Where ToEat

WHERE TO EAT

Team Noobs:

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INTRODUCTION

The "Where To Eat" app is a social dining decision-making platform designed to simplify the process of choosing a restaurant when dining out with friends or family. This web application will provide a user-friendly interface for creating, joining, and interacting with hangouts, allowing users to collectively decide on a restaurant while incorporating various features for a seamless and enjoyable experience.

Key Features

- Authentication

  - Users can sign up or log in using Firebase Authentication, ensuring secure access to the app. Only authenticated users can create and join hangouts. Users can also reset their password if they forgot it.

- Hangout Creation

  - Hangout creators can specify the hangout's name, location, and an optional description. They can also choose whether users can add their own restaurants or generate random restaurants.

- Adding Restaurants

  - Users can add their own restaurants, they can provide restaurant details, including name, address, cuisine type, and other relevant information. They can also manually add nearby restaurants using the Google Places API. If generating random restaurants, the app uses the Google Places API to fetch a list of nearby restaurants.

Key Features Cont.

- Restaurant Voting

  - All hangout participants can view and vote for their preferred restaurant. Real-time vote calculations are displayed, and the winning restaurant is highlighted.

- Hangout Interaction

  - Users can join hangouts created by others, view hangout details, and see the list of restaurants and their voting status. An intuitive interface allows users to vote and change their votes as needed.

- Data Management

  - Firestore is used to store hangout details, user information, and restaurant data. Firestore collections are structured for hangouts, users, and restaurants, ensuring efficient data management.

- User Profile

  - Users can view and update their profiles, displaying user-specific information and the hangouts they've joined or created.

PLANNING

- Week-1: gathered project team members and finalized the project wheretoeat-restaurant recommendation application through communicating in hangout.

- Week-2:then we found the requirements to execute the project and the main objectives.

- Week-3: started designing the frontend which allows user to login through email and password.

- Week-4: after designing the frontend we need to start the designing the database schema.

- Week-5: after database schema we need to setup the development environment.

- Week-6: implement user authentication and Create the restaurant suggestion logic and user interface components.

- Week-7:Begin testing the basic functionalities of the program and fix the bugs.

- Week-8: create documentation and complete security testing then run the application before submission by fixing all the bugs.

PLANNING

1	Project Conception and Initiation
1.1	Group Formation, Team Formation
1.1.1	Project Charter Revisions
1.2	Creating Trello
1.3	Creating Github
1.4	Meetings
1.5	Quiz - 3
1.6	Team Member Lists
2	Deliverable-1
2.1	Project Proposal
2.2	Project Plan
2.3	Risk Management
2.4	PPT and Video

PLANNING

DESIGN AND DEVELOPMENT ENVIRONMENT

Design: Create the software architecture and application design, including the user interface, restaurant database, and search algorithms.

- Development Environment
  - Front-end Framework: Angular
  - Back-end: Firebase (Authentication and Firestore)
  - Third-party API: Google Places API (for restaurant data)
  - UI/UX Design: Bootstrap and Angular Material
  - Deployment: Firebase Hosting

TEAM MEMBERS CONTRIBUTION

- Project Management Lead   Ibrahim Alkuwaif

- Requirements Lead   Gouthami Gongidi

- Design Lead   Ashesh kumar pinisetti

- Implementation Lead for front end   Sai Kumar Gurram

- Implementation Lead for back end   Mallikarjun Narra

- Configuration Management Lead   Mohammad Khaja Moinuddin

- Testing Lead   Vishal Kandunuri

- Documentation Lead   Teja Peddi

- Demo and presentation Lead   Wahid Mohammed

- System Administrator Lead   Mohammed Khaja Moinuddin

EXPECTED DELIVERABLES

● Fully functional website

The primary deliverable is a fully working "WhereToEat" website that allows users to form and join hangouts, search and vote on restaurants, and manage their profiles.

● User documentation

Comprehensive user documentation is to assist users in making the most of the website.

● Code repository

The project's source code will be hosted in a GitHub code repository to provide version control, communication among team members, and accessibility for future maintenance and development.

RISKS & MITIGATIONS

- Security Vulnerabilities

- Third-party API integration issues

- The project is dependent on third-party services (for example, Firebase and Google Places API), which may encounter unavailability or service changes.

To mitigate the above risks:

- Stay updated on security best practices, Implement security measures, such as encryption.

- Conduct extensive technical analyses prior to development.

- Continuously monitor the status of third-party services, develop fallback procedures, and notify customers of service problem.