Augmented Reality Food Menu Application

Software Development Plan (Small Project)

Version 1.0

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 27/10/17 | 1.0 | Add detailed information in Introduction, Project Overview, Project Organiztion and Project Monitoring and Control | Phu-Khoa Nguyen, Xuan-Vinh Nguyen |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Table of Contents

[1. Introduction 4](#_Toc496636621)

[2. Project Overview 4](#_Toc496636622)

[2.1 Project Purpose, Scope, and Objectives 4](#_Toc496636623)

[2.2 Assumptions and Constraints 4](#_Toc496636624)

[2.3 Project Deliverables 4](#_Toc496636625)

[3. Project Organization 4](#_Toc496636626)

[3.1 Organizational Structure 4](#_Toc496636627)

[3.2 Roles and Responsibilities 4](#_Toc496636628)

[4. Management Process 5](#_Toc496636629)

[4.1 Project Estimates 5](#_Toc496636630)

[4.2 Project Plan 5](#_Toc496636631)

[4.2.1 Phase and Iteration Plan 5](#_Toc496636632)

[4.2.2 Releases 5](#_Toc496636633)

[4.2.3 Project Schedule 5](#_Toc496636634)

[4.3 Project Monitoring and Control 5](#_Toc496636635)

[4.3.1 Reporting 5](#_Toc496636636)

[4.3.2 Risk Management 5](#_Toc496636637)

[4.3.3 Configuration Management 6](#_Toc496636638)

Software Development Plan (Small Project)

# 

# Introduction

The Software Development Plan is a document that gives information about the Overview, Organization and Management Process of the project that REKT team will stick to and follow throughout the project

# Project Overview

## Project Purpose, Scope, and Objectives

* Purpose and objectives

The food menus are an indispensable part of every restaurant, from high-end ones to street food stalls. Most customers depend on the menus to make their dish choices. Nonetheless, there exists some limitations with the ordinary menus which only contain plain text and 2D images. For example, there are times that people order food and receive dishes that are not like they imagined.

Therefore, with that motivation, the authors' idea is to develop an application that brings Augmented Reality (AR) to food menus. Such application enables customers to see realistic virtual 3D models of dishes with detailed information about the ingredients included and how the plate is presented. In addition, there are also visualized ratings and reviews for each dish that customers can take into account when making decision. Moreover, the application of AR can lend some visual interest to food menus which can result in more customers attracted to the restaurants.

* Deliverables

An application that has 5 main features

1. Visualize foods in interactive 3D object.

2. Provide ratings, reviews, and visualize ingredients involved in a particular food

3. Recipe book

4. Social network

5. Suggest registered restaurants of the system

6. Document describing how to use the application

## Assumptions and Constraints

* Project has a fixed schedule of 9 weeks
* Zero-budget project
* Project has 4 members, there will be no more people added during the project
* Android-native application

## Project Deliverables

* An application that has 5 main features

1. Visualize foods in interactive 3D object.

2. Provide ratings, reviews, and visualize ingredients involved in a particular food

3. Recipe book

4. Social network

5. Suggest registered restaurants of the system

6. Document describing how to use the application

* A small list of demo restaurants along with their menus
* Database of recipes
* Vision Document

# Project Organization

## Organizational Structure

## Roles and Responsibilities

|  |  |
| --- | --- |
| **Person** | **Role** |
| Khac-Tuan Nguye - Team Leader, Developer, Tester  Bao-An Nguyen Tang, Designer, Developer  Xuan-Vinh Nguyen, Developer  Phu-Khoa Nguyen, Developer | Write reports, monitor project, coordinate meetings.. Implentment and test the application  Design components, classses, structures of the application. Implenment the application  Implement the application  Impletment the application |

# Management Process

## Project Estimates

[Provide the estimated cost and schedule for the project, as well as the basis for those estimates, and the points and circumstances in the project when re-estimation will occur.]

## Project Plan

[This section contains the schedule and resources for the project.]

### Phase and Iteration Plan

[Specify how many phases of the project. Each phase should include starting date, ending date, phase name, and overall objectives.

Refer to the lecture note “Week 2 – Project Assignments”, slides #9 and #10 for the intial plan.

List iterations and the objectives to be accomplished for each of the iterations.]

It is OK to include:

 Work Breakdown Structure (WBS)

 a timeline or Gantt chart showing the allocation of time to the project phases and iterations

 identify major milestones with their achievement criteria

Define any important release points and demos.

### Releases

[A brief description of each software release and whether it’s demo, beta, and so on.]

### Project Schedule

[Diagrams or tables showing target dates for completion of iterations and phases, release points, demos, and other milestones.

MS project schedule can be copied here]

## Project Monitoring and Control

### Reporting

* Weekly meeting
* Informal chats

### Risk Management

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Risk ID | Risk Description | Probability | Impact | Priority | Mitigation Strategy or Contingency Plan |
| 1 | Fail To Construct 3D model | moderate | Catastrophic | high | Find some free simple 3D model online |
| 2 | Cannot using vuforia sdk in android studio | low | Serious | high | Use unity |
| 3 | Inco-operative team member | low | tolerable | low | Others do his/her job |

### Configuration Management

* Google Drive for storing documents and source code
* Github for managing documents and source code
* Slack to communicate
* Trello for task assignments