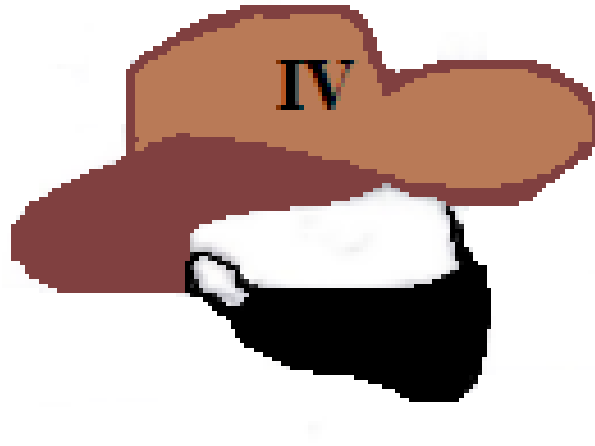


What's For Lunch?



Lunch Decider Mobile Application Final Project Plan

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1.0 Introduction

1.1 Objectives

The purpose of this document is to go over the overall plan of the Lunch Decider Application. This document will identify the team's methodology that will be used to complete this application. The people that are working on the project as well as their roles will be presented. The team will identify any potential risks there are as well as how to address them. A breakdown of the schedule with a Gantt Chart will be provided.

1.2 Overview

The team's main goal for this project is to have three prototypes to present to the customer. The third prototype will be the final product and will be used as the official application. The prototypes will include a user-friendly interface allowing the user to easily spin an option, search for a restaurant, create criteria, and more. The database that will be used will come from Yelp. There will also be a link to Yelp from the output choices given. The project should take only a semester to be developed.

2.0 Methodology

The methodology that is being used for this project is an iterative prototype method. The team will have multiple prototypes that are split up into multiple parts. Once one piece of the prototype is complete, the team will then move on to the next piece of the prototype. After each prototype has been developed and tested completely, the team will present it to the customer to get feedback. Once feedback is obtained, the team will start on the second prototype and repeat the same process until the final product is produced.

3.0 Project Resources

3.1 People

The team members working on this project each bring some experience:

- One team member brings heavy knowledge of app development and Java.

- One team member brings organizational skills for keeping up with the project.
- One team member brings good communication skills for presenting.
- One team member brings writing skills for developing the final report and other technical writing.
- One team member brings good research skills for looking up any databases or figures the team may need.

Assignment of tasks was made according to each member. Many tasks that used these experiences were completed due to a joint effort.

3.2 Hardware and Software

The software that will be used is GitHub, which will be used for keeping all of our work. Microsoft Project will be used to make a timeline (Gantt Chart). For developing the application, the team will use Android Studio to make working code. The programming language that will be involved with using Android Studio will be Java. For the hardware, the team will use any type of Android device that is up to date with the current version of Android 12. This will be used to test the app to make sure it works properly. The computer needed to develop this project is any Windows system that runs a 64-bit version.

4.0 Risks

Table 1.0 shows a list of possible risks that could happen during the project. These possible risks are discussed more fully in the next section.

Table 1.0

Risks	Likelihood	Mitigation
Lack of Communication	Medium	Meetings, Discord, Slack
Sickness	Medium – High	Online meetings, Backup members
Time Management	High	Detailed Schedule

4.1 Identifying Risks

Many risks are possible when working on a project. One such potential risk is a lack of communication. This can lead to project failure when there is not enough communication between team members among each other and communication between the team members and customer.

Another potential risk could be if a team member gets sick. Covid-19 and other viruses can really hurt the team by putting a team member out of commission especially if that team member has a big piece of the project to do.

Time management can play a risk during this project. Many of the team members have other classes on top of this one. Some students also have part-time or full-time jobs outside of college. These issues can mess things up such as scheduling issues and communication issues.

4.2 Addressing Potential Risks

Addressing the potential risks is needed so that you can have a good backup plan. Lack of communication hopefully shouldn't be an issue for the team. The team will have a regular meeting every Wednesday and have a full detailed schedule for the semester. All of the team's tasks are divided up and backups are assigned as well.

When addressing sickness among team members, the team was able to come up with a quick solution. Almost 90% of the meeting taking place this semester happens on discord via voice chat. If a member were to fall ill, the member would still be able to attend normal meetings. The team will also have backups for each activity that is in progress, so if a team member falls ill someone else will be able to pick up the slack.

To face time management issues, the team has a few options. Luckily, most of the members of the team have taken a time management course in the past. The team already has a detailed schedule for the project. As long as most team members can keep up with the schedule then there should be no issues.

Appendix 1 Schedule

In this section, the schedule will be displayed showing what tasks need to be completed, when the tasks need to be started and finished, and lastly which members will be assigned to specific tasks.

Table 2.0 Tasks, Dates, Member Assigned

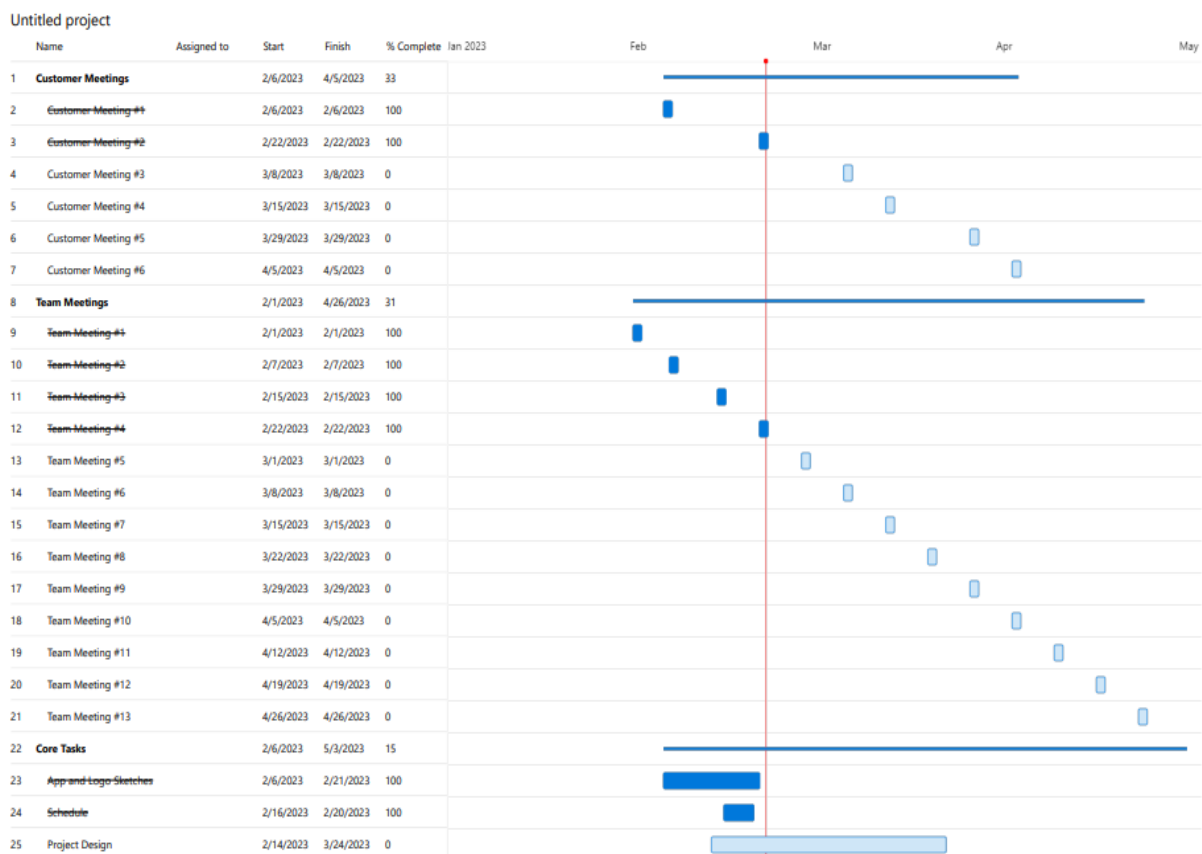
Person Assigned Backup		
Description	Date	Members Assigned
Team Meeting #1	01/25/2023	AH, AW, DM, KW, SR
Customer Meeting #1	02/06/2023	AH, DM
Team Meeting #2	02/07/2023	AH, AW, DM, KW, SR
App Design Sketches/Logo	02/07/2023 – 02/21/2023	AH, AW, DM, KW, SR
Schedule Draft	02/10/2023 – 02/17/2023	AH KW
Team Meeting #3	02/15/2023	AH, AW, DM, KW, SR
Project Design	02/15/2023 – 03/24/2023	AH, AW, DM, KW, SR
Final Project Plan	02/15/2023 – 02/17/2023	AH
UID Displays Draft	02/07/2023 – 02/17/2023	KW AH, DM
Requirements Document	02/15/2023 – 02/17/2023	AW, AH SR
Use Case Diagram	02/15/2023 – 02/17/2023	AH KW, SR
User Display Coded	02/15/2023 – 02/24/2023	DM AW, KW
Customer Meeting #2	02/22/2023	AH, KW
Team Meeting #4 (Review)	02/22/2023	AH, AW, DM, KW, SR
Final Report	02/22/2023 – 04/21/2023	AH, AW, SR DM, KW
Prototype Part 1.1	02/22/2023 – 03/01/2023	DM, KW, AW AH, SR
Objective Grading Sheet	02/22/2023 – 04/20/2023	AH, AQ, DM, KW, SR
Team Meeting #5	03/01/2023	AH, AW, DM, KW, SR
Prototype Part 1.2	03/01/2023 – 03/08/2023	DM, KW, AW AH, SR
Sequence Diagram	03/01/2023 – 03/15/2023	AH, SR AW, KW
Class Diagram	03/01/2023 – 03/15/2023	AH, SR KW, AW
User Manual Draft	03/06/2023 – 03/24/2023	AH, AW KW, SR
Customer Meeting #3	03/08/2023	AH, DM, AW
Team Meeting #6	03/08/2023	AH, AW, DM, KW, SR
Prototype Part 1.3	03/08/2023 – 03/15/2023	DM, KW, AW AH, SR
Testing Prototype 1	03/08/2023 – 03/15/2023	AH, DM, KW
Interim Presentation	03/13/2023 – 03/15/2023	AH, AW, DM, KW, SR
Customer Meeting #4	03/15/2023	AH, DM, SR
Review Meeting	03/15/2023	AH, AW, DM, KW, SR
Team Meeting #7	03/15/2023	AH, AW, DM, KW, SR
Prototype Part 2.1	03/15/2023 – 03/22/2023	DM, KW, AW AH, SR
Team Meeting #8	03/22/2023	AH, AW, DM, KW, SR
Prototype Part 2.2	03/22/2023 – 03/29 /2023	DM, KW, AW AH, SR
Customer Meeting #5	03/29/2023	AH, DM, KW
Team Meeting #9	03/29/2023	AH, AW, DM, KW, SR

<i>Prototype Part 2.3</i>	03/29/2023 – 04/05/2023	DM, KW, AW AH, SR
<i>Testing Prototype 2</i>	03/29/2023 – 04/05/2023	AH, DM, KW
<i>Review Meeting</i>	04/05/2023	AH, AW, DM, KW, SR
<i>Customer Meeting #6</i>	04/05/2023	AH, AW, DM, KW, SR
<i>Team Meeting #10</i>	04/05/2023	AH, AW, DM, KW, SR
<i>Test Plan and Tests Designed</i>	04/05/2023 – 04/07/2023	DM, KW
<i>Final Prototype</i>	04/05/2023 – 04/19/2023	DM, KW, AW AH, SR
<i>Team Meeting #11</i>	04/12/2023	AH, AW, DM, KW, SR
<i>Review Meeting</i>	04/20/2023	AH, AW, DM, KW, SR
<i>Final Tests</i>	04/05/2023 – 04/19/2023	AH, DM, KW
<i>User Manual Report</i>	04/05/2023 – 04/19/2023	AH, SR KW
<i>Team Meeting #12</i>	04/19/2023	AH, AW, DM, KW, SR

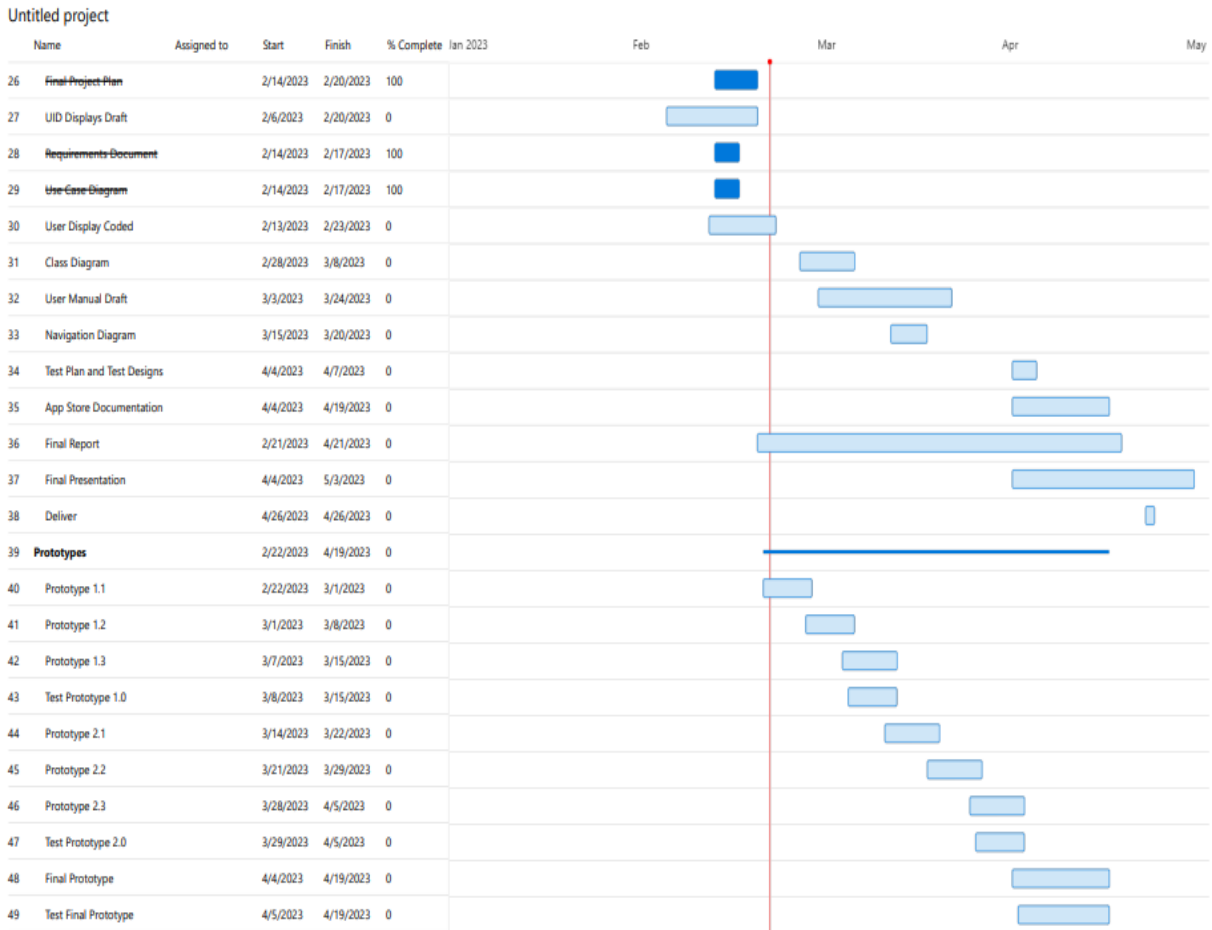
Appendix 2 Gantt Chart

In this section, the timeline of our project, or in other words our Gantt Chart, will be displayed. Everything from customer meetings, team meeting, core tasks, prototypes and tests will be shown.

Figure 1.0 Gantt Chart



Lunch Decider Mobile Application Final Project Plan



5.0 References

[Figure 1.0] Microsoft.com. Available: <https://www.microsoft.com/en-us/microsoft-365/project/project-management-software> [Accessed: February 14, 2023]