Jessie's Java created by Jessica Battles

Background and Motivation

- The motivation for creating **Jessie's Java** stems from the desire to create a specialized environment that is intended for programmers, developers, and tech enthusiasts. Coffee shops are popular spots for working, but few offer the tailored amenities that programmers need, such as fast internet, ergonomic workstations, and a tech-inspired atmosphere that encourages collaboration and creativity.

- Target Audience: programmers, developers, and tech enthusiasts.

Problem Statement and Objectives

- Creating a website for a coffee shop with a programmer-friendly environment.

  - Fast internet

  - Computer workstations: Plug- ins, monitors, mouse, keyboard, tables for bring your own laptop.

    - Quite zones

    - Group collaboration areas

  - Outcome: a fully functional website that allows customers to book workstations, view special events, & explore the menu & services.

Methodology and Design

- **Technical Stack**: HTML, CSS, JavaScript, PHP, MySQL

- Design Prototype via **AdobeXD:**

  https://xd.adobe.com/view/0eecf229-3f03-49aa-a946-3586d8c60590-5bbf/

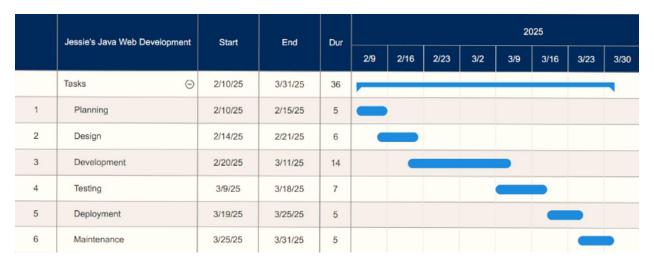- Programming Environment: **V**isual **S**tudio **Code**

Experimentation/Testing/Evaluation

- User Testing: Specific test cases for each feature of the website
    - (e.g., booking system, payment gateway, menu display).
    - Do all links and functions work properly?
    - Is the design and navigation user friendly?

Project Planning and Scheduling

- **Define the scope:** Task needed to be completed to be successful.
- Proper coding for "Reserve a Workstation"
- Customers able to view the menu

Work Breakdown Structure [WBS] 8 Week Scheduled Gantt Chart

	Jessie's Java Web Development	Start	End	Dur	2025							
					2/9	2/16	2/23	3/2	3/9	3/16	3/23	3/30
	Tasks ⊖	2/10/25	3/31/25	36	▬▬▬▬▬▬▬▬▬▬▬▬▬▬							
1	Planning	2/10/25	2/15/25	5	▬							
2	Design	2/14/25	2/21/25	6	▬							
3	Development	2/20/25	3/11/25	14			▬▬▬					
4	Testing	3/9/25	3/18/25	7					▬▬			
5	Deployment	3/19/25	3/25/25	5						▬		
6	Maintenance	3/25/25	3/31/25	5							▬	

<u>Software Development Life Cycle</u>

1. Planning Phase

- 1.1 Define scope

- 1.2 Create task list and timeline

2. Design Phase

- 2.1 Architecture design

- 2.2 Database design

- 2.3 User interface (UI) design Prototypes

3. Development Phase

- 3.1 Write code

- 3.2 Database development if needed

- 3.3 Use 3rd party tools as needed

- 3.4 Unit testing and debugging

4. Testing Phase

- 4.1 Functional & UX testing

- 4.2 Performance testing

- 4.3 Bug fixing and issue resolution

5. Deployment Phase

- 5.1 Deploy application to production

- 5.2 User training and documentation

- 5.3 Support and bug fixes

6. Maintenance Phase

- 6.1 Monitor performance

- 6.2 Fix bug fixes and patches

- 6.3 Implement updates and enhancements