



Louisiana Community Marketplace

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Project Summary

Our Project:

The goal of this project is to create a website that enables community organizations to come together in one place to market and sell their products. This site will advertise products and services from a group of non-profit organizations with a certain percentage going to their special cause, such as breast cancer. The website will empower users to shop by community organization, cause or product category.

The Problem:

Convincing consumers to donate to any non-profit organizations during these tough economic times is a huge obstacle. For smaller organizations, such as HOPE, the task becomes even greater due to the low level of publicity. Louisiana Community Marketplace will provide an opportunity for those smaller non-profit organizations to gain more customers using the web. This will help The Louisiana Association of Non-Organizations (LANO) acquire necessary funds in order to remain operable.

The Impact:

The social enterprise will create a portal for organization with common ideas to promote and sell products which represent their spirit and uphold their organization values and beliefs. This will impact the people who are living below the poverty line by helping them to shop in a more efficient and convenient way. The Louisiana Community Marketplace will provide exposure to local chapters which will benefit all those that share similar values to better their community. All of the non-profit organizations that join together will profit from the Community Marketplace as a whole.

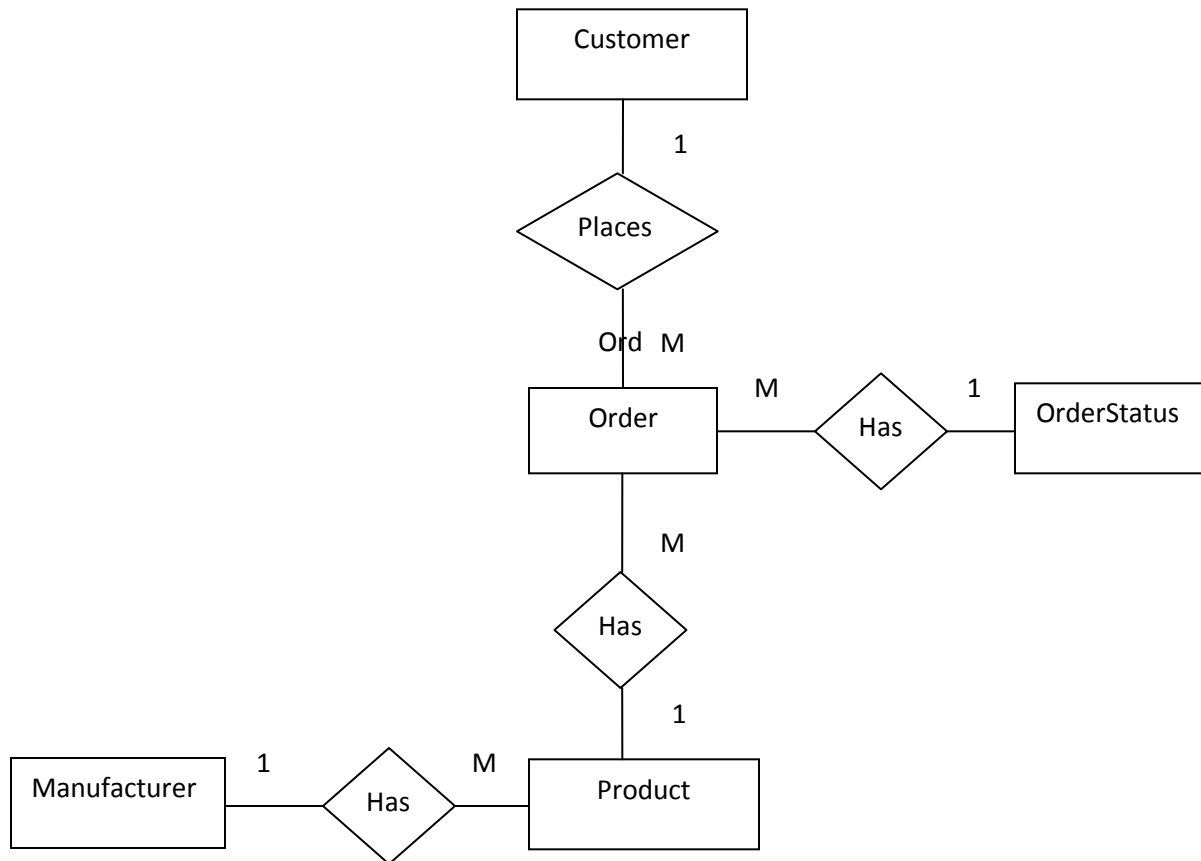
Our Motivation/Inspiration:

This project is important to us personally because it benefits many different types of non-profit organizations which in turn benefit the community. More important, it

will help families below the poverty level reach goals that have always been difficult to accomplish.

Entity Relationship Model

Basic Model



Entities

Customer: (customer_id, firstname, lastname, email, telephone, password, date_added)

Manufacturer: (manufacturer_id, name)

Order: (order_id, customer_id, product_id, shipping_address, shipping_city, shipping_postcode, total, date_added, order_status_id)

OrderStatus: (order_status_id, status_type)

Product: (product_id, quantity, manufacturer_id, price)

References

Order.customer_id → Customer.customer_id

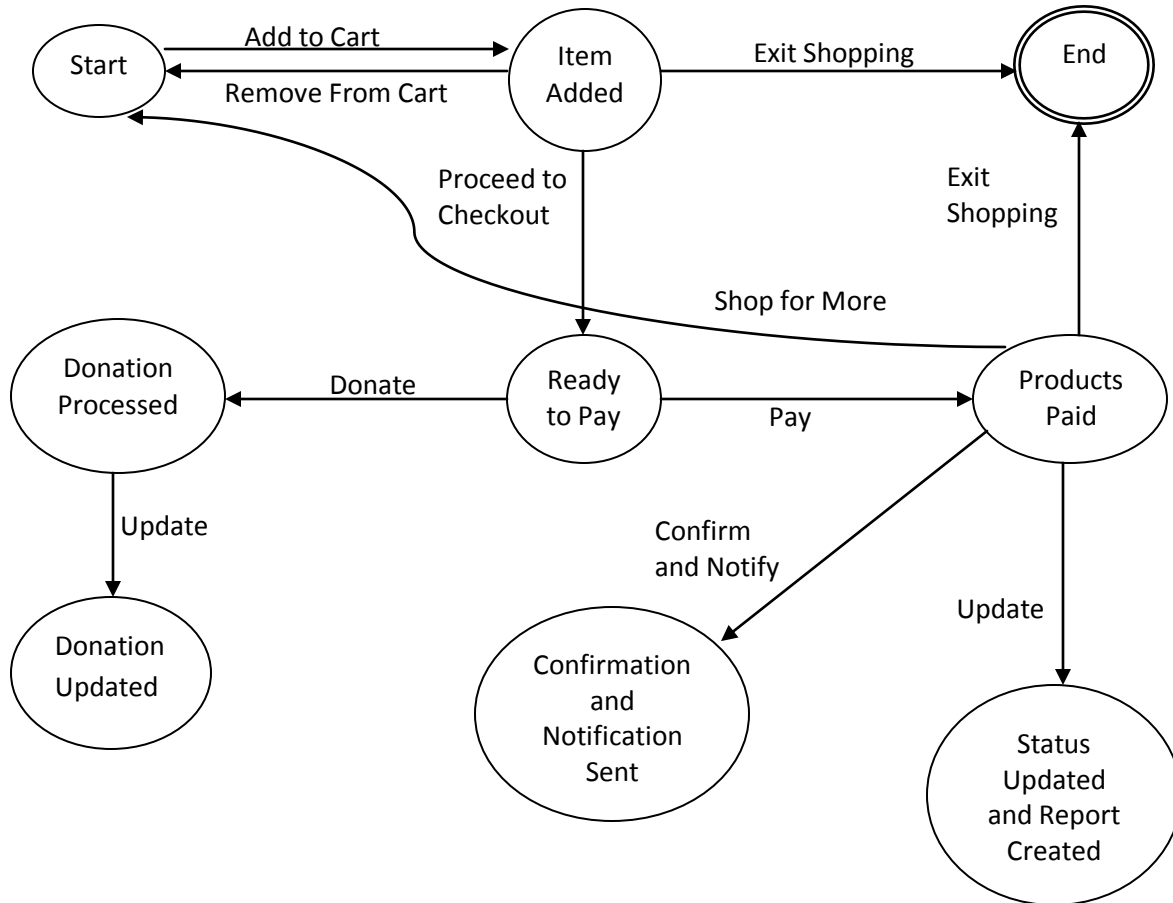
Order.product_id → Product.product_id

Order.order_status_id → OrderStatus.order_status_id

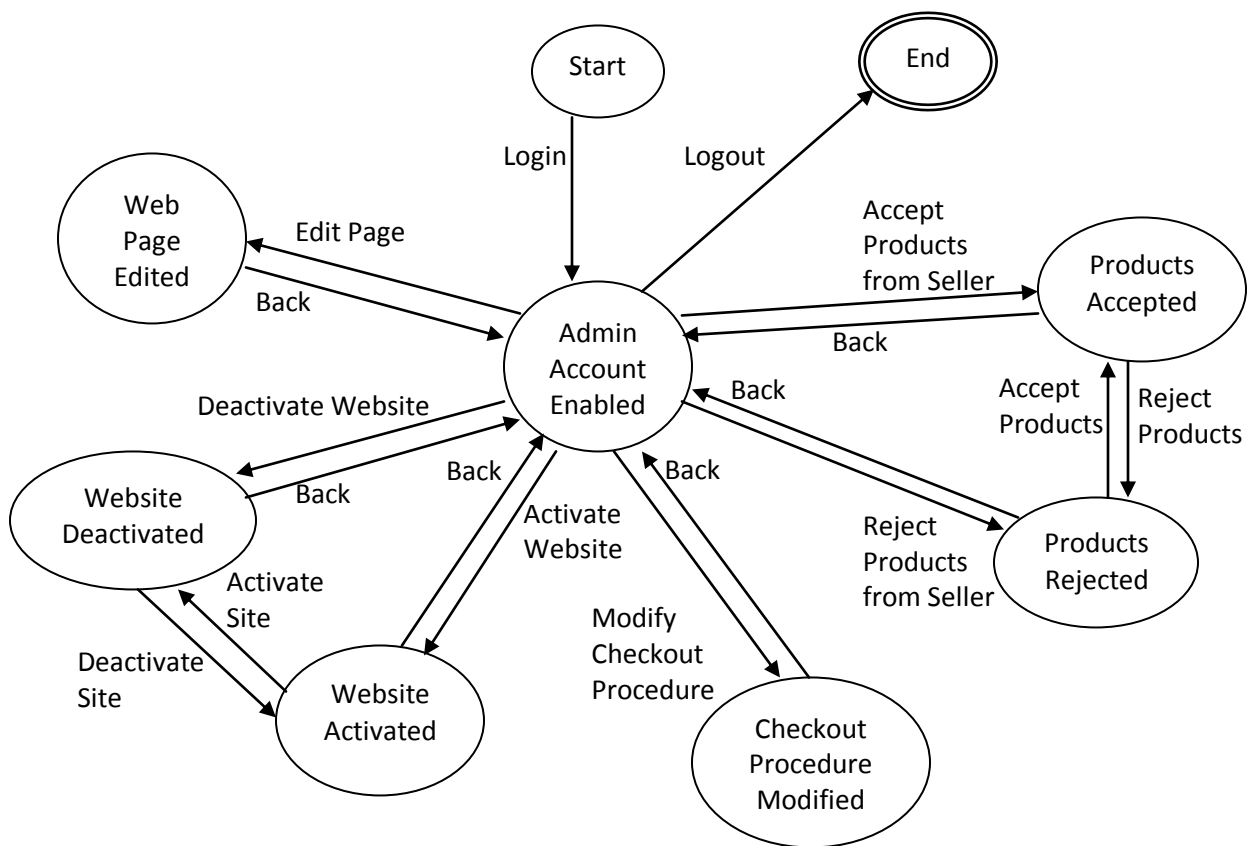
Product.manufacturer_id → Manufacturer.manufacturer_id

Finite-State Machines

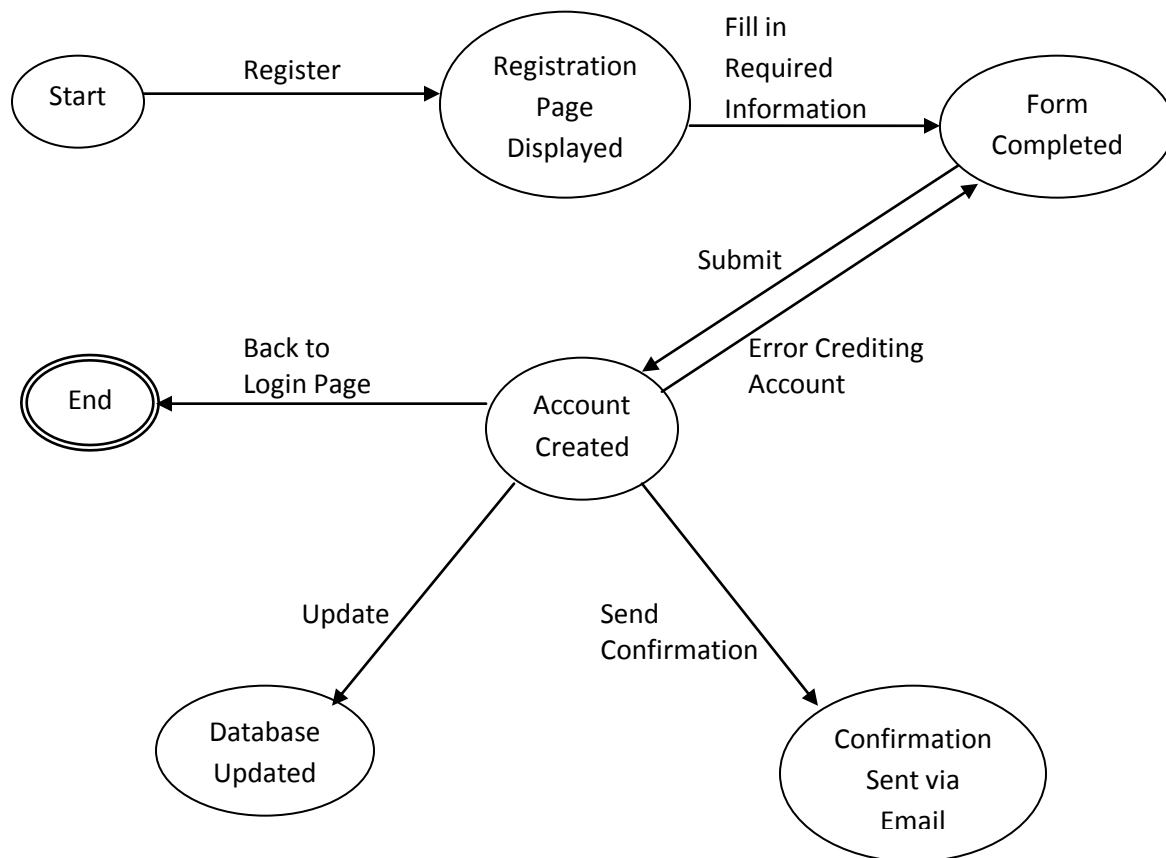
Orders FSM



Admin FSM



Registration FSM



Input-Output Tables

Data items

Name	Description
Product	The product will represent a sellable item within the store.
Cart	A collection of products queued for a purchase.
Transaction	Any purchase by the customer or refund by the seller.
Account	A collection of information about an individual customer, seller, or website administrator.
Receipt	An account of a past purchase, even if it has been refunded.
Company	An individual company who is selling a product on the website.
Templates	A grouping of pre-made web designs that allows sellers to customize their portion of the website.
Reports	Information relating to the sales of the website, including tax information.
Taxes	Information regarding the tax rates for each company so that proper taxing can be completed.
Payment	A fiscal transaction to purchase a cart within the software.
Donations	A fiscal transaction given to HOPE or another charity.
Report Parameters	A parameter used when querying the database for statistics about the sales data.

Major Functions

Name	Description
Add to cart	Add a product to the cart.
Remove from cart	Remove a product from the cart.
Purchase cart	Purchase items within a cart.

Process transaction	Process the transaction, send company information about sale, and charge amount of the purchase to customer.
View product	View information about a product to be sold.
Remove product	Remove the product from the store.
Add product	Add a product to the store
View report	View statistics on the sales from the store.
Edit report	Edit parameters of the statistics
Delete report	Remove a report from the database.
Add account	Add an account to purchase items
Edit account	Edit an account
Remove account	Remove the account from the database
Send donation	Give a donation to a company
Get receipt	Find the receipt of a purchase
Add tax rate	Add a tax rate for a company for accurate tax charging purposes.
Edit tax rate	Edit a tax rate for a company
Remove tax rate	Remove a tax rate for a company
Add template	Add a HTML template for company pages on the website
Edit template	Edit a HTML template for company pages on the website
Remove template	Remove a HTML template
Add company	Add a seller to the website
Edit company	Edit a seller on the website
Remove company	Remove a seller on the website
View by cause	View products by cause
View by category	View products by category
View by company	View products by company

Name	Input	Output
Add to cart	Array of Products	Cart
Remove from cart	Product	Cart
Purchase cart	Cart	Transaction
Process transaction	Transaction	Receipt
View product	Product ID	Product
Remove product	Product	null
Add product	Product, Company	null
View report	Report parameters	Report
Edit report	Report, Report parameters	Report
Delete report	Report	null
Add account	Account Information	Account
Edit account	Account, Account Information	Account
Remove account	Account	Null
Send donation	Donation	Transaction
Get receipt	Transaction	Receipt
Add tax rate	Tax Rate Information	Tax Rate
Edit tax rate	Tax Rate	Tax Rate
Remove tax rate	Tax Rate	Null
Add template	Template source code	Template
Edit template	Template	Template
Remove template	Template	Null
Add company	Company Information	Company
Edit company	Company	Company
Remove company	Company	Null

View by cause	Cause information	Array of products
View by category	Category information	Array of products
View by company	Company	Products

Testing

Multiple tests were performed to check for code stability and error detection. We implemented black-box testing in which we tested our code against valid and invalid input, and then determined which output would be the correct output for our product. During this process, each member of the group created both a customer account and an administrator account. This allowed us to test against the entire scope of the project, including all facets of it; for instance, order entry was tested with the order reporting being tested after it to make sure all of our code was handled securely. We tested the checkout process first by using the guest checkout mechanism. Once we determined guests could check out satisfactorily, we tested the customer checkout. To checkout, we added single or multiple items to the cart and then proceeded to checkout.

Once we made sure everything worked properly for our users, we logged in with our administrator accounts and determined that everything was saved correctly. We checked reports, and individual orders, as well as checking to make sure emails were sent to both the administrator and the user.

After testing the ordering system, we checked to make sure all products were being handled correctly with proper shipping and taxes. We checked all types of products and made sure that items like donations were not being taxed while all of the goods in the store were being taxed the proper tax rate.

After testing the tax, we made sure to test whether discounts and special offers were working properly, during which we were able to resolve many issues. We wanted to make sure that only qualifying customers received discounts on the items as well as making sure that coupons dispatched worked properly.

Finally, we tested our code against Facebook Share. Facebook Share allows our users to share the item with their friends on Facebook and is a way to integrate a popular social network into the product, which allows for free advertisement of the website and the products on the website. We found that it worked without issue.

After we fixed all of our errors and determined that the code was stable, we were complete with our black box testing.

Structure

Louisiana Community Marketplace

Navigation Bar

Abbreviations

- Louisiana Community Marketplace = LCM
- Navigation Website Structure = NWS
- Uniform Resource Locator = URL

Louisiana Community Marketplace – Navigation Website Structure

A navigation bar is a structure which comprises of a number of related links separated into groups that divide the website into its major elements. A group usually consists of one or more sections with one or more links. A navigation bar is usually located at the top of the website known as, the website header area or left-aligned in a pillar-like structure. Each page of the LCM website contains a navigation bar with the following menu structure:

ROOT:

- Louisiana Community Marketplace
 - The Louisiana Community Marketplace is the identifiable brand name chosen by the HOPE Ministries group which will represent the portal for merchants with common ideals to promote and sell items from their organizations.

Home:

- ROOT > Home
 - The root which contains the home page is the initial page in which a user will see when they direct their browser to the URL of LCM.

Special Offers:

- Home > Special Offers
 - The Special Offers links to the offers provided by LCM merchants. The Special Offers contents can be change from the admin page of the LCM website. This allows fine control of what content that will displayed when a users views the LCM website.

Log In:

- Home > Log In
 - The Log In link provides the user a dedicated page to sign up for an account on the LCM website. The user will then be presented with a options to enter billing address, shipping address and personal details. By signing up as a user the benefits the user will receive will be newsletters, special offers and related news to the LCM community as a whole.

Account:

- Home > Account
 - The Account information consists of three groups.
 - My Account:
 - Edit your information
 - Modify your address book entries
 - My Orders:
 - View your order history
 - Downloads
 - Subscribe
 - Subscribe / unsubscribe to newsletter

Basket:

- Home > Basket
 - The Basket is a structure that allows the customer to review their items in queue to purchase. Items can be reviewed, remove and updated.
 - Update
 - Changed quantities
 - Continue Shopping
 - allows the customer to return to the LCM to shop for additional items
 - Checkout
 - This proceeds to the checkout of the items put in the checkout queue

Checkout:

- Home > Checkout
 - The Checkout is a step-by-step process which consists of verifying orders, updating orders, verifying shipping and billing and also selecting the shipping method as defined by the LCM shipping procedures.

Category

Abbreviations

- Louisiana Community Marketplace = LCM

The structure of categories consist of links that represent subsections its products selected by the merchants of the LCM website.

Category Overview

- The clothing, food, & Electronic sample category is a defined category selected by the LCM admin and its merchants. The control of the category structure is formatted by the LCM admin after receiving input from its merchants. By allowing the LCM admin to give final authority of what's going to be located in the category structure gives the LCM fine control of the website and prevents misuse and abuse by merchants.

Example Category

These are sample categories

- Clothing
- Food
- Electronics

Information

Abbreviations

- Louisiana Community Marketplace = LCM

Louisiana Community Marketplace – Information

The Information structure is a set up of links which will include the following:

- About Us:
 - The details will be set by LCM admin
- Privacy Policy
 - The details will be set by LCM admin
- Terms & Conditions
 - The details will be set by LCM admin
- Contact Us
 - The details will be set by LCM admin
- Site Map
 - A site map (or sitemap) is a list of pages of a web site accessible to crawlers or users. It can be either a document in any form used as a planning tool for web design, or a web

page that lists the pages on a web site, typically organized in hierarchical fashion. This helps visitors and search engine bots find pages on the site.

Best Sellers

Abbreviations

- Louisiana Community Marketplace = LCM

Louisiana Community Marketplace – Best Sellers

The Best Sellers is a structure which holds the best selling items in the LCM store. These items are not control by the LCM admin this structure is PHP code which marks the item by the frequency of its purchase. The client wanted this feature to be incorporated into the LCM website to display to its merchants that there items are good selling items.

Auxiliary Software

The Louisiana Community Marketplace is very simple for users to access and for organizations to operate and manage. It is built based on PHP, or Hypertext Preprocessor, a scripting language that was originally designed for web development to produce dynamic web pages and at the same time can be embedded into HTML and generally runs on a web server. There are more tools and their functions that we will discuss in more detail, starting with PHP.

Founded in 1994, or Personal Home Page was initially created as a set of Common Gateway Interface binaries written in the C programming language by a Danish programmer. Its main purpose was to be used to perform tasks such as displaying his résumé and recording how much traffic congestion a page was receiving. With its Pearl (a high-level dynamic programming language) like variables, PHP became widely used in 1997 for creating dynamic web pages. PHP is installed on over 20 million websites and 1 million web servers.

There will be two types of users, who will use or view our web; they are the normal users, who shop on the web, or the merchants who sell products on the web; and the administrators who control and modify the web. For normal users and merchants, they will need a working computer that is able to connect to the web and a functioning browser such as Internet Explorer or Firefox with java script enabled to view or use the web.

The Administrators of the website would have to use more tools in order to see the live running website. The first is Apache server 2.2 which is a web-server software that is maintained by an open community of developers and programmers. It is notable for being the first server to host 100 million websites. Alternatively, the admins can use Windows IIS, previously known as the Internet Information Server, is a set of Internet-based services for servers created by Microsoft for use with Microsoft Windows. The admin would also have to use MySQL, a relational database management system to maintain all the databases. In addition to a browser with java script enabled, they would also need to install PHP version 5.1.2 in order to run and make changes to the web.

Meetings

Meeting #1
 Time In: 6:00pm
 Time Out: 9:00pm
 Location: ECA Activity
 9/9/09

Talks began about their website and a potential mock-up of what they would like to see

A. Website Content:

- Overall theme is a community marketplace
 - Terrell C. mention a shopping mall layout
 - Target audience – Women 30+
 - Options to donate
 - Website Revision
 - Color Schemes (soft greens, soft blues, Louisiana culture)
 - Advertising Space
 - Gold Sponsors
 - Top Sellers: organizations which sell the most products, of course their advertising would be the first to cycle through – I believe that's what she's talking about when she mentioned “Features of the Month”

B. Contact Form

- Database to keep and track new/old clients

C. Checkout System

- PayPal
- Google Checkout
- Options to donate also at checkout system
- Etc....

D. Spreadsheet Report – Reporting System

- Way of reporting money (IRS – Internal Revenue Service)
- Reporting of items sold

E. Potential Sponsors Involvement

- How would others access website system to upload their own content

F. Hosting Providers

- Tim mentioned Dream Host as a possibly provided – her concerns were available space

G. User Tracking

- Heat Mapping

H. Website Certificates

- Need prices

I. Conclusions:

HOPE would like to see a website with organizations as investors that support their ideals and all would sell their products on a HOPE owed website. They would receive a percentage of items sold and Donation, Donations & Donations.

Note: They seem to have a pretty open budget right now so if you guys think of anything that cost still include those ideas.

J. Action Items:

- Donations
- Advertising Space
- Managing other users access
- Website Hosting
- Database Design with Reporting System

References

- Website Mock-up Ideas HOPE liked
 - <http://www.charityusa.com/>
 - <http://www.fundraisers.com/>
- They purchased these domains...not sure if they are correct will check with Janet...its one of these I believe
 - <http://www.lacommunitymarketplace.org/>
 - <http://www.lacommunitymarketplace.net/>
 - <http://www.communitymarketplace.com/>
 - <http://www.communitymarketplace.net/>
- Website Certificates
 - <http://www.us-cert.gov/cas/tips/ST05-010.html>
 - <http://www.verisign.com/>

Meeting with HOPE MINISTRIES

Meeting #2: An Introduction to HOPE MINISTRIES

Time In: 4:45pm

Time Out: 5:50pm

Location: HOPE MINISTRIES

9/9/09

Janet Simmons – Director of Operations & Social Enterprise

Discussion

Initial discussion began with an introduction video to HOPE Ministries and a few programs which they offer

HOPE Programs:

- Training Workshops
 - Budgeting – Help individuals learn money management skills
 - Enlighten individuals about breaking the continuous poverty chain
 - Food Pantry – Give qualified families free food from donations

HOPE Revenue Streams:

- Grant Money
- Donations
- Fee Base - Community Marketplace
 - Girl scout cookies is an example offered by the Girl Scout Association
 - Social Enterprise to raise money while keeping non-profit status
 - “Social entrepreneurs identify resources where people only see problems. They view the villagers as the solution, not the passive

beneficiary. They begin with the assumption of competence and unleash resources in the communities they're serving.” - David Bornstein

- “Social entrepreneurs are not content just to give a fish or teach how to fish. They will not rest until they have revolutionized the fishing industry” - Bill Drayton

Conclusions:

HOPE seems to want a way of making money using Social Enterprise as stream of choice. They would like to use other organizations which agree with HOPE ideals and potentially receive donations from them to continue their own program. This would be accomplished by selling items on HOPE (this will not correspond to HOPE MINISTRIES but will be another part of their organization unit) Marketplace and HOPE would take a share of items sold.

Action Items:

- ✓ Community Marketplace
- ✓ Social Enterprise

Meeting #3
Time In: 5:30pm
Time Out: 7:30pm
Location: LSU Union
9/20/09

A. Website Design

- Tim suggests an eBay like design.
- Terrell still likes a virtual mall design.
- The majority dislikes both ideas
- Voted that the group comes up with an original design.
- Tim recommends the entire group design their own layout and bring to next meeting.
 - Agreed. Design sheets tabled to next meeting.

B. Programming Language Decision

- Neither JAVA nor C++ is an option.
- Tim suggests Ruby on Rails because of its customizable functions.
 - We all watch a Ruby on Rails tutorial.
- Devin suggests using PHP.
- Terrell, Matt, and Hailong agree that they will learn either language because they aren't very proficient in creating websites.
 - Agreed. Group will use PHP. Devin will send out tutorial links for it.

C. Mockup Docs

- Tim and Devin make mention of mock up docs.
 - Tim makes a brief overview of what he likes to do when creating website designs.
- Devin agrees along with the rest of the group.
- Terrell and Matt state that it will be hard to design a mock up when we have no concrete idea of what we want the website to look like.
 - Agreed. Mock up tabled until next meeting when we bring the individual design sheets.

D. Next Meeting w/ HOPE

- Next week is hectic for everyone.
- Hailong suggests that we plan for the week off 9/28-Fall Break week.
- Group agrees but has some doubts about who will be available.
 - Agreed. Will revisit next meeting.

E. Open Floor

- Tim suggests that we meet weekly; as if we are in class.
- All agree with this idea.
- Also limit use of laptops during meeting to stay on task.
 - Agreed.

F. Next meeting topics

- Mockup Design
- Website Design
- Back-end implementation

Meeting #4
 Time In: 6:00pm
 Time Out: 8:00pm
 Location: LSU Union
 9/25/09

A. Website Design

- Everyone has their design sheets.
- Group decides on a static layout for all pages.
- Mrs. Simmons mentioned during our first meeting that she wants to keep the “bayou” theme with the site so group decides to use earth tone colors such as green, brown, beige, off white, yellow etc.
- Group decides to take 45 minutes to design a more elaborate design for the website.
 - Design is coming together very nicely.

B. Mockup Design

- Tim shows an example of what our mockup design can look like.
- Group agrees that this will be the best way to show what they ideas should look like as a website.

- Devin recommends and votes to use Photoshop.

C. Back-end Implementation

- The group has to figure out a way to implement this keeping Mrs. Simmons idea in mind.
- It has to be manageable from every aspect.
- What will the charities and other organizations see when they log in to create, modify, and add material to their profile.
- Tim volunteers to look more into it for the next meeting.

D. Open Floor

- Next week isn't looking good for a meeting with Mrs. Simmons.
- Reschedule for the week of 10/4.
- Group agrees that too much time is being wasted discussing other ideas and design layouts. If it has already been discussed, move on.
- Group also vote to keep meeting under 3 hours at the most.
- Terrell mentions that we should not begin any in-depth coding until Mrs. Simmons has seen our mockup sheets and give us any input she may have. Group agrees.

E. Next Meeting Topics

- Progress on mockup sheets in Photoshop.
- Back-end implementation.
- Pair Programming
- Begin actual coding.

Meeting #5
Time In: 6:25pm
Time Out: 8:20pm
Location: Middleton
10/8/09

- **Progress on mockup sheets in Photoshop**
 - Tim is almost finished working on the homepage in Photoshop.
 - Terrell is doing the charity page.
 - Matt has the item page.
 - Hailong has the checkout
 - Devon will also do a homepage to have a different color scheme and outline of the site.
- **Back-end implementation**
 - Tim will do more research on the back end and report on it later.
- **Pair Programming**

- Tim and Terrell will primarily work together.
- Hailong and Devon will work primarily together.
- Matt will look for more database example to use for the users accounts.

- **Begin actual coding**
 - The group wants to begin next week after creating some more models to help with the implementation.

- **Open Floor**
 - We need to star meeting bi-weekly starting in Nov.
 - Need to get some type of svn setup eventually.
 - Need to setup next meeting with HOPE

- **Next Meeting**
 - Setup HOPE meeting
 - Coding
 - Settle on a design

Meeting #6
Time In: 8:00pm
Time Out: 11:00pm
Location: Middleton
10/13/09

- **Setup HOPE meeting**
 - Looking at the end of the month due to our schedules and Mrs. Simmons schedule.

- **Coding**
 - Dr.Kundu has suggested that no coding shall not begin until you complete FSM, Data flow, ER models etc.
 - Majority of the group agrees but may cause problems later on if time becomes a factor.
 - Before this was discussed, Tim started coding the homepage. Devon helped with the design of it.
 - Matt and Hailong express the concern of databases and how many test subject we will have.
 - The will be finalized a little bit closer to the end date.

- **Settle on a design**

- The group has the general idea of what the page should look like.
- Tim's design has the green and brown design.
- Devon has the blue and grey design
- Member at a stalemate with which looks better so we will keep both and show Mrs. Simmons when we meet with her.

- **Open Floor**
 - Nothing really
 - Just keep up the good work with the updates through e-mails and text.

- **Next Meeting**
 - Will be in a week. Everyone has test, assignments, presentation etc. to prepare for.

Meeting #7
Time In: 8:25pm
Time Out: 10:00pm
Location: PBRC
10/22/09

- **HOPE Meeting**
 - Meeting has been set for Oct 30.
 - We will need to meet again to plan out an agenda
 - This can possibly be the last meeting with them so we need to make sure we clearly understand what else they would like see.
 - We will still show Tim and Devon's design.

- **Progress**
 - Real coding should begin this week.
 - We finally have reached the point of knowing how we are going to implement the site.
 - With Ruby, We can use Notepad++, Netbeans, and Eclipse to change write code.
 - Tim uses a MAC driven IDE.
 - Hopefully, the HOPE meeting will clarify the colors and layout of the design since we're in a deadlock.
 - HUGE switch, group decides to revert back to PHP.
 - This will be the FINAL DECISION!!!!

- **Open Floor**
 - Make sure we all pay attention to Dr. Kundu's lecture so we can start applying what we learned to our project.
 - Meeting times are becoming more sporadic due to everyone's schedule but everybody understands.

- **Next Meeting**
 - Set for Oct. 27 to come up with an agenda for the HOPE meeting.

HOPE Pre-Meeting #8 Agenda

Time In: 6:11pm

Time Out: 9:15pm

Location: LSU Union

10/27/09

****Instead of posing question, we are just going to present to them what we have already and take questions from them****

A. Questions from Janet

- Regarding the mock-ups that we sent her last week.

B. Show Devon's mock-up

- Just going over Devon's ideas and thoughts about his template.

C. Show Tim's mock-up

- Just going over Tim's ideas and thoughts about his template.

D. Concerns

- Taxes
- Multiple payment options

E. Timeline

- 3 weeks to implement

F. Our questions

- What do you like/dislike about both templates?
- Is there anything extra you would like to see in the design?
- How can we improve on our the design?
- Are we taking the right steps in designing the site?

Meeting #9
Time In: 8:25pm
Time Out: 11:00pm
Location: LSU Union
10/30/09

HOPE Meeting Agenda-10/30

Show Devon's mock-up

Pros

- Loved the pictures
- Loved the community concept of the mock up

Cons

- Didn't like the search the internet from site idea
- Would rather large font instead of small font

Overall

- Men liked the blue color scheme; women did not
- Really were sold on the pictures on the front page. The colors did not bother them as much because they were wowed by the pictures and the community concept.

Show Tim's mock-up

Pros

- Loved the color scheme
- Loved the "How it works" and "goals" section

Cons

- Useless real estate at the top of page

Overall

- They liked the flow of Tim's design and the concepts behind it.

Things to think about:

- Reports that show where the consumers are and where they fall off.
- Google Analytics was a suggestion for generating such reports.
- Also, a Facebook connect integration.

- Combine colors???
- Tax will be done by them when they talk to their state accountants.
- Shipping and Handling options.
- Have a consistent page design throughout the website.
- When using PayPal, have a separate window pop up so it wouldn't confuse the consumer.

Meeting #10
Time In: 8:25pm
Time Out: 11:00pm
Location: Middleton
11/5/09

A. SVN Setup

- Using Unfuddle.com
- Login: teambest
- Password: kundu
- Location: http://louisiana-marketplace.unfuddle.com/svn/louisianamarketplace_lcm
- Use tortoise svn to eliminate command line.
- To use do svn checkout ""^^^website""
- Free 2 user account
- First Milestone setup which is version 0.0.1. due Sunday.
- Tickets also an option in svn

C. Layout delegation

- Matt & Hailong has user account.
- Devin has product page. (Features).
- Terrell has content and donate page.
- Tim has implementation of cart.

D. Testing

- Unit testing
- White Box

E. Topics for Sunday

- Anything that was not done before Sunday will be completed.
- Next iteration of things
- Check-out, process of orders.
- Different user account types
- Define different orgs.
- Meeting at 6!!!!!!

Meeting #11
Time In: 8:00pm
Time Out: 11:30pm
Location: Middleton
11/8/09

A. Change in plans

- Time constraints are causing much worry and doubt.
- Terrell and Devon is still in the process or learning
- Matt and Hailong are a little bit behind with the language.
- Hailing suggest that we split up the duties until the week before the due date.
- Tim and Devon on coding
- Matt and Hailong on docs.
- Terrell will primarily work with Devon and Tim.

B. Progress

- Homepage layout is done along with colors and emblem.
- Able to add an item.
- Still working on back-end and admin site.

C. Documentation

- Have to start compiling meeting minutes and other pages.
- None of us really know what the documentation will consist of besides the material we have already.
- Devon mentions last semester project on Dr. Kundu Web page to use as example

D. Open Floor

- Stay consistent!
- Keep the requirements in your sight.
- Use latest HOPE meeting notes as a reference.

Meeting #12
Time In: 7:50pm
Time Out: 8:50pm
Location: Middleton
11/17/09

A. Progress

- Slowly making things come to life.

- We'll definitely clean the design.
- Docs are going well.
- Added news feed.
- Still working on adding the cart.
- Remember to change the sample text on the page.
- Extending the project using a resource called open cart.
- Very useful.

B. Testing

- Besides doing the usual testing, we have to use a formal technique of doing so.
- Black box has been chosen by the group to use.

C. Concerns

- The group still has a little concern with the way we are going to complete the project by next week.
- Solution is everyone HAS to do their part over the holiday so when we meet on Nov 29, we will just have to combine everything.
- All agree to do so.

D. Open Floor

- Keep positive vibe.
- Negativity will only bring the group down and discourage us.
- If you don't have anything nice to say, do not say anything at all ☺.

E. Next Meeting

- Nov. 22

Meeting #13
 Time In: 11:30pm
 Time Out: 12:00pm
 Location: Middleton
 11/22/09

- **Progress**
 - Everyone seems to have their parts under control.
 - Terrell volunteers to gather all of the agendas together with the exception of the last meeting on Nov 29.
 - Tim and Devon will continue to work on adding the cart, admin site, products page, and description.
 - Hailong and Matt will start on UML, ER models and FSMs.
- **Forgotten news**
 - Hailong brings up the question of how is HOPE going to handle the website afterwards.

- Their server is powerful enough to handle the site along with the other thing they already have.
- Terrell remembers Mrs. Simmons saying that they will discuss that as a group and get back to us.
- **Open Floor**
 - We still have svn up in case we still want to use it.
 - Please continue to work on your individual part over the break.
 - Happy Thanksgiving!
- **Next Meeting**
 - We don't plan on doing any coding.
 - Just combining every part of the documentation and tying up any loose ends.

Meeting #14 FINAL
MEETING
Time In: 7:50pm
Time Out: 1:00pm
Location: Middleton
11/29/09

- **Progress**
 - Working only on documentation.
 - Ran into a few problems such as shipping and handling, coupon code, automatic updates of best selling item.
 - Corrected all of them.
 - Revised project summary.
 - Hailong will start on description of project.
 - Devon will handle the tables from the DB.
 - Terrell and Matt are working on ER models.
 - Everyone agrees to work on FSM to check each other's work.
 - Each member will proofread the documentation.
 - Will get binded before class.
- **Presentation**
 - Tim will start on it.
 - As we finish, we will start working on presentation together.
 - Will go through site one more time to be positive we have everything figured out.
 - Will go over after documentation.
 - Make sure everyone understands what is going on and know their part.
- **Open Floor**
 - **Good LUCK!**