Universidad de Puerto Rico
Recinto de Mayagüez

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Group 1: Backlog

This document will be detailing the user stories that will be modelled from the personas and from there-- the user stories. For distinction, each user story will indicate to each one's origins as well as having acceptance criteria for each one. Because of such, the user verification would not be possible to be verified as this can only occur through usual grading done by the professor of this course or our classroom peers.

For reference's sakes, the format for the user story will be as follows:

1. As a <type of user>, I would <goal, objective>, so that <benefit,value>
    a. <Verification process for above user story>

User Stories

I. As a customer, I would like to be able to reserve a table and place an order so that I get to sit down at my table as soon as possible.
   A. Application shows if tables are available, allowing them to reserve and make an order after the table is booked for them.
   B. Application will allow customers to place an order for that table as soon as they book it.

II. As a customer, I would like to call my waiter or server over so that I can make other orders.
   A. Waiter should have the app notify them when the customer is calling them over to their table.

III. As a host, I would like to be able to see which tables are and by whom so that I can direct them to their table as soon as they arrive.
   A. Application needs to display when a table is reserved, adding it to a list of reserved and removing it from the list of available tables.
   B. Application needs to show who has reserved it by name.

IV.   As a host, I would like to be able to include customers into a waiting list so that those that arrive without a reservation can have a chance at being seated.
   A.   Application will allow certain staff to be able to include newer reservations for those that do not use the application before arriving.
V.   As a cook, I would like to see the order that each table makes so that I can prepare to cook for the customers once they arrive.
   A.   Application will show orders once customers have arrived at the restaurant and have taken their seats.
VI.   As a cook, I would like to be able to notify when a certain plate cannot be served so that customers can either choose something else or to simply let them know that the dish cannot be served.
   A.   Application will allow cooks the option of choosing the option of either completing it or that it cannot be completed.
   B.   Application will allow cooks to choose an explanation of why it cannot be served.
VII.   As a manager, I would like to see a more organized restaurant overall and more satisfied customers so that I can view the performance of the app.
   A.   Application will open an optional survey that customers can choose to answer or not once they have finished eating and are in the process of payment.
   B.   Application will allow the manager to see these survey results.
VIII.   As a manager, I would like to see the activities of the staff so I can view and judge their performance.
   A.   Application will allow managers to see activities of tables and time logs of stack when something is performed/accomplished with the app.
IX.   As a bartender, I would like to see when an order for a drink is placed so that I can prepare it as quickly as possible.
   A.   Application will notify the bartender when an order is placed. Application will behave in such a manner that bartenders will place the order after customers ask for such (only applies for customers with tables.)

Tasks

From our user stories, we will begin to extract the requirements for our application. This means taking into consideration what our app must accomplish and what output it gives so that once these are implemented, the application can be considered a finished product ready for use in the restaurant.

1. Create an opening window for users to pick whether they are customers or staff.
   a.   If staff is chosen, necessary credentials are required.
2. Create basic user interface for customers to reserve tables.

      a.   Users are given the option to place an order when the table is reserved.
3. Create UI for waiters that can give notification for when they are being called by their table.
      a.   Add an option to place orders to the bar for wanting customers.
4. Create UI for bartenders to see incoming drink orders.
5. Create UI for cooks to see incoming orders from tables and from whom.
      a.   Allow cooks to pick when order is accomplished or if it cannot be completed.
6. Create UI for managers to see a console time log of orders and other performance tasks done by other staff members.
      a.   Make options available for managers to see surveys that have been completed to view them and see results.
7. Create UI for hosts to see what tables have been reserved and by whom.
      a.   Give option to hosts to manually reserve tables for users who do not use the app's services.