**PROJECT PLAN**

**Drinking Water Supply App**

**SCOPE:**

1. **User Registration/Login:** Enable users to create accounts securely.
2. **Order Placement:** Allow users to specify quantity, address, and delivery time for water orders.
3. **Real-Time Order Tracking:** Provide users with live updates on their order status.
4. **Delivery Management:** Allow users to manage preferences like scheduling and multipleaddresses.
5. **Payment Integration:** Securely facilitate online payments for orders.
6. **User Profiles:** Enable users to manage personal information and view order history.

**Objectives:**

1. **User Satisfaction:** Aim for a growing user base, high retention, and positive feedback.
2. **Efficient Operations:** Reduce order processing time and ensure accurate deliveries.
3. **Financial Goals:** Set revenue targets while managing costs effectively.
4. **Market Penetration:** Gain a percentage of the local market and increase brand recognition.
5. **Technological Advancement:** Maintain app performance and scalability while staying updated.
6. **Regulatory Compliance:** Ensure adherence to data protection and security standards.
7. **Sustainability:** Explore eco-friendly options and engage with the community positively.

**Research and Analysis:**

Analyze competitors like Swiggy Genie, Zomato, Nestle Pure Life Direct, local services, and regional brands. Highlight key features your app will offer compared to competitors.

**Planning:**

**Timeline (25 Days):**

**Week 1-2:** Planning and Design Phase (Days 1-10)

• **Day 1-2:** Detailed project planning, defining user stories, and finalizing feature scope.

• **Day 3-5:** UI/UX design phase, prototyping.

• **Day 6-10:** Begin development of user authentication and basic order placement functionalities.

**Week 3-4:** Development and Integration (Days 11-20)

• **Day 11-15:** Develop order tracking, delivery management, and user profile functionalities.

• **Day 16-18:** Implement refine features.

• **Day 19-20:** Conduct rigorous testing and bug fixing.

**Week 5:** Testing and Deployment (Days 21-25)

• **Day 21-23:** Beta testing phase and refine the app based on user testing.

• **Day 24-25:** Prepare for deployment, ensure compliance, and finalize app store assets.

**Design:**

**Design Phase:**

1. **Wireframing and Prototyping:** Understand requirements, create wireframes, develop interactive prototypes for user testing.
2. **UI/UX Design:** Define style guide, create high-fidelity UI mockups, ensure Android Material Design compliance.
3. **Development:**

**Backend:** PHP, MYSQL

**Frontend:** Java Script, Android Studio

**Testing:**

**Firebase Test Lab**, **Robolectric** for unit, UI, and integration testing.