YYC Food Trucks Scheduler

Kim, Yoohyun 000928855

Motyer, Leona 000931148

Pratap, Rudra 000935797

Singh, Tehjib 000934598

Laraya, Chester 000847615

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# **Project Identification**

**1.1 Project Title**

YYC Food Trucks Scheduler

**1.2 External Client Information**

**Client Name:** Jennifer Andrews  
 **Position:** Owner/Operator, YYC Food Trucks  
 **Contact Details:** 403-605-8806

**Organization Information:**

* **Type of Business:** Food truck event management company
* **Location:** Calgary, Alberta

**1.3 Sponsor’s Current System**

Currently, the client manually schedules events and assigns employees using paper and pen. This process is time-consuming, inefficient, and prone to errors.

**1.4 Proposed Solution**

Our team proposes developing a **Food Truck Event Scheduling System** that will:

* Allow the creation, editing, and deletion of events.
* Display event details, including location, date, time, and staff assignments.
* Manage employee records, including wage, availability, and location.
* Provide a scheduling interface that simplifies employee assignments based on availability, proximity, and cost-effectiveness.
* Offer a **week-at-a-glance** dashboard for event scheduling.
* Implement a **distance optimization algorithm** to suggest efficient assignments.

Our solution will assist in scheduling by displaying employee availability and optimal assignments, making the process more efficient.

A notebook with writing on it

AI-generated content may be incorrect.

**Use Case Diagram** A diagram of a company

Description automatically generated

**1. Manage Employee**  
**Description:**  
The Administrator can manage employee records, including adding new employees, editing existing employee details, and removing employees from the system. Employee records include information such as name, wage, availability, and residential location.

**Preconditions:**

* The Administrator is logged into the system.

**Postconditions:**

* The employee database is updated with changes.
* Changes to employee availability and details reflect in scheduling.

**Main Flow:**

1. The Administrator selects "Manage Employee."
2. The system displays options to add, modify, or delete employee records.
3. The Administrator chooses the desired action:
   * **Add Employee:** Enters details and submits.
   * **Modify Employee:** Selects an existing record, updates fields, and submits.
   * **Delete Employee:** Selects a record and confirms deletion.
4. The system validates input and updates the database.

**2. Manage Events**  
**Description:**  
The Administrator can create, edit, and delete events in the system. Events include details such as location, date, time, and assigned staff.

**Preconditions:**

* The Administrator is logged into the system.

**Postconditions:**

* The event schedule is updated with the latest information.

**Main Flow:**

1. The Administrator selects "Manage Events."
2. The system displays options to add, modify, or delete events.
3. The Administrator chooses the desired action:
   * **Add Event:** Enters event details, assigns staff, and submits.
   * **Modify Event:** Selects an event, updates fields, and submits.
   * **Delete Event:** Selects an event and confirms deletion.
4. The system validates input and updates the event schedule.

# **3. Assign Driver/Server to Events**

**Description:**  
The Administrator assigns drivers and servers to events based on proximity, availability, and wage.

**Preconditions:**

* The Administrator is logged into the system.
* Employee and event records exist in the system.

**Postconditions:**

* Staff assignments are updated for the selected event.
* Assignment data is available for review in the weekly schedule.

**Main Flow:**

1. The Administrator selects "Manage Schedule" and chooses an event.
2. The system displays available employees based on scheduling constraints.
3. The Administrator selects drivers and servers to assign to the event.
4. The system calculates and optimizes assignments for efficiency.
5. The Administrator confirms the assignment.

**4. View Weekly/Monthly Schedule**

**Description:**  
The Owner/Operator and Administrator can view a summarized schedule of events, including details such as assigned staff, locations, and dates, in a weekly or monthly format.

**Preconditions:**

* The user is logged into the system.
* Events have been scheduled.

**Postconditions:**

* A clear, printable view of the schedule is displayed.

**Main Flow:**

1. The user selects "View Schedule."
2. The system retrieves all events for the selected time period (weekly/monthly).
3. The schedule is displayed, showing event details and assigned staff.
4. The user can filter or sort events based on criteria (e.g., date or location).

**Class Diagram**

A computer screen shot of a diagram

AI-generated content may be incorrect.

**Mutual Confidentiality Agreement**

**Effective Date**: Jan 6, 2025

**Parties**: This Agreement is made between The GOATS ("Party A") and YYC Food Trucks ("Party B").

**Purpose**: Both parties intend to engage in discussions and activities related to YYC Food Trucks Scheduler("Project"), during which confidential information may be exchanged.

**Confidential Information**: For the purposes of this Agreement, "Confidential Information" includes all non-public information disclosed by either party, directly or indirectly, in writing, orally, or by inspection of tangible objects, that is designated as confidential or that reasonably should be understood to be confidential given the nature of the information and the circumstances of disclosure.

**Obligations**: Both Party A and Party B agree not to disclose or use each other's Confidential Information for any purpose outside the scope of the Project, except with the prior written consent of the disclosing party.

**Duration**: This Agreement shall remain in effect for a period of 1 year from the Effective Date or until such time as the Confidential Information no longer qualifies as confidential, whichever occurs first.

**Miscellaneous**: This Agreement constitutes the entire understanding between the parties regarding confidentiality and supersedes all prior discussions and agreements. Any amendments must be made in writing and signed by both parties.

**Team Contract**

# **Team Name**

# **The GOATS**

# **Team Crest**

# A drawing of a goat with horns AI-generated content may be incorrect.

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# **Team Members and Professional Biographies**

# **Leona Motyer:**  **Software dev with a soft spot for infrastructure engineering. Leona’s skills include personality hire, creating naming schemas that are actually funny, meeting deadlines (most of the time), solving problems without breaking a sweat, and squashing bugs like it's a game. She’s got some solid internship experience and knows how to lead without acting like a bossy biatch.**

# **Rudra:**  **Code craftsman and process guru with a background in computer engineering. Rudra is the team’s formatting fanatic and APA whisperer, ensuring our final document looks sharp enough to cut diamonds.**

# **Kim: currently in the third semester of the Software Development program at the Southern Alberta Institute of Technology (SAIT), specializes in full-stack development. Their skills include proficiency in TypeScript, JavaScript, Python, Flask, React, Next.js, SQLAlchemy, SQLite, and Tailwind CSS. They have experience creating responsive user interfaces, developing efficient backend systems, and managing relational databases using modern frameworks and tools.**

# **Tehjib Singh:**  **Perfectionist Innovator with consistently delivers strategies that stand out and solve complex challenges, our quality control overlord, making sure every sentence sings and every report is on point. He possess strong design skills combined with proficient command over design languages, enabling me to create visually compelling and technically sound solutions.**

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# **Statement of Team Goals**  **We’re not here to play—we’re here to slay. Our goals:**

# **·       Deliver a capstone project that screams "GOAT status" with a grade of 100% or higher (yes, we’re gunning for extra credit).**

# **·       Master software analysis tools while sharpening teamwork and problem-solving skills.**

# **·       Build something we can flex in our portfolios while learning to tackle team dynamics like pros.**

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# **Assigned Roles**

# **·       Team Leader: Leona Motyer**  **Keeps the herd in formation, allocates tasks, and ensures the project’s success.**

# **·       Editor:Tehjib Singh**  **The cleanup crew for typos, bad grammar, and formatting fails—polishing the project to perfection.**

# **·       Debugger: Kim**   **Makes sure our project meets client and assignment requirements.**

# **·       Deadline Tracker: Rudra**  **The clock-watching enforcer who ensures no one slacks off..**

# **Division of Labour Everyone contributes equally and rotates tasks to ensure balanced participation. If someone’s drowning, the team rallies—no GOAT gets left behind.**

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# **Established Norms and Expectations**

# **·       Meeting Schedule:**  **Core meetings: Wednesdays and Fridays during class (online or IRL). Flexible meetings: Scheduled on Mondays with everyone’s vibe in mind.**

# **·       Communication:**  **Primary mode: Microsoft Teams. Backup: WhatsApp. Response times: Non-urgent (24 hours), urgent (by EOD—unless you’re off saving the world).**

# **·       Collaboration Tools:**  **Microsoft Teams and Google Docs because we’re organized like that.**

# **Conflict Resolution Plan**

# **·       First Offense:**  **Trigger: Examples include missed meetings, incomplete or poor-quality work, or a hostile attitude—without prior communication.**  **Penalty: Buy team snacks and drinks. Minimum two members must approve the charge. Fuel the GOATS or feel the shame.**

# **·       Second Offense:**  **Trigger: Repeated behavior or failure to improve after the first offense.**  **Penalty: A serious team discussion to recalibrate expectations. Additional work may be assigned. Requires 2-3 members to call it.**

# **·       Third Offense:**  **Trigger: Persistent issues or blatant disregard for team rules and respect.**  **Penalty: Mark deduction on the assignment, up to a full zero. Minimum three members must approve. Severity decided case-by-case.**

# **·       Critical Fail:**  **Trigger: Continued lack of accountability or sabotage.**  **Penalty: The team may vote to involve the instructor or remove offending member from group. This is the nuclear option—nobody wants this, so keep it chill.**

# **Conclusion**  **The GOATS are here to dominate this capstone project, combining brains, skills, and just the right amount of chaos to keep things interesting. Success is inevitable if we stick to the plan. Failure? Not on our watch.**

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# **Signatures**

# **·       Leona Motyer**

# **·       Rudra Pratap**

# **·       Kim**

# **·       Tehjib Singh**

# **·       Chester Laraya**

# **ERD Diagram**

A diagram of a company

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# **Deployment Diagram**

A screenshot of a computer

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# Database

PostgressSQL

Reasoning:

# Figma UI

# **Workload Table Phase 1**

|  |  |
| --- | --- |
| Leona Motyer | Use case diagram, descriptions, team contract and documentation |
| Tehjib Singh | Class diagram |
| Yoohyun Kim | Powerpoint and proposal compilation |
| Rudra Pratap | Class diagram |
| Chester Laraya | Powerpoint and formatting |

|  |  |  |
| --- | --- | --- |
| **Task** | **Assigned To** | **Notes** |
| Preliminary User Interface Design | Chester | If made a static web app, code can be reused in the final project. |
| ERD Diagram | Kim |  |
| Use Case (Extended Format) & Documentation | Tehjib | Must be in APA format, refer to submission requirements. |
| Revised Class Diagram & Database Choice Explanation | Rudra (with details from Mamta) |  |
| Deployment Diagram | Leona |  |