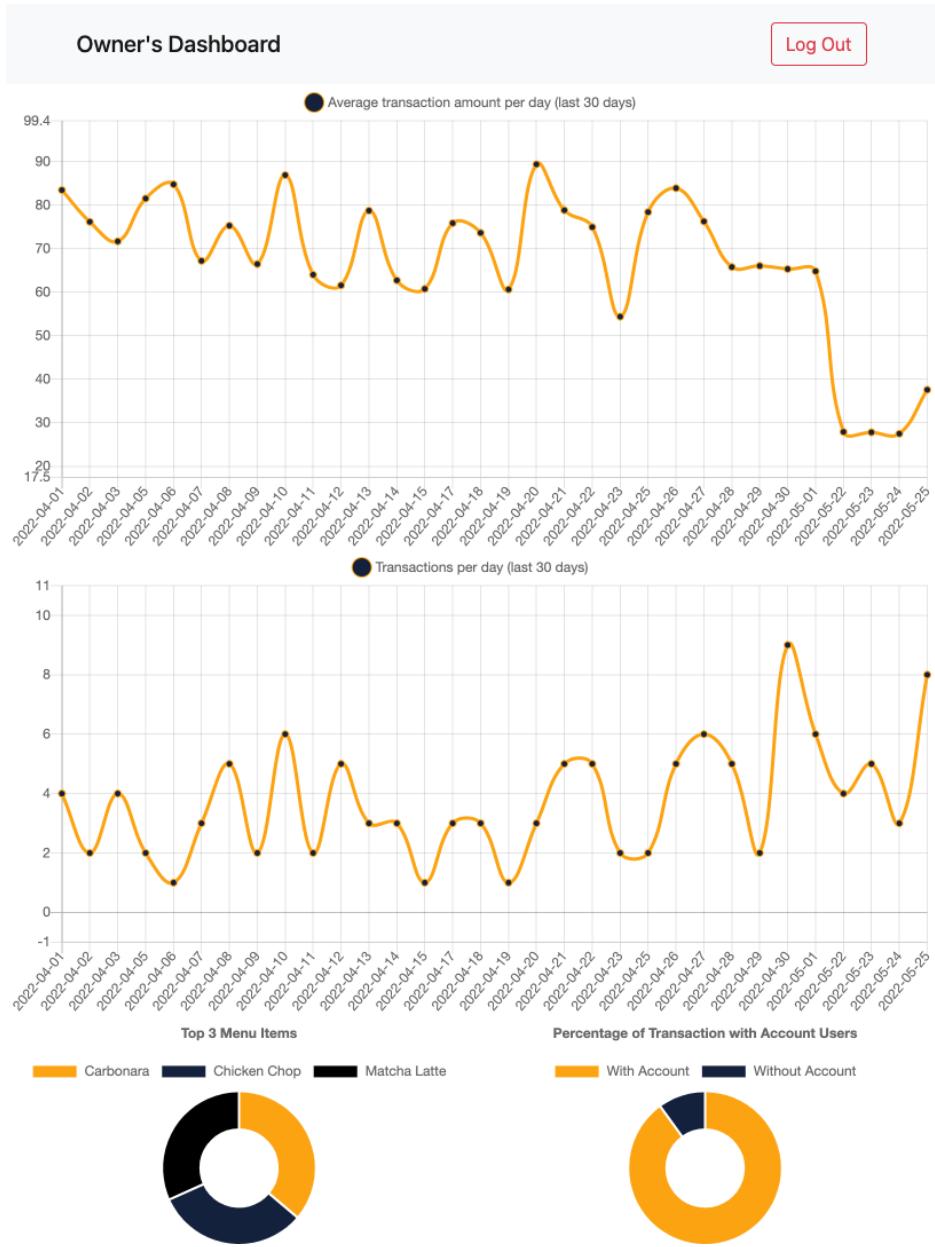
Sub-Total:	\$40.50
Promo Code:	10%
Grand Total:	\$36.45

Order

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Makan Club Manage Coupon Codes						Manage Menu Items	Log Out
ID	Coupon Code	Created by:	Discount Rate	Valid	Update		
1	ONEONESALE-NEW!	Joesepth	10 %	YES	Update		
2	TWOTWOSALE	Joesepth	10 %	YES	Update		
3	THREETHREESALE	Joesepth	15 %	YES	Update		
4	FOURFOURSALE	Joesepth	8 %	NO	Update		
5	FIVEFIVESALE	Joesepth	10 %	NO	Update		
6	SIXSIXSALE	Joesepth	16 %	NO	Update		
		Joesepth			Add		

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7.5.2 Test Cases

Project Name:	Restaurant POS Management system						
Test CaseID	TC-5-1-1						
Test Case Description	Coupon Discount Checkout function						
Created by:	Kendrick Kee						
Pre-condition:	All Transactions and cart items are loaded into Mysql						
Test Data File:	CSCI314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-5-1-1	Coupon codes applied on checkout should reflect the correct amount of discount rate	Transactions table from Mysql	Coupon code applied should render the discount rate tied to what is stored in database	Coupon code applied should render the discount rate tied to what is stored in database	Pass		
TC-5-1-2	Upon checkout with valid coupon code, total price should be deducted from cart total	Transactions table from Mysql	Total price of cart must be discounted appropriately with discount rate of coupon code	Total price of cart must be discounted appropriately with discount rate of coupon code	Pass		
TC-5-1-3	Upon submitting order with discount code, transaction value stored in database should be value AFTER discount	Transactions table from Mysql	Transaction price stored after checkout with coupon code should store price after discount	Transaction price stored after checkout with coupon code should store price after discount	Pass		
TC-5-1-4	Transactions with no discount codes should have no deductions on total cart price, and value should be stored in database upon checkout	Transactions table from Mysql	Transaction price with no coupon codes should be stored as such	Transaction price with no coupon codes should be stored as such	Pass		
TC-5-1-5	Invalid Coupon codes should not offer any discounts	Transactions table from Mysql	Invalid Coupon codes should not offer any discounts	Invalid Coupon codes should not offer any discounts	Pass		
Project Name:	Restaurant POS Management system						
Test CaseID	TC-5-2-1						
Test Case Description	Checkout function and transaction history						
Created by:	Kendrick Kee						
Pre-condition:	All Transactions and cart items are loaded into Mysql						
Test Data File:	CSCI314.sql						
Test Step	Test Step Description	Test Data	Expected Results	Actual Result	Pass/Fail	Remarks	Screenshot if fail
TC-5-2-1	Upon clicking on checkout, user's order should be inserted into transaction database	Transactions table from Mysql	Upon clicking on checkout, all cart items, customer details, price and coupon codes if any should be inserted into the database	Upon clicking on checkout, all cart items, customer details, price and coupon codes if any should be inserted into the database	Pass		
TC-5-2-2	Upon clicking on checkout, user should be redirected to transaction history page with most recent order at the top of the list.	Transactions table from Mysql	Upon clicking on checkout user is redirected to transaction history page with more recent order at the top of the history list.	Upon clicking on checkout user is redirected to transaction history page with more recent order at the top of the history list.	Pass		

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7.5.3 Taiga

Sprint 5 20 May 2022 to 28 May 2022

100% 10 total points 10 completed | 0 open tasks 40 closed tasks | 0 incoming issues

Filters Subject or reference Q

USER STORY NEW IN PROGRESS READY FOR TEST CLOSED NEEDS INFO

^ #1 As a Member, I want to be able to remove coupon codes before making payment so that I can utilize the correct coupon code or use the coupon code the next time.
2 pts NEW

^ #1 As a Member, I want to be able to insert coupon code to be used before making payment so that I can offset my total amount.
2 pts NEW

#117 Develop BCE Sequence Diagram
#118 Develop Front End
#345 Testing
#198 Wireframing
#193 Develop Back End
#196 Develop BCE Class Diagram
#199 Develop Use Case Description
#194 Develop Use Case Diagram

#201 Develop BCE Class Diagram
#344 Testing
#202 Develop Use Case Description
#205 Wireframing
#199 Develop Front End
#200 Develop Back End
#201 Develop Use Case Diagram
#204 Develop BCE Sequence Diagram

Sprint 5 20 May 2022 to 28 May 2022

100% 10 total points 10 completed | 0 open tasks 40 closed tasks | 0 incoming issues

Filters Subject or reference Q

USER STORY NEW IN PROGRESS READY FOR TEST CLOSED NEEDS INFO

^ #30 As a Restaurant Manager, I want to be able to create coupon codes so that I can issue coupon codes to give customers.
2 pts NEW

^ #39 As a Restaurant Owner, I want to generate reports to view average number of customers per day so that I can figure out ways to increase the number.
2 pts NEW

#110 Develop BCE Class Diagram
#343 Testing
#207 Develop Back End
#212 Wireframing
#206 Develop Front End
#209 Develop Use Case Description
#208 Develop Use Case Diagram
#211 Develop BCE Sequence Diagram

#225 Develop BCE Sequence Diagram
#224 Develop BCE Class Diagram
#226 Wireframing
#370 Testing
#220 Develop Front End
#221 Develop Back End
#223 Develop Use Case Description
#222 Develop Use Case Diagram

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Sprint 5 20 May 2022 to 28 May 2022

The screenshot shows a digital project management interface for the 'Makan Club' project. At the top, a summary bar indicates the sprint duration from 20 May 2022 to 28 May 2022, with a progress bar at 100% completion. Below this, the total points are listed as 10, with 10 completed points, 0 open tasks, 40 closed tasks, and 0 doses. The interface includes a search bar and a filter section labeled 'filters'.

The main area displays a horizontal timeline with five columns: NEW, IN PROGRESS, READY FOR TEST, CLOSED, and NEEDS INFO. A user story is visible in the NEW column:

#98 As a Restaurant Owner, I want to generate reports to view average spending per visit so that I can find ways to increase and find out if there is any issue.

Below the timeline, a list of tasks is shown, each with a small profile icon and a detailed description:

- #239 Develop BCT Sequence Diagram
- #238 Develop BCE Class Diagram
- #234 Develop Front End
- #235 Develop Back End
- #242 Testing
- #240 Wireframing
- #236 Develop Use Case Diagram
- #237 Develop Use Case Description

8. CI/CD Development

The team has tried developing in terms of Continuous Integration/Continuous Deployment (CI/CD) using the platform, however there were difficulties faced by the team, such as error messages like ‘composer.json not found’ and ‘package does not exist’. The team tried to find solutions online to solve the issue, but the error still persisted.

The screenshot displays three views of a CI/CD system interface:

- Top View:** Shows the "All workflows" page with one workflow run. The run is labeled "Create php.yml" and is associated with "PHP Composer #1: Commit 0aa09ee pushed by kikoken831". It shows the status as "main" and "now" (Queued). Filter options include "Event", "Status", "Branch", and "Actor".
- Middle View:** Shows the same "All workflows" page, but the workflow run status has changed to "failed" (indicated by a red circle icon). The timestamp is now "2 minutes ago".
- Bottom View:** Provides a detailed log for the failed workflow run. The log shows the following steps:
 - Setup job (status: success)
 - Run actions/checkout@v3 (status: success)
 - Validate composer.json and composer.lock (status: failure)
 - Run composer validate --strict (status: success)
 - composer.json not found (status: error)
 - Error: Process completed with exit code 3. (status: error, highlighted in blue)
 - Cache Composer packages (status: success)
 - Install dependences (status: success)
 - Post Run actions/checkout@v3 (status: success)
 - Complete job (status: success)

9. Ethical Consideration and Discussions

9.1 Public

The team shall take full responsibility and be totally committed to the tasks entrusted to the individual and shall follow through for successful implementation and execution. The success of the tasks will be held accountable by the members. Such culture is crucial as it encourages responsibility, self-discipline, and a sense of ownership. In the meanwhile, it also aids to eliminate any surprises and enhances healthier working relationships amongst the team.

9.2 Product

The team shall ensure that any decisions with regards to the product, such as maintaining and/or keeping major functions are decided collectively. The team shall also ensure the product is reliable and available, bug-free and its behaviours fall within expectations. The team should ensure that the product meets the highest professional standards. The team shall strive to fully understand the specifications required for the work and be aggressive to ensure the privacy of the data, if any, collected, shall only be used in ways that are authorized.

9.3 Profession

The team shall upload integrity and reputation, in terms of professionalism, at all times while working on this project. The team shall be transparent and accurate in the work they do, ensuring that all laws governing their work shall not be broken. In the event that errors occur during the process, the team shall shoulder the responsibility to detect, correct and report such errors in the software and associated documents.

9.4 Colleagues

The team shall always uphold teamwork and adhere to open communication. Shall there be any disagreements, the team members shall calmly and openly discuss and come to a mutual understanding and agreement. The team shall uphold fairness and be kind and supportive to each other. The team shall work towards the common goals of providing their ultimate best efforts for this project and ensure that no one is left uncertain. A collective decision will be made as a whole with everyone's approval before moving on to the next phase of the project. The team shall ensure that the work done is solely their own work and by no means purchased, distributed, or stolen from anyone. The team shall ensure that proper due credits are given.

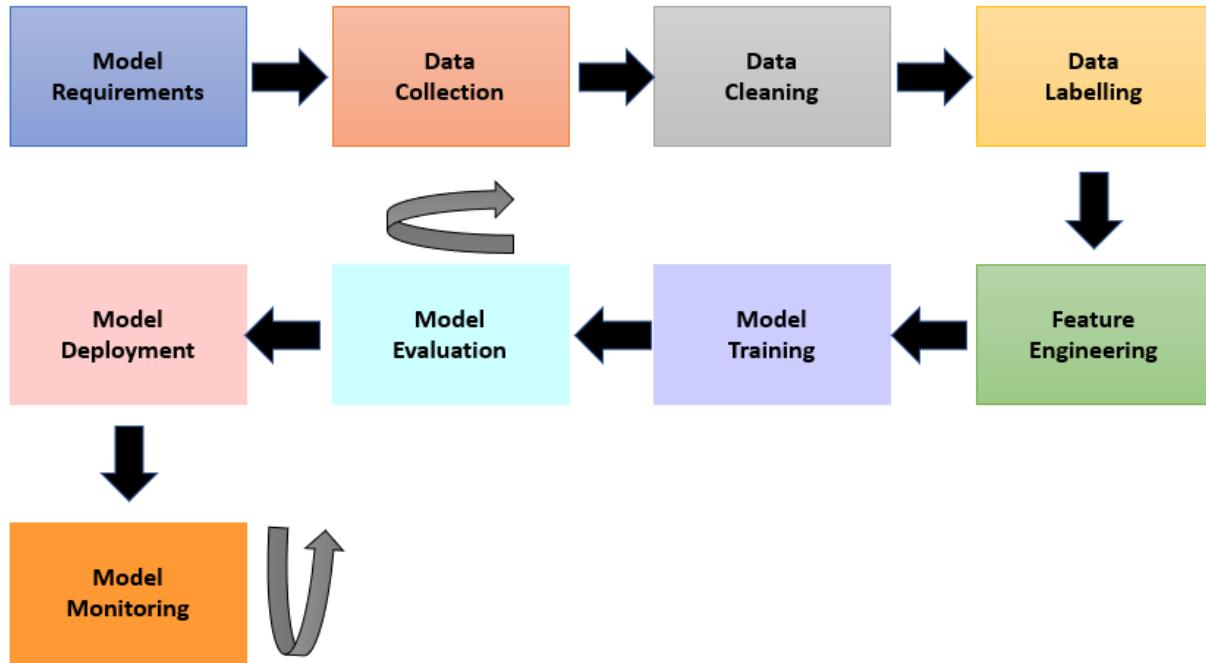
9.5 Client and Employer

The team shall ensure that all information collected is properly stored and shall not be disclosed or accessed by unauthorized personnel. The team shall also ensure that all information collected is strictly confidential and shall not be distributed for any monetary gains or any other purposes. In the event any information collected is shared, consent must be given.

9.6 Self

The team shall participate in the lifelong learning approach, whereby the team keeps an open mind to further their knowledge of development throughout the project and improve their ability to produce precise and well-written documentation with accurate information. The team shall also ensure that no unfair treatment is given to anyone because of any irrelevant prejudices and will not influence anyone in the team to take any action that violates a breach of such code.

10. Data-driven Development



10.1 Model Requirements

The feature that would benefit the most from data-driven development would be View Order Summary. By analyzing the data of the popular food items, these can be used by authorized stakeholders for research analysis and marketing purposes.

The biggest beneficiary of the Data-Driven Development would be the business owner and authorized stakeholders to gather insights on popular food items on the menu and assist in the retrieval of least ordered items over a period of time, allowing market analysis to be done to gather the trends of the consumers, understand purchasing behaviours of their customers and in turn facilitate in the creation of new food items to be added to the menu. (Market Basket Analysis)

10.2 Data Collection

The Data-Driven Development will make use of the existing records stored in the database, retrieve the food items in transaction records and use it to perform analysis. New order summary data also can be used for generating more accurate observations

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and updating the existing database, which is allowing for a broader range of data analysis from the updated database.

10.3 Data Cleaning

Data used for Data-Driven Development will be periodically stored and replaced, to ensure the data provided is updated, therefore enhancing the accuracy of the observations of trends. Steps such as removing outliers (one beverage item in order summary) is vital to ensure the accurate analysis of the accuracy for the data driven development.

10.4 Data Labeling

For this set of data, data labeling will not be required, as the food items have been labeled per their description as individual food items.

10.5 Feature Engineering

Feature Engineering typically involves feature selection and feature extraction from the data records so as to gather data that are informative. The set of data that will be input will have to be specially selected so as to enhance the accuracy of the machine learning algorithm and ensure its compatibility. There are many techniques to go about it but feature selection would be more fitting in this case.

In feature splitting, certain features such as date-time can be split into date and time to improve the value of the target to be learned. In this case, date would serve better purpose and contribute more as a feature as compared to date-time.

10.6 Model Training

The strategy that will be implemented for model training will consist of learning algorithms that can be supervised and unsupervised, such as random forest, decision tree and Multi-Layer Perceptron Model. To further facilitate and ensure that the data-driven development is concise, performing objectively and ideally that it satisfies the requirements, a test set will also be used.

10.7 Model Evaluation

Model Evaluation typically refers to using various different evaluation metrics to understand a learning model's performance, and in this case, for classification, the accuracy, precision and confusion matrix are measures used.

By comparing the various models' performance, the business owner will be able to view the correlation between various food items, and statistics such as how frequently certain food items are often paired together. As such, the business owner will be able to iterate data again and make a decision on whether there needs to be a shift in their strategy.

10.8 Model Deployment

The model will be deployed based on a combination of application-based which is AI-powered and supported.

10.9 Model Monitoring

To go about monitoring the data-driven development implemented and to enhance performance levels, the business owner could fine-tune the functions, so as to get better accuracy and better quality dataset from the database.

11. Meeting Minutes



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CSIT314 Meeting Minutes 1

Date: 9 April 2022	Time: 11.30PM-1.30AM	Venue: Zoom
Attendance		
Name	Student Number	Present/Not Present
Chong Hui Wen	7311436	Present
Lee Yu Xian	7233164	Present
Kaycee Tan Wan Ching	7311540	Present
Li Jin	6650181	Present
Kendrick Kee	7366814	Present
Bryan Choo	7060452	Present
Soh Wei Liang	7083294	Present

Agenda:

The Team will decide on the:

- B.C.E (Boundary, Control, Entity) of this project
- The types of Users that will interact with the product
- The types of User data that needs to be collected (database)
- List of complete tasks for each user story (requirements)
 - First draft by 16th April 2022
- Timeline for various stages in the project (Gantt Chart)

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- Developing use case diagrams and descriptions
- Sequence diagrams
- Class diagram
- UI Design and implementation
- Final Report
- Discuss possible ethical considerations in developing the software system in this project and how to address them
- Style guide of our application (Color palette, logo etc)

The team will setup Taiga and decide:

- CI/CD pipeline
- Whether to integrate Taiga with GitHub

Progress Report: NA

Discussion Summaries:

Roles Decided:

1. Scrum Master = Kendrick Kee
2. Solutions Architect = Chong Hui Wen, Li Jin
3. Back End Developer = Soh Wei Liang
4. Front End Developer = Kaycee Tan Wan Ching
5. DevOps Developer = Lee Yu Xian
6. Quality Assurance Engineer = Choo Xu Guang Bryan

Agile Methodologies:

- Decided to use Scrum

Software Development Methodology:

- Decided to use B-C-E Framework

DevOps Pipeline:

- To research what are the available options and decide

Database Storage:

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- Users
 - Admin
 - Guest
 - Member
- Orders
 - Table #
 - User
 - Item
 - Status
- Menu Items
 - Food Picture URL
 - Price
 - Name of item
 - Quantity
- Cart
- Promotions
 - Name
 - Promotion Period
 - Promocode
 - Value of promo (%)

Use Case:

1. Super User (Developer)
 - a. Access to all functionalities
2. Customer (Guest/Member)
 - a. Guest
 - i. View Menu
 - ii. Add Food Item to Cart
 - iii. Quantity
 - iv. Remarks
 - v. View Cart
 - vi. Edit Cart
 - vii. Delete Food Item from Cart
 - viii. Make Payment
 - ix. Sign up as Member
 - b. Member
 - i. Login as member
 - ii. View Menu
 - iii. Add Food Item to Cart
 - iv. Quantity

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- v. Remarks
- vi. View Cart
- vii. Edit Cart
- viii. Delete Food Item from Cart
- ix. Make Payment

3. Restaurant Manager

- a. Has access to functionalities on top of a Restaurant Staff
- b. Add Food Item
- c. Remove Food Item
- d. Edit Price of Food Item
- e. Insert Coupon Codes
- f. Insert promotional food items
- g. Highlight popular food items

4. Restaurant Staff

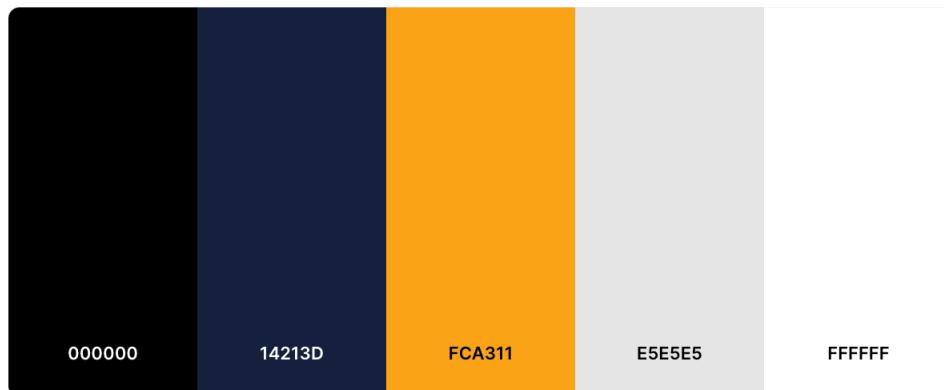
- a. Login as staff
- b. Verify order has been delivered (Mark as table has received the food item)

5. Restaurant Owner

- a. Statistics such as Average spending per visit
 - i. Most popular food item
 - ii. Frequency of visits
 - iii. Last visit
 - iv. Preference for dishes/drinks

Design decisions:

1. Color Palette: <https://coolors.co/palette/000000-14213d-fca311-e5e5e5-ffffff>



Agenda for next meeting

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1. Decide on functional/non-functional requirements
2. Timeline for various stages in the project (Gantt Chart)
3. 1st draft for Use Case diagram and description (for all users)
4. 1st draft for Class/Sequence Diagram/Gantt Chart
5. Login Page for customer
6. Decide on Technology Stack
 - a. PHP/ MYSQL?
 - b. Flask?

Recorded by: Kendrick Kee **Date:** 9 April 2022

Vetted by: Chong Hui Wen **Date:** 9 April 2022



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CSIT314 Meeting Minutes 2

Date: 14 April 2022	Time: 10.30PM-11.30PM	Venue: Macdonalds @ West Coast Park
Attendance		
Name	Student Number	Present/Not Present
Chong Hui Wen	7311436	Present
Lee Yu Xian	7233164	Present
Kaycee Tan Wan Ching	7311540	Present
Li Jin	6650181	Present
Kendrick Kee	7366814	Present
Bryan Choo	7060452	Present
Soh Wei Liang	7083294	Present

Agenda:

The Team will decide on the:

- functional/non-functional requirements
- Timeline for various stages in the project (Gantt Chart)
- 1st draft for Use Case diagram and description (for all users)
- Login Page for customer
- Market Research for UI
 - A login page for user that allows them to create an account

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- Research on how menu is presented to customers
- Experience the entire ordering process to better project/improve
 - Spot the areas of improvement and strengths we can reference

Progress Report:

1. First draft of use case diagram done
 - a. Actors identified
 - b. Taiga group project set up
2. Class Diagram 1st draft done

Discussion Summaries:

1. Did market research
 - a. QR code on table directs user to macdonald app
 - b. Location of macdonald is captured
 - c. User can browse menu and add to cart
 - d. Views cart before checking out
 - e. Additional option whereby it integrates with existing payment mode in phone (apple/samsung/google pay) instead of only the traditional keying in of card details
 - f. Options given to customer on take away/dine in (self-collect or table service)
 - g. Order summary is sent to email
 - h. Status bar shown to user
 - i. E.g. order received/Food is being prepared
 - ii. Food is ready for collection/delivery
 - i. Optional: Can consider showing # of people in front of you/estimated waiting time
 - j. Final receipt (paper) delivered along with food
 - i. Should trigger to send invoice to email in view of paperless

Agenda for next meeting

1. Functional requirements and non-functional requirements to be discussed
2. First look into UI - Login page
3. More use cases to be added for the various actors
4. Work on sequence diagram

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Recorded by: Chong Huiwen

Date: 14 April 2022

Vetted by: Kendrick Kee

Date: 14 April 2022



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CSIT314 Meeting Minutes 3

Date: 23 April 2022	Time: 11.30PM-1.30AM	Venue: Zoom
Attendance		
Name	Student Number	Present/Not Present
Chong Hui Wen	7311436	Present
Lee Yu Xian	7233164	Present
Kaycee Tan Wan Ching	7311540	Present
Li Jin	6650181	Present
Kendrick Kee	7366814	Present
Bryan Choo	7060452	Present
Soh Wei Liang	7083294	Present

Agenda:

The Team will decide on the:

- Discussion of Sprint 1
- Finalize requirements
- Revisit pointers/feedback given by tutor during class
 - Use case description

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- Use case diagram
- Sequence diagram
- Class diagram

Progress Report:

1. UI for view menu, add food item into cart, delete food item from cart done.
2. Team has created the sql file for database creation and will insert rows of records (test data).
3. Team is working on other pages for UI (sprint 2)
4. Restaurant Manager - Add/Remove Item in progress

Discussion Summaries:

1. To kickstart on test cases
2. To revise the necessary diagrams (Use Case Diagram, Use Case Description, BCE Sequence Diagram, BCE Class Diagram)
3. Team will continue to work on front/back end.

Agenda for next meeting

1. Review test case results for working functionalities
2. To review Sprint 2 and progress so far

Recorded by: Chong Hui Wen

Date: 23 April 2022

Vetted by: Lee Yu Xian

Date: 23 April 2022



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CSIT314 Meeting Minutes 4

Date: 5 May 2022	Time: 11PM-1.30AM	Venue: Zoom
Attendance		
Name	Student Number	Present/Not Present
Chong Hui Wen	7311436	Present
Lee Yu Xian	7233164	Present
Kaycee Tan Wan Ching	7311540	Present
Li Jin	6650181	Present
Kendrick Kee	7366814	Present
Bryan Choo	7060452	Present
Soh Wei Liang	7083294	Present

Agenda:

The Team will decide/review on the following:

1. Using agile scrum, review progress so far
2. Discuss the difficulties and challenges as a whole so far and how can we improve for sprint 4 and 5
3. Look at the BCE Class and Sequence Diagram

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Progress Report:

1. Report is 90% done, team will focus on UI and mid/back end.
 - a. Team is left with 3 key functions, target to finish by 16th May
 - b. Team will combine and test as an integrated application on 16th May
 - c. Team will focus on report afterwards
2. Team has completed test cases for a few of the functions that are working
3. Team will focus on the important functions during sprint 3 and sprint 4

Discussion Summaries:

1. Team will continue to work on front/back end.
2. Team to target finishing the project by Mid May
3. To update Taiga

Agenda for next meeting

1. Review Sprint 3 and start on Sprint 4

Recorded by: Chong Hui Wen **Date:** 1 May 2022

Vetted by: Kendrick Kee **Date:** 1 May 2022



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CSIT314 Meeting Minutes 5

Date: 14 May 2022	Time: 8PM-10PM	Venue: Zoom
Attendance		
Name	Student Number	Present/Not Present
Chong Hui Wen	7311436	Present
Lee Yu Xian	7233164	Present
Kaycee Tan Wan Ching	7311540	Present
Li Jin	6650181	Present
Kendrick Kee	7366814	Present
Bryan Choo	7060452	Present
Soh Wei Liang	7083294	Present

Agenda:

The Team will decide on the following:

1. Date to record video
2. Target date to submit assignment so that the team can study for exams

Progress Report:

1. Team is left with checkout page and coupon page

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2. To update report with necessary screenshots
 - a. Scrum/Taiga
 - b. Test Cases (for those already done but not inserted)
 - c. Wireframing
 - d. UI screenshots from application

Discussion Summaries:

1. Review Sprint 4 and kick start sprint 5
2. Polish report
 - a. Make sure BCE Class and Sequence Diagram methods matches the classes in the code
3. To test the application as a whole before recording the demo
 - a. Team targets to record demo video on 21st May

Agenda for next meeting

1. Review Final report and application as a team before submission
2. Team targets to submit assignment 2 days in advance (27th May)

Recorded by: Kendrick Kee **Date:** 14 May 2022

Vetted by: Lee Yu Xian **Date:** 14 May 2022

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CSIT314 Meeting Minutes 6

Date: 21 May 2022	Time: 10PM-12AM	Venue: Zoom
Attendance		
Name	Student Number	Present/Not Present
Chong Hui Wen	7311436	Present
Lee Yu Xian	7233164	Present
Kaycee Tan Wan Ching	7311540	Present
Li Jin	6650181	Present
Kendrick Kee	7366814	Present
Bryan Choo	7060452	Present
Soh Wei Liang	7083294	Present

Agenda:

The Team will decide on the following:

1. Dates of the following
 - a. To record video
 - b. To finalize and submit report

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Progress Report:

1. Team has finished the application and has done all necessary tests
2. Team has begun finalizing the report in view of submission deadline
3. Team updated the user stories and included tasks as suggested by the lecturer

Discussion Summaries:

1. Team will record the demo video on the 24th of May
 - a. Team will edit and complete by 28th May for final submission
2. Team will finalize the report and submit it on 28th of May

Agenda for next meeting:

N/A

Recorded by: Kendrick Kee **Date:** 21 May 2022

Vetted by: Chong Huiwen **Date:** 21 May 2022