Group 4 Final Presentation

Point of Sale System

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Project Background

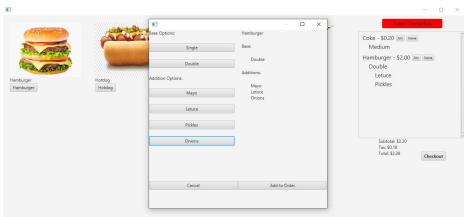
- A Point of Sale System with customizable item options
 - Targeting restaurants specifically, but could be used elsewhere.
- Configuration file specifies items available for sale
 - Item picture
 - Item base options (ex. Small, Medium, Large)
 - Item additions (ex. Onion, Lettuce, Tomato)
- Cashier can add to order from all available items
 - Customizing item before adding based on options
- Modify or remove items from order or cancel entire order
- Checkout supporting cash/check or credit/debit

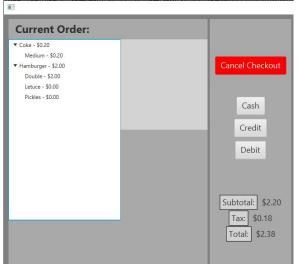
Quick Product Demo

Main Screen



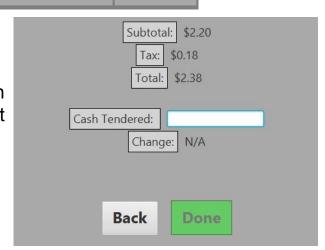
Adding new Items





Main Checkout

Cash Checkout



Alpha State: Project health

Customer

Solution

Endeavor















Way of Working

Version Control:

- Git, remote repository hosted on GitHub
- Development done in branches. One Code Review approval needed before merging.

Development:

- Visual Studio Code as IDE
- Java Language with Maven for building management
- JavaFX selected as GUI Framework

Collaboration:

- Discord for voice/text (separate channels for specific topics, ex. Meeting planning).
- Google Drive shared folder for assignment and misc. document collaboration
- Trello for tracking Product / Sprint Backlogs

Management:

- Essence for Project Health and Status tracking
- Scrum for Project Management

Outcome

What Worked Well

- Pair Programming /
 Collaboration Sessions
- Meeting Management the expectations for any given meeting we had were well defined
- > DWYSYWD
- Maintaining Velocity

What didn't work Well

- Sticking to the ceremonious
 SCRUM task management practice
- Code Reviews
- Essence tracking of Customer Alphas
 - These were largely meaningless in the context of this project