**Requirements**

Jacob, Brett, Federico, Josh, Michael

1. **Statement**

We will develop a mobile application that allows students to quickly and easily access dining hall menus, which will be updated to display available meal options. Hours of operation for each dining hall will be provided along with advertised events and closings throughout the school year. We will also be allowing students to rate and comment (180 characters or less) on meals or specific food items, so the students may submit and receive feedback on food options and know what others enjoyed. We will provide this application on both apple’s app store and google play to provide this service to as many students as possible.

1. **Timeline and Milestones**

The project must be completed by 12/11/2017. Our major milestone ideals are and will be completed as follows:

* Acquiring the Bon Appetit Menu: Oct. 1st
* Regular access/updating: Oct. 14th
* Rating and Commenting System: Oct. 21st
* User Interface: Oct. 7th
* Hours of operation: Oct. 14th.
* A functioning application: Nov. 1st
* A functioning application (available for download): Dec. 1st

1. **Cost Estimate**

Our team, with all of our schedules kept in mind, are willing to commit a maximum of 2 hours a day, 5 days a week. This will provide a suitable amount of time to complete the project. There will be a cost of $125 for putting the application onto both google play and apple’s app store. This is the only foreseeable monetary cost.

1. **Equipment**

The hardware we will be using while creating our application are our own personal computers as well as the Olin servers with Dr. Bressoud’s consent for data storage. For software, we will be using Xamarin that will allow our application to be downloaded on android and apple phones.

1. **Non-Functional Requirements**

We will have a login system to increase accountability and deter users from writing irrelevant comments. We will integrate a minimal response time for retrieving menus and hours of operation (less than 10 seconds.) Also a major part of our application is to promote user friendliness with accessing this information for students. The transition from opening the app to retrieving desired information will be as efficient as possible.

1. **Communication**

Communication between the development team will be done through the use of the GroupMe app and weekly in-person meetings. This will allow for thorough sharing of ideas and expectations for the project. Communication between our clients will be done in person as well as email. Once an initial meeting has been completed with Denison food services and Denison tech support; weekly check-ins will be instated.

1. **Possible Risks**

General Deterrents: Scheduling conflicts between team members, expectation conflict with clients, base website query is inadequate, etc.

Below will feature a running list of time commitments among team members:

Josh - Out of town overnight for football 9/15-9/16 and 10/6-10/7.

Jake/Brett - Nov. 30th - Dec. 2nd swim Meet.

We will be utilizing Dropbox to store and easily transfer parts of the project between team members. This will allow us to easily access backup files in the case of something going wrong. We will also be working on all parts of the project in groups of two or more to be sure that if someone is unable to complete a part by the deadline, there is at least one other team member prepared to continue working. We will also be sure to have constant communication between all members of the group such that no part of the project will be foreign to another member, even if they aren’t assigned that part of the project.

1. **Assessment**

The project will be assessed on delivery of basic functions including: fundamental UI + navigation, listing of pertinent information (dining hall hours, menus), and updates to above. Assessment from our clients will be done through our weekly meetings through an agile project scheme.

1. **Training**

This application is being developed with a no client training mentality. We will develop the app with an extremely intuitive ui that uses many android and iPhone specific functional tools. The only training concern lies in the handoff of app maintenance post development.

1. **Documentation**

Our documentation will mostly be in the form of our weekly reports. These reports will keep record of our progress and features developed. We will also have a help section within the application that will have FAQ’s as well as guides for using functions within the application.

1. **Maintenance**

We will create a standalone app that can function without constant maintenance from our team or the client. If bugs are found and/or changes are needed to coincide with updates to feeder websites, we will have our clients trained to maintain the application without our support.