10/11/17

MUNCH

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MUNCH

Munch is an innovative application focused on making deciding on where to eat an easier process. Receive suggestions on where to go based on time of day, location, and your own personally inputted preferences. The difference with Munch is in its intelligence and customizability - our goal is to provide the user with suggestions suited to their own likings, budget, and past meal choices. Munch also makes it possible to search specifically for whatever you're craving: burgers, pasta, tacos, even candy bars from your local convenience store.

Sprint 1

As a user, I need to be able to navigate through the interface intuitively.

    Tasks:

        a. Create a GUI that is efficiently organized

As a developer, I need to know how to effectively make an Android app.

    Tasks:

        a. Learn Android Studio and familiarize with Google's API

Sprint 2

As a user, I need to be able to visually scroll through restaurants in my area so that I can find possible places of interest.

Tasks:

a. Implement a list of restaurants based on current location data

As a user, I want to know how far away restaurants are.

Tasks:

a. Be able to look up restaurant addresses (perhaps with some Google Search Engine API)
b. Compare restaurant address with current location.

Sprint 3

As a user, I would like to have a way to contact restaurants.

Tasks:

a. Implement a way of calling restaurants if they have a listed number

As a consumer, I want to know if the restaurant in question is good.

Tasks:

a. Implement general rating system
b. Implement menu rating system

Sprint 4

As a user, I would like to be able to save or set restaurants as favourites
  Tasks:
      a. Implement "favorite" marking system using flags

As a consumer, I want to be surprised in my restaurant choice.
  Tasks:
      a. Implement randomizer which selects a random restaurant from given pool. (3 hrs)
      b. Implement additional specific randomization options based on restraurant type and etc.

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Major components:

- User login/account (Authentication)

- Interface

- Data Storage

- Location tracking

Challenges and Risks

Challenges/Risk (1) - Lack of development experience for mobile platforms

Challenges/Risk (2) - Don't have access to Macs so development on Android is a must

Challenges/Risk (3) - Must look into APIs that can help us attain certain information essential to the app

Challenges/Risk (4) - Storing and accessing data will be restricted because we do not intend on purchasing a server

Technologies:

- Android Studio

- JAVA

- BitBucket/Git

- Google API