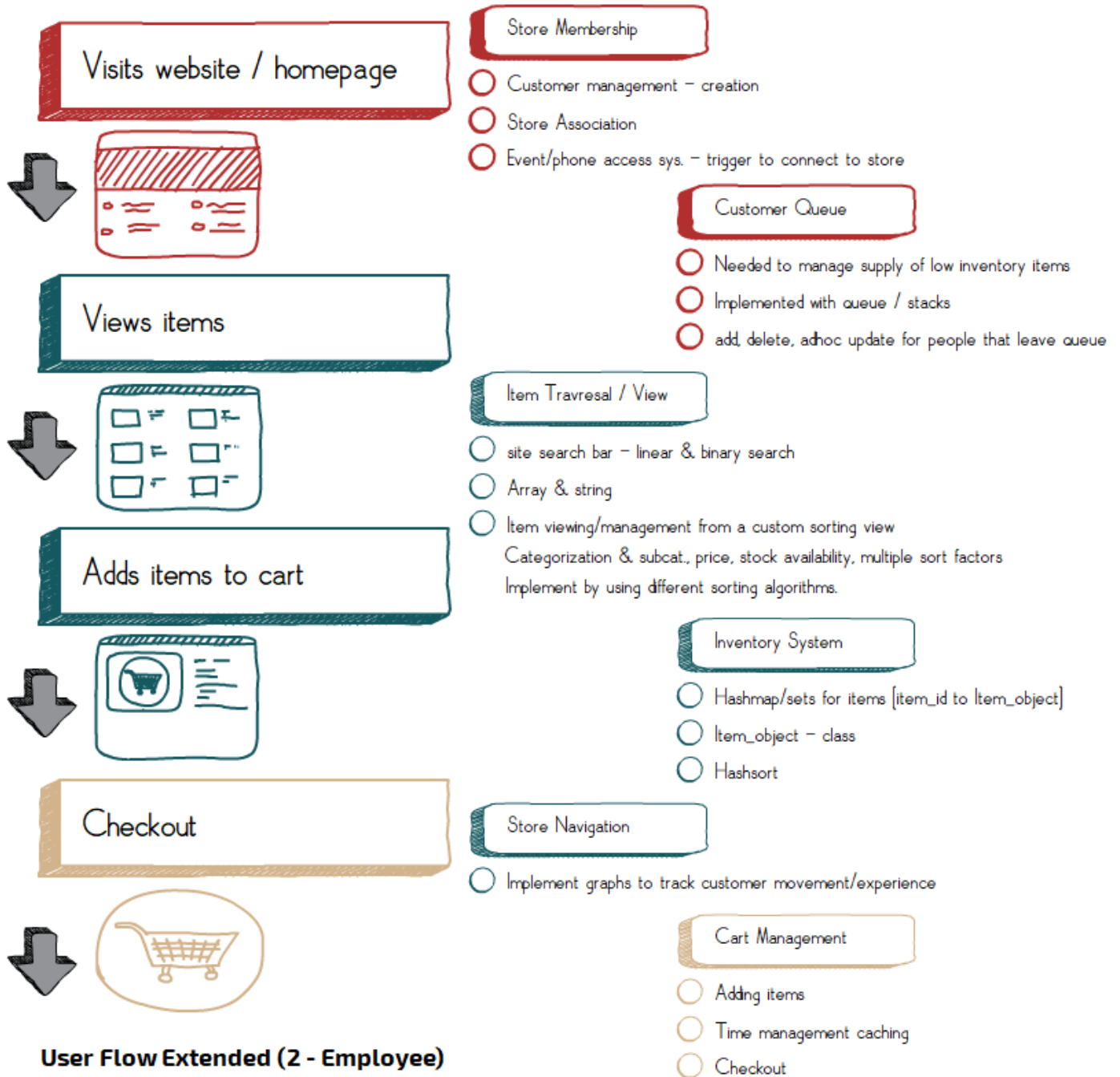


Hackathon Project: Master Store System

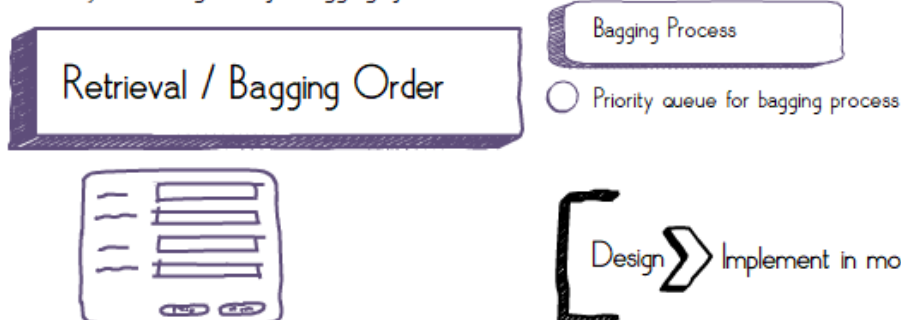
User Flow (1 - Consumer)

Customer perspective using an online store interface or app.



User Flow Extended (2 - Employee)

An employee receiving items for bagging after checkout.



Student Expectations

