Introduction to the team and key roles

There are five people in our team. Firstly, Lujia Wang has a foundation in python, java and JavaScript. She also has gained some knowledge of databases like SQL coding. However, her weaknesses are aesthetic and drawing, and she has a lack of art. The motivations are learning the techniques of server-side website construction, web designing skills like front-end coding, and how to work within a team. For our program, Lujia takes responsibility for the interaction of explore mode.

Secondly, Wanqi Yang can write some basic codes with python and C. Also, he has a foundation of HTML+CSS and is interested in designing interaction. His motivations are two main aspects: improving his ability to code both front-end and back-end; another is working with team members efficiently and warmly. Wanqi will mainly design interaction of explore mode. After this semester, he will be more creative in interaction design and gain more advanced skills in coding.

Thirdly, Zhongyu Sun has Advanced skills in python and java and is good at logical thinking and summarising past experiences. On the contrary, he is a beginner in front-end languages such as JavaScript. And also, he lacks the capacity of writing essays and handling other abstract things. Zhongyu expects to work as a team instead of developing the program alone. For his future career, he would like to be familiar with the whole design process. Thus, Zhongyu takes responsibility for target mode. And also, he will be a leader of our program, including supervising us and encouraging us.

Fourthly, Juewen Ma's strengths are various, including python, SQL, data analytic. Besides that, he is good at designing as a front-end developer instead of back-end because of some advanced TML, CSS, and JavaScript skills. He has produced some products as a team member before, so he can cooperate with others more efficiently. What's more, he has much experience in UI design. For the motivations, he would like to learn more about API and PHP. After discussing, he will mainly take responsibility for the target mode of our program. At the same time, Juewen would take responsibility for the whole UI design with Peiying.

Finally, python, java, UI design and SQL are the strengths of Peiying Song. On the contrary, she has weaknesses in the coding of HTML, CSS and JavaScript. For the motivations of this program and this course, she wants to learn PHP

and some front-end skills. Also she expects to learn some knowledge about web development, like web frame. Because she has never worked with others, she wants to implement this program with team members more efficiently and kindly. For those reasons, she takes the main responsibility for HTML and CSS. Meanwhile, she will provide some UI designs for this program. If it's necessary, Peiying will also code some back-end code.

It may change a little while developing this program because of the unknown amount of code, the unspecified time of developing functions and the unsure time arrangement of team members.

Key issues in project

In the implementation of our project, we may have five potential problems. For the code, on the one hand, we may have technical difficulties in the aspect of designing interaction, like JavaScript. The development of JavaScript is challenging and time-consuming, but we will learn more from "W3schools", except the course. On the other hand, the back-end coding may also have some troubles during the development of our program. For example, we may have to spend several hours debugging our code. Or may we cannot implement our expectations because of back-end coding. For this problem, we will ask our professors, tutors, and even friends about implementing our expectations.

What's more, the UI design of our program may cause some conflicts among team members since it's different for everyone about the aesthetic. For instance, the girls may prefer warm colours and the boys may choose cool colours. We need to have more discussion about the UI design while developing our program. And also, there are two members, including one boy and one girl, who take responsibility for the UI design. It may have a balance within the gender. Since it's teamwork, we may have some unknown and potential conflicts which are not expected. More discussions are necessary for a team to exchange the thoughts of everyone, and then we will make sure which one is best for our program. More importantly, patience and gentleness are needed for the whole development. Last but not least, the method of interactive design may not be suitable or be less attractive for the users. We may have a questionnaire for our program if it's necessary.

Feedback and response

We have received two important suggestions after the presentation. On the one hand, some other food trucks which are marked by the types of food should be appearing around the selected location. It's convenient for the food merchants to compare locations with each other or think about if this location is suitable for them. Especially, the food merchants can consider if there is some same food or matched food near the selected location. For example, if one merchant wants to place a food truck of fried chicken in a particular place. It's better if there is a food truck that sells cokes and beer nearby. However, this merchant should avoid a pizza truck nearby, because both pizza and fried chicken almost belong to staple food.

On the other hand, how to use those five datasets more relevantly is a significant problem without a map. For the preliminary arrangement, we will use some icons to represent some popular kinds of food. After clicking the icons, there are some details of food trucks that sell the same kind of food, including locations, open time and so on. Also, we will design two icons to represent the bus stops and ferry terminals, then the stops or terminals will appear as a list after clicking. Some food trucks around the selected bus stop or ferry terminal will be listed, after clicking one bus stop or one ferry terminal.