**2. Success Factors**

*Critical Success Factors*

* Realistic Outcome: Before conducting the project we asked ourselves whether the backbone of the application is obtainable. The original idea or take snapshots which would be able to automatically gather nutritional information was creative and innovative as there was no such app that could compete with it. However after a thorough discussion we realized that skills sets were not up to par and decided to look at other sustainable solutions. Our primary objective was to find the best sustainable solution that had a complete realistic and achievable outcome. Finding a realistic outcome became one of the more critical success factors that we had to look into in order for this project to be a success.
* Management of Project: One of the most important aspects of the project is the management. It is critical that the workloads are allocated effectively and logically and that all members have equal workloads. Moreover it is critical that deliverables are completed on set times to avoid any complications and further allow a smooth systematic flow into the completeness of the project. Furthermore, communication between the group members, client and the target audience must be achieved to gather necessary information into the development of the project. It is also necessary that the group members and the client are flexible and any compromises must be acceptable and administrated properly.
* Learning & Applying Skill Sets: One of the major factors includes learning the necessary skill sets to develop the app. This includes achieving an acceptable knowledge of programming such as JavaScript’s, html and the programming between Android and iOS platforms. Applying the skill sets is just as important as for the app to be considered successful it must work to the user’s expectations; this includes a range of factors that must be skilfully measured such as application performance, touch sensitivity, usefulness of app, correlation between app and database and any further programming errors must be dealt with.
* Meeting User Needs & Satisfaction: One of the primary objectives of the app is to promote the shift of eating healthy and living a healthy lifestyle, if the app can successfully raise awareness of this issue then the project can be considered a success. This can be achieved through the communication between the client, target audience and the group members. With the changing dynamic of eating healthy, it is important to allocate resources into researching exactly why there is a shift in the culture into healthy living and try to market that change in culture. If that information can be transferred into an app and meet the user’s needs and satisfaction then the app can be developed into a successful source of information to raise awareness.

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| **Objective** | **Responsibility** | **When It Must be Completed by** |
| Identify the Project Outcome | Group | 15th August |
| Research Target Market | Group | 15th August |
| Feasibility Study | Daniel, Nick & Rohan | 18th August |
| Allocate Task workloads | Daniel | 21st August |
| Gathering Programming Knowledge | James & Jacob | 4th September |
| Project Planning and Requirements | Daniel, Nick & Rohan | 8th September |
| Test Specifications | Daniel, Nick & Rohan | 8th September |
| Updated Project Plan with Design and Test Cases | Group | 7th October |
| Develop Prototypes | James & Jacob | 7th October |
| Produce Requirements Traceability Matrix | Daniel, Nick & Rohan | 7th October |
| Implementation | Group | ~November |
| Produce User Manual and Report | Group | ~November |
| Project Presentation and Software Demonstration | Group | ~November |
| Delivery of Product | Group | 5th December |