Senior Team Leader Meeting January 29, 2004 6:15pm

Attendance: Jesse Lovelace Adam Parrish Mike Swigon

### 1 Developmental Instruments

#### 1.1 sourceforge.net

an online repository for open source projects. includes bug tracking, CVS, forums, mailing lists...

- granted permission to use space under the name 'yardsale'
- created a developmental mailing list at the address 'yardsale-devel@lists.sourceforge.net'
- created a design mailing list at the address 'yardsale-design@lists.sourceforge.net'
- all team members need to create a source forge account
- all team members need to subscribe to the developmental mailing list
- all senior leaders need to subscribe to the design mailing list

### 1.2 wxWindows

an open source C++ GUI framework for making cross platform applications.

- will be used for development of all UI for the POS system
- all developmental team members need to obtain the libraries provided at wxwindows.org
- $\bullet$  all developmental team members need to obtain a licensed copy of the wxwindows designer
- jesse will provide a short tutorial explaining the basics of wxWindows/designer to the team

# 2 Goals/Due Dates

#### 2.1 Long Term

 ${\bf 2004\text{-}03\text{-}05}$  FEATURE FREEZE - deadline for adding functional features to the design of the POS

- 2004-04-17 CODE FREEZE deadline for beginning the coding of features; those not already implemented will be removed; testing only beyond this point
- ${\bf 2004\text{-}04\text{-}27}$  POSTERS and PIES final deadline; presentation of project to CSC department

#### 2.2 Short Term

- $2004\text{-}02\text{-}04~\mathrm{DB}$  structure adam and mike to complete the preliminary design of the DB tables
- **2004-02-11** GUI layout jesse to complete the preliminary design of the user interface
  - SQL queries adam and mike to complete preliminary SQL commands necessary for populating the DB
  - research entire team to complete reserch on transaction processing and report

### 3 Preliminary Design Ideas

#### 3.1 GUI basic design

the POS will provide the following basic functionality:

- manage inventory track all new items received and those sold, adding or removing them from the DB as necessary
- manage customer information will store information pertaining to customers; including name, address, phone number, items purchased, credit card information...
- manage employee information will store information pertaining to employees; including name, address, phone number, hours worked, department(?)...
- sales/cashier transaction processing two types of sales possible:
  - 1. store/retrieve customer info and proceed to transaction of selling items; will store items purchased with customer info
  - 2. **quickSale**: only transaction of items to be sold without recording to customer info
- manager reports manage/retrieve business reports; including employee hours, payroll, transaction info, incident reports, money info...
- ${\bf logout}$  tracks time for payroll purposes, all transactions made, and a transaction report
- preliminary screenshots provided separately

## 3.2 Necessary Interfaces

to be researched by john and jay over the next few weeks, due date to be determined later

- check scanner
- $\bullet$  card swipe: for credit cards and employee card access
- touch screen
- ullet receipt printer
- ullet barcode scanner