Team Feff -7

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Web Technology

Group Project Assignment

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SPRINT 3: DERIVARABLES

1. The description of the functionality completed in total by the team as of the end of the sprint

As the user opens this website, they will land on a homepage that provides a brief overview of the website's purpose. From the home page, a user can navigate to the registration page if it's their first time on the website, or to the login page if they have already registered. Depending on the role a user has chosen, they will be able to view only the dashboard corresponding to that role. On the dashboard, a user can view the three cafeterias and select any of them. Upon selecting the Cafeteria, a user can preview the menu and its prices. This way, a user follows the instructions to see the queue in a cafeteria before ordering food, and as they order their food with a particular method of payment, they are alerted when their food will be ready for pickup or dining.

a) A user guide of how to use the currently implemented functionality:

We tried as much as we could to make the website accessible and friendly to the Ashesi's community. First, you have to register to get an account using the Ashesi email, and create a strong password, and then, it will redirect you directly to the login page, where you have to reenter the email used to register and the password. Secondly, after completing the login, the website will direct you to the dashboard, where there are the cafeteria's names, the menus after choosing the cafeteria, the preorder dashboard to avoid the long wait.

Additionally, when you finish preordering, you can see the order ID, the estimated time your order can be ready, and the website will let you know when your food is ready. Ad when i say it is a friendly user, to login or register is at the top of the homepage, where you
can also read the overview of our website's goals.

Cafeteria staff can log in using their staff email and the special password assigned to the cafeteria they work for. Once the system confirms both details, they will be taken to their cafeteria dashboard. From there, they can see orders, update the menu, manage order status, read feedback from users, and send notifications when needed. When they are done, they can simply click the logout button to safely exit the system.

b) **A short summary page by team member of what each team member's contribution was to the sprint (specific functions or activities each contributed**

Ester Mkuya

I contribute in the debugging the code and adding some functionality to the place order button, as well as adding the orders to the database

Mariem Ciré Sall

I contributed to this deliverable by doing the 3-tier architecture, including the functionalities of our project.

Debora Suday

Came up with the flow diagram that describes the functionality and pages for the cafeteria website.

Naïma Tahirou Maïyaki

Contributed to enhance the user interface by adding and organizing the meal images for all three cafetarias and created and updated necessary database tables.

c) **Link to the Github**

https://github.com/naimatahiroumaiyaki/Ashesi-Cafeteria-Pre-Order

d) A retrospective Page:

What went well:

We are able to complete all the files and also add the menu photos for all of the cafeterias.

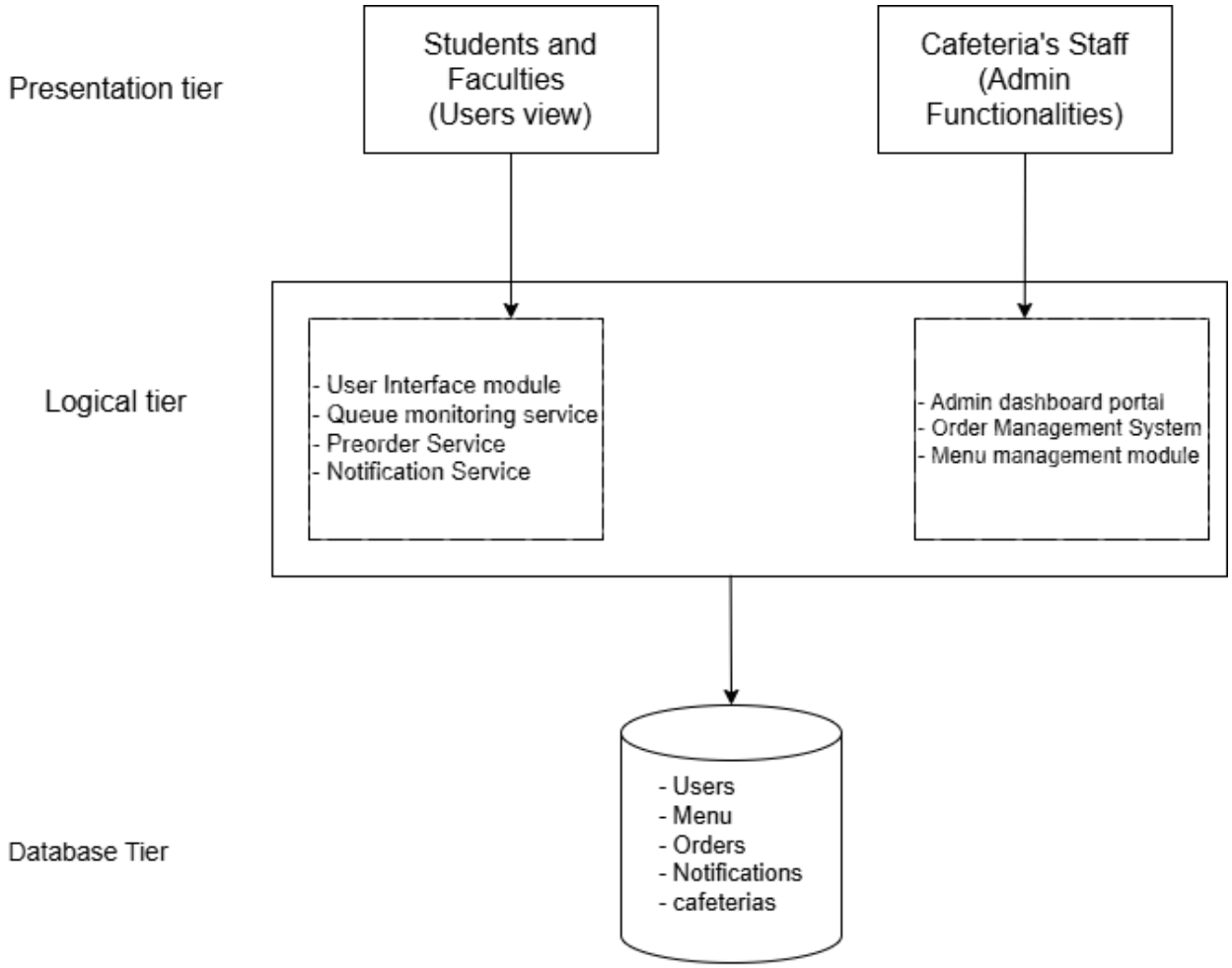
What did not go well:

We have spent a lot of time on debugging.

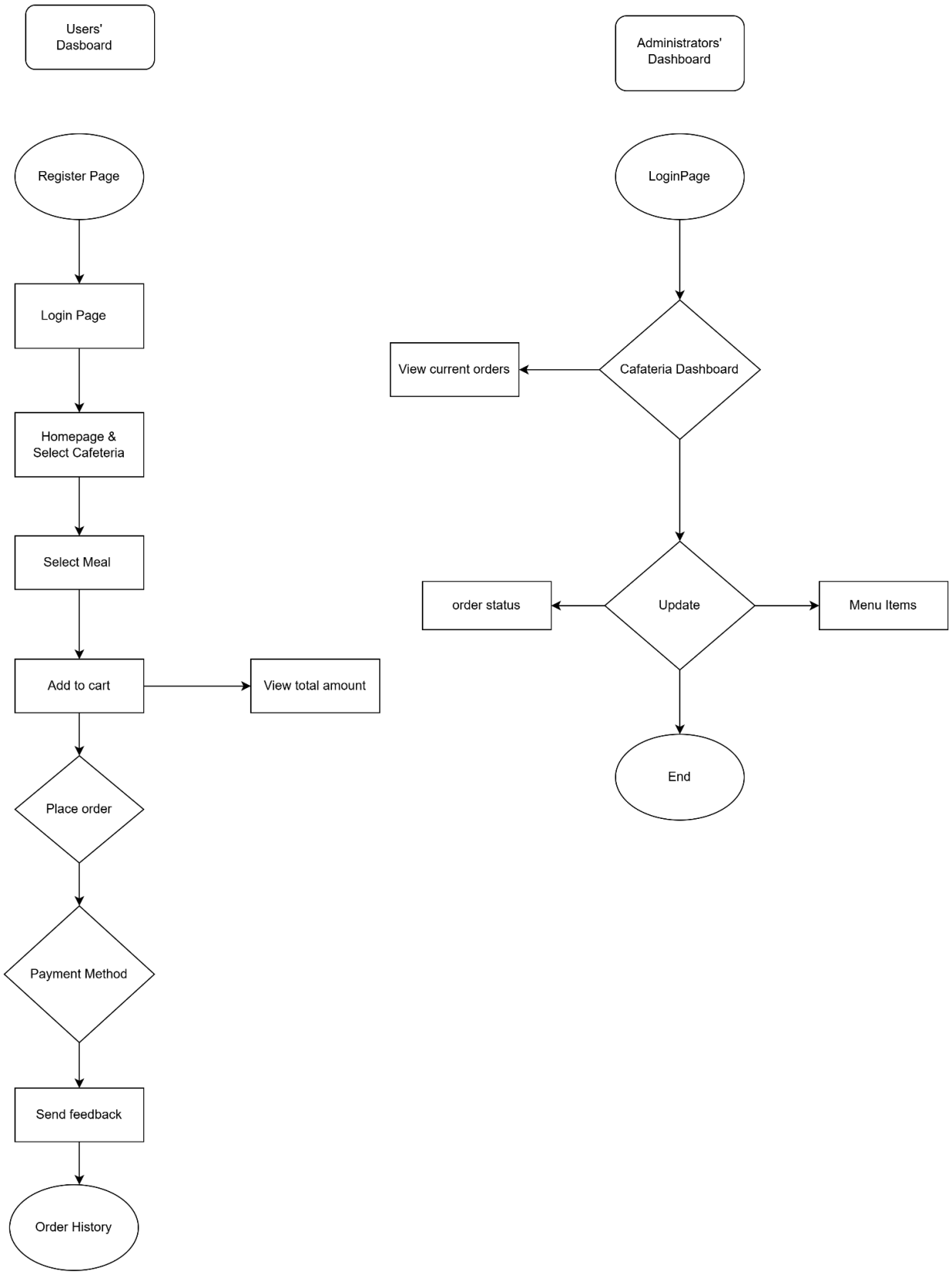
What the team is changing about how they work in the next sprint:

Use libraries and documentations that will be easier to debug when encountering errors**.**

2. Final Architecture Page:



3. Flow diagram


Users' Dasboard
Register Page
Login Page
Homepage & Select Cafeteria
Select Meal
Add to cart
View total amount
Place order
Payment Method
Send feedback
Order History
Administrators' Dashboard
LoginPage
Cafateria Dashboard
View current orders
Update
order status
Menu Items
End

4. Remaining functionality

For the final delivery we are planning to add the logs, It will allow us to keep track of hat is happening in the system. Debugging errors, security auditing like detection of hacking attempts or suspicious Activity. Tracking user activities and monitoring system performance