This project is about creating a simple iOS prototype application called Waitlist to notify the students about the waiting time at different restaurant locations on campus. This application(app) will be able to work at all retail and dining places which are on-campus to save time and fit the students’ schedule. It will be a user-based application and the user checks-in and checks-out to let other students know the exact time taken to get his or her food. So, the application depends on the check-in and check-out of the students to determine the approximate waiting time and notify users about the approximate waiting time. Also, it could help students to go to classes on time and they can save their time by not waiting in line. This application can be beneficial when the student does not have time between the classes but can go to the nearest restaurant location on campus without hustle using the Waitlist app and determining the wait time.

The Waitlist application is an useful iOS app and there are other applications similar to this, but none of them are useful for students as they are used for commercial restaurant businesses. Moreover, these applications are not free, and sometimes they charge extra money for notifying the customers about the wait time. The Waitlist application will be free of cost and can be accessible through the users’ smart phones. The Waitlist application will be designed by a group of computer science majors who have experience in iOS development. The team also has prior programming knowledge in languages like C, C++, and Swift. The team will use Xcode to create this iOS app as a simple prototype and to allow users to test it and receive feedback. The team plans on testing the application by running the prototype on their smart phones. Also, based on time and complexity, the team plans to look into android development. After the prototype is successful and the users find the application useful, the team would like to proceed and fully develop the application.