



Team Feff -7

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Web Technology

Group Project Assignment

Lecturer: Kwadwo Maafo

Teacher Assistant: Barabara

November 14, 2025

SPRINT 2: DERIVABLES

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. As 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 contributed on the creation the UML diagram, drawing the tables and their attributes, estate the relationships between the tables and the cardinality between the tables.

Mariem Ciré Sall

I contributed by working with Esther to create the ERD diagram, estate the relationships between the tables and the cardinality between the tables

Debora Soday

Actively participated in all discussions, providing thoughtful input and constructive feedback, particularly during updates in Sprint 2 to help guide the team's progress.

Naïma Tahirou Maïyaki

Contributed to the project by creating all the necessary database tables and making sure the keys and relationships were correct. I updated the architecture diagram and carefully checked the ERD to make sure nothing was missing. I also prepared a demo of the system to explain how it works, and I updated the Sprint 2 documentation to reflect the work we have completed so far.

- c) Link to the Github**

<https://github.com/naimatahiroumaiyaiki/Ashesi-Cafeteria-Pre-Order>

- d) A retrospective Page:**

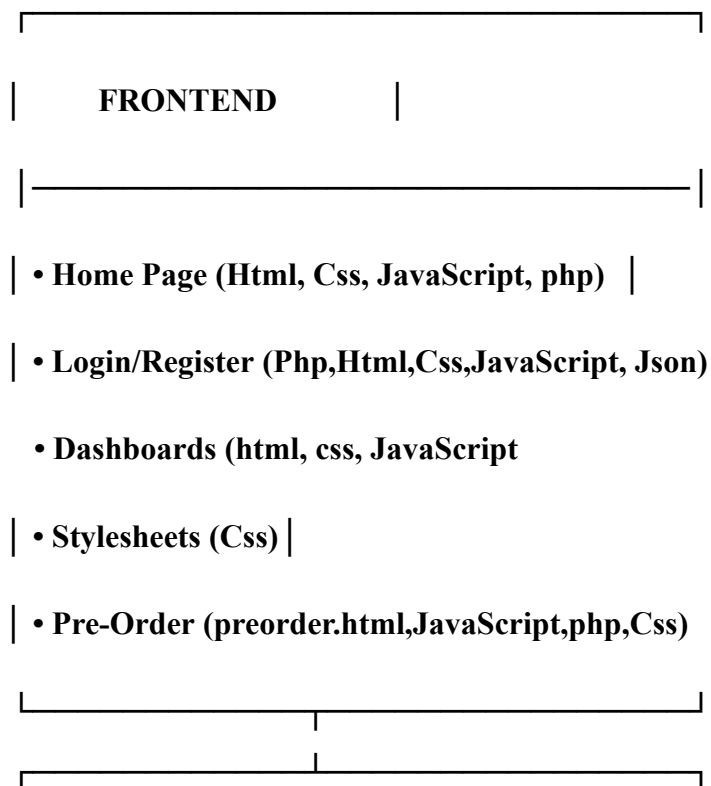
What went well: We were able to come up with a feasible functionality of our website which was what we initially agreed to implement as part of the project requirements. We were able to

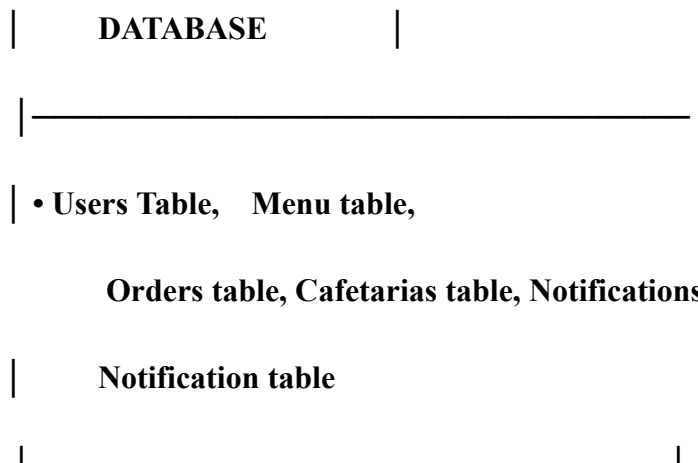
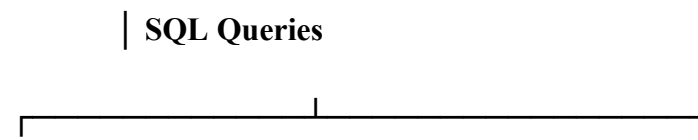
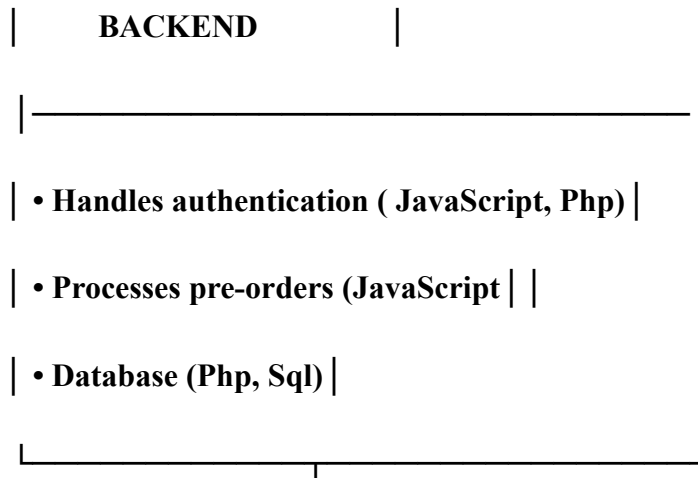
incorporate our user interface with the backend interactivity to ensure proper navigation of the web pages.

What did not go well: We had some problems showing the relationships between staff, cafeterias, users, and notifications. Because all people are in one table, it was confusing how to show that staff belong to a cafeteria but normal users do not. We also had debates on how to link notifications to staff (senders) and users (receivers) without making extra tables. It took several discussions to decide how to use roles and foreign keys to fix this.

What the team is changing about how they work in the next sprint: We plan to adjust the working mechanism of the queue time displayed to users upon ordering food, which will be feasible. We would reverse the flow of our pages which will be homepage, 3 Cafeteria view, Menu of a specific Cafeteria, Login or register page, page displaying the order receipt of the user and a notification on the time their food will be ready.

2. The Architecture Detailing Diagram:





Key Technologies

- Frontend: HTML, CSS, JavaScript
- Database: MySQL and php

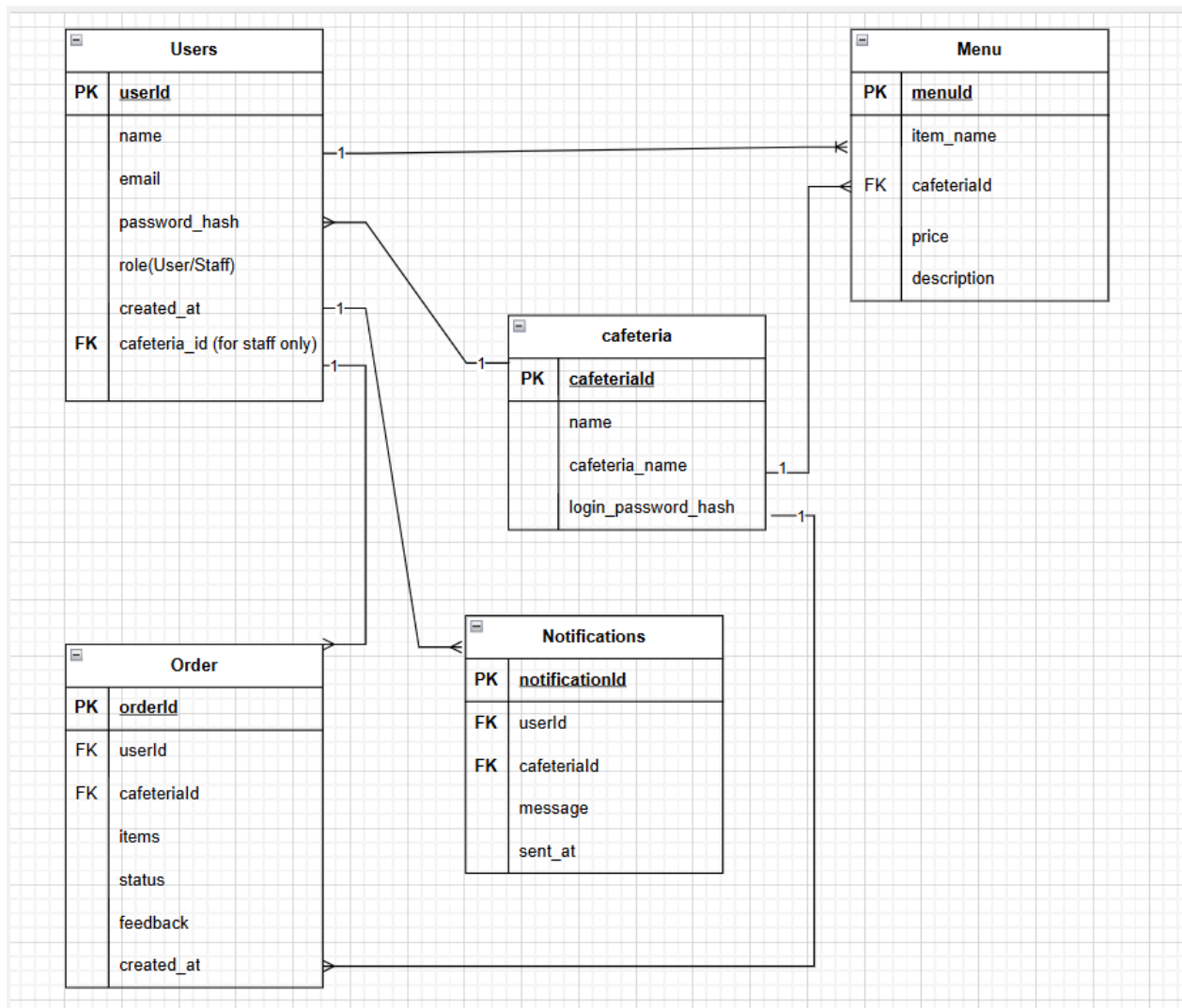
a) The major tables, or PHP functions implemented or envisioned to support the pages:

Sql tables:

- User table
- Menu table

- Cafeteria table
- Notification table
- Cafeteria table
- Order table

3. An entity Relationship Diagram describing the database architecture



The database for the cafeteria system has four main entities: Users, Cafeterias, Orders, and Notifications.

Users can be normal users, or staff. Every staff member belongs to a cafeteria, while normal users

do not. A user can place many orders, and each order belongs to a specific cafeteria. Staff members can send notifications to users, so each notification is linked to the staff who sent it and the user who received it. Cafeterias also store a special hashed password used only by staff when logging in. The relationships include: one cafeteria having many staff, one user having many orders, one cafeteria receiving many orders, and one staff members sending many notifications. Primary keys, foreign keys, and data rules maintain accuracy and avoid errors.