**Who:** Ian Moore, Ethan Fellows, Hussain Alqudaihi, Samuel Carnes

**Title:** MaxDonald’s

**Description:** Through this project, our team will create an application that allows one to enter in an amount of money one is willing to spend, and check what he or she is hungry for, and the program will maximize the amount of food one can buy from the fast food restaurant.

**Vision statement:** Maximize the amount of food for a given amount of money.

**Motivation:** My roommate was asking me for an app that could get him the maximum McDonald’s for his money. His needs fit the goals of this project well!

**Risks:**

* Little experience writing in Java and Ruby, which are likely to be used
* No experience making an interactive user interface.

**Mitigation strategy:**

* Two team members have experience in Java, and can be leaders to teach and instruct the language
* One team member has worked extensively with HTML and other ways to make visual and interactive environments. This member can act as a leader to help guide the group when building the user interface**.**

**VCS:**

* Github
* <https://github.com/Brefew/MaxDonalds>

**List of Requirements:**

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Description | Agile Sizing | Priority |
| US-01 | As a user, I want a simple user interface that allows me to enter an amount of money and check the foods I want. | 3 | High |
| US-02 | As a user, I want a way to choose the criteria by which the food is suggested to me. | 2 | Medium |

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Description | Agile Sizing | Priority |
| FN-01 | After the user enters the information, this should return a top 5 listing the user can choose from. | 5 | High |
| FN-02 | Users should be able to sort the returned information by varying fields, such as size, calories, protein, etc. | 3 | Medium |

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Description | Agile Sizing | Priority |
| NFN-01 | Portability: The system should be portable enough for various devices, such as mobile. | 8 | High |

**Methodology:** For this project, we plan to follow the iterfall methodology, which allows us to have goals that remain flexible, and can allow the group to traverse back up the waterfall if needed.

**Project Tracking Software:**

* Trello
* <https://trello.com/b/x49MSwHo/maxdonald-s>

**Project Plan:**