Product Requirements Document: Quikpik

California State University, Long Beach

CECS 491A-Sec 11 Spring 2020

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Version History

Version No.	Date
1.0	March 9, 2020

1. Goals

What is the purpose of this project?

- This application saves the user time and frustration of deciding on a place to eat by automatically suggesting locations they would most likely enjoy based on their defined preferences.

What are the problems it will solve?

- Too much time is spent deciding on a place to eat.
- Customers are unsure what foods are available around them.
- Customers want to try new foods.

How will it streamline or improve the current process or facilitate a new process?

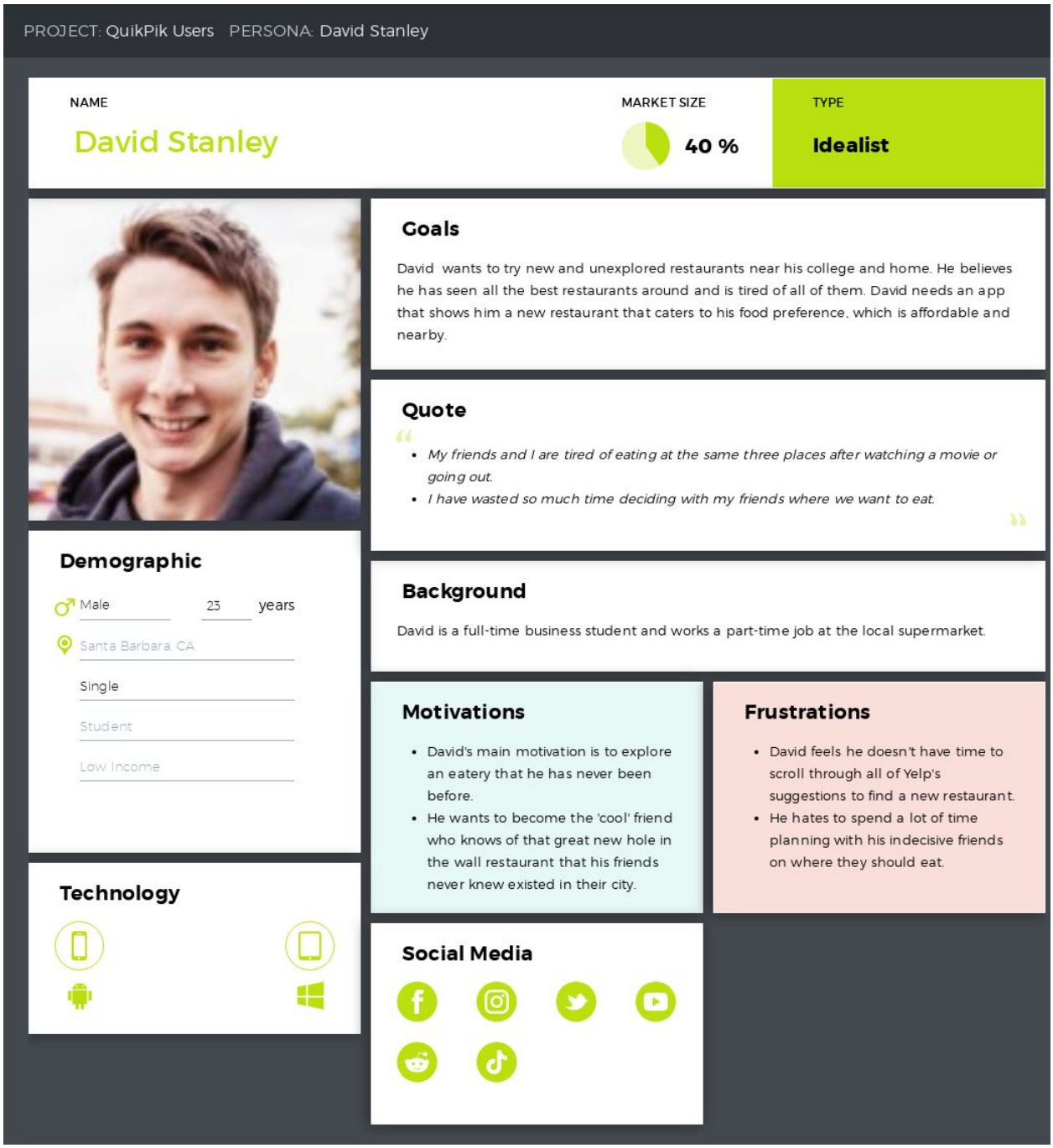
- The current process is handled through the Yelp app or some other similar application. The user would search for food based on what they, themselves, search for. Then, they must decide whether a food location is worth going to based on user reviews, distance, average price, and food type.
- This project streamlines the process since users can create a profile with their preferred food types. When they use the application, the application itself will search for food locations for the user based on their preferences and location in order to save the user the time and frustration of going through this process themselves.

What is the product vision?

- Our main vision is to save users time and frustration of looking for a place to eat by generating suggestions they would most likely take based on their set preferences.

2. User Personas

Persona 1:



Persona 2:

PROJECT: QuikPik Users PERSONA: Stefanie Zhou

NAME

Stefanie Zhou

MARKET SIZE

30 %

TYPE

Rational

Goals

Stefanie wants to have efficient but meaningful work be done at work. She wants her team to be engaged and always have high morale. She wants to have a great location for her meetings that can fulfill all of her goals.

Quote

- *Catering food for meetings can get a little boring and expensive. Everyone has their own preferences, tastes and dietary restrictions.*
- *With lots going on at work, worrying about where we should eat should be the least of my concerns!*

Demographic

Female 28 years

Palo Alto, CA

Single

Research Engineer

High Income

Background

Stephanie is a Senior Research Engineer and is responsible for managing a research team in hey company. She typically works with a 10-15 member team and is responsible for setting up end of the month lunch meetings with them.

Motivations

- Stefanie's main motivation is to have a change in scenery for her next team meeting.
- She wants the location she picks to be both professional but also have some good food that all of her team members enjoy.

Frustrations

- Stefanie doesn't want to waste time by scrolling through Yelp's reviews to find a restaurant.

Technology

Social Media

Persona 3:

PROJECT: QuikPik Users PERSONA: Stephen Clark

NAME

Stephen Clark

MARKET SIZE

30 %

TYPE

Artisan

Goals

Stephen wants to travel to places he has never been before and learn about the culture and people there. He loves to try new foods and often research about unique restaurants in the areas he visits.

Quote

- *The best way to experience a culture is through its food.*
- *Researching about restaurants every time I visit new places can take me away from enjoying my vacation.*

Demographic

Male 35 years

Chicago, Illinois

Married

Salesman

High Income

Background

Stephen is a salesman for Solar City . He loves to travel with his wife and try new cuisines. Stephen has visited over 15 countries and tried many types of exotic dishes.

Motivations

- Stephen's main motivation is to enjoy his vacations without wasting time researching about a different restaurants he can visit.
- Stephen wants a centralized source where all information about a restaurant(parking, hours of operation, menu and etc.) can be found.

Frustrations

- Stephen feels that planning a trip with his wife takes too much time because they don't have information about places they can dine from.
- Stephen hates going through the Yelp searches to find a restaurant. Often times, there won't be information about customer parking, rush hours, and etc.

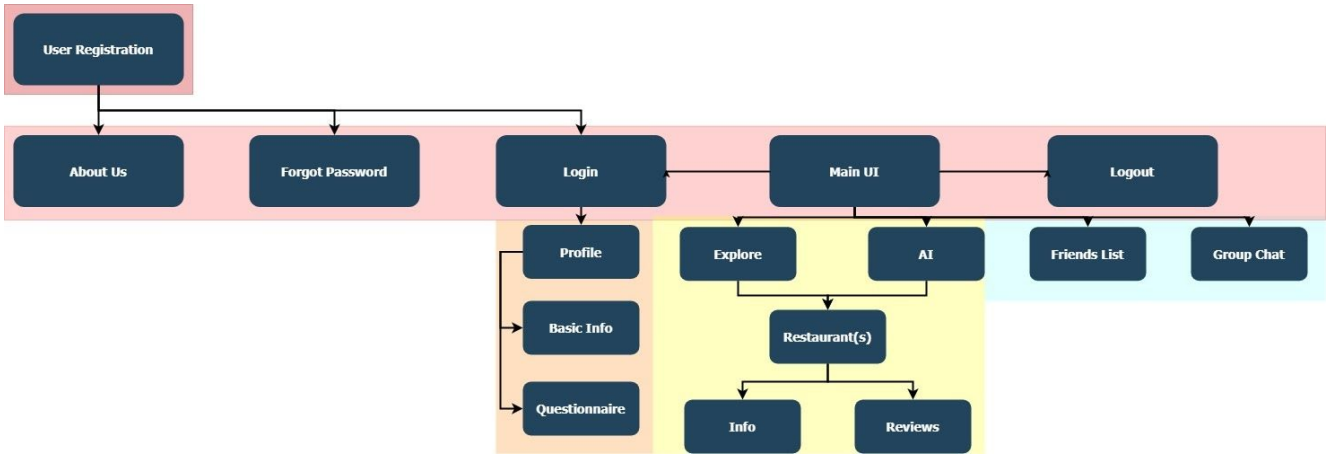
Technology

Social Media

3. User Stories

#	User Story	Description	Priority	Notes
1	User login	A user wants to be able to log into the application (securely)	Must Have	Must be secure and information must be safely held somewhere.
2	Log out	A user wants to be able to log out of the application	Must Have	
3	Main menu	There must be a main menu to navigate the application.	Must Have	Should be intuitive.
4	User profile questionnaire	A user must be able to answer questions to set preferences for their profile.	Must Have	Asks main questions like top food types, price range, location. (maybe?)
5	Feedback for Quikpik	A user must be able to provide feedback for Quikpik developers to read.	Should Have	Linked to some resource we can read. Database?
6	User restaurant review	A user should be able to provide a review for a restaurant through Yelp.	Should Have	Linked to Yelp.
7	Friends list	A user should be able to add friends and view a friends list.	Depends	Might be best to save this for later iterations of application.
8	Group chat	A user should be able to create and engage in group chats with friends on their friends list.	Depends	Might be best to save this for later iterations of application.
9	Recommendation AI	The application must be able to make recommendations based on a user's preferences as listed on their profile.	Must Have	Extremely important for basic functionality of application.

4. Server Sitemap



5. Page Descriptions

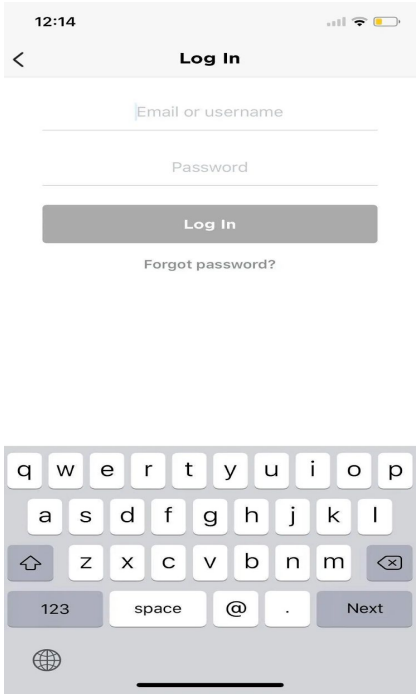
Page	**Elements**
Homepage	1. QuikPik Logo/Background 2. Sign-in/Sign-up Option
Sign-up Page	1. User Information 2. Email and Password 3. Security Questions 4. Create User Profile
Login Page	1. Email/Password 2. Forgot Credential Link 3. Feedback Link
Interaction Page	1. Chatbot Option 2. Search for restaurants
My Account Page	1. Change user profile link 2. Change password 3. Change chatbot voice?

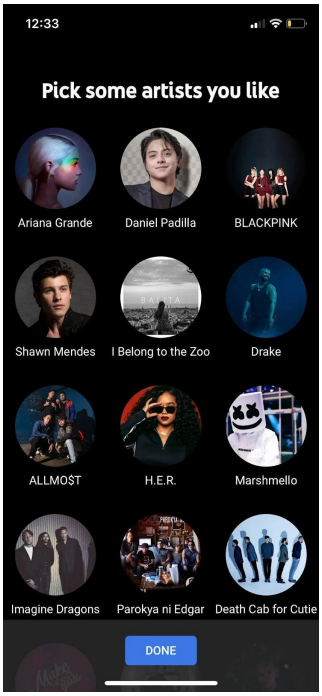
6. Wireframe(s) of UI

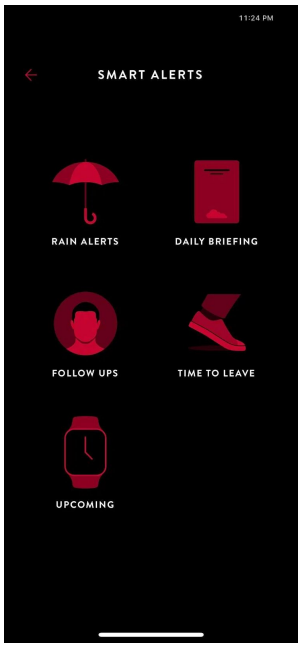
- Simple UI design that is descriptive enough to where users can know how to navigate through the interface but simple enough to where it's not stressful to do it
- The main focus of this type of user interface is allowing for users to move through to get what they need quickly without hassle
- The main focus and design will be centered around user navigation, making it easy for the user to move around the application
- Navigation can be divided into certain categories, depending on which is most necessary for the content being presented: tabs, jumping in hierarchy, menus, content-based, or gestures.
- Tabs allow for content to be separated into categories so it's easier to distinguish which information belongs to where.
- Hierarchical design refers to the design that prioritizes certain data as more important than others, presenting it through notifications, models(pop-ups), etc.
- Menus allow for users to select from a wide array of choices, allowing them to see all their options before they choose.
- Content-based designs allows for the user to morph their own way of viewing, they are able to customize their interface design to fit their own preferences
- Gestures are movements that do a certain action. This is especially prevalent in phone applications, such as the pull down to refresh action. Pulling down on the feed on certain applications refreshes the application for the user.

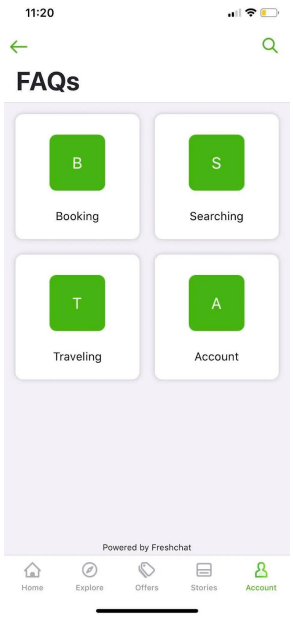
The Quikpik application is planned to have a simple design that stays the same for all users. We are also looking to incorporate menus and hierarchical design so that users can see all the information being presented to them as well as being notified of any pressing actions or recommendations that the application is giving them. Although the Quikpik application may not have content-based user interfacing, the personal part of the application comes from their decision making. How they choose to navigate and utilize the application changes their user experiences as different venues and locations will be recommended to them.

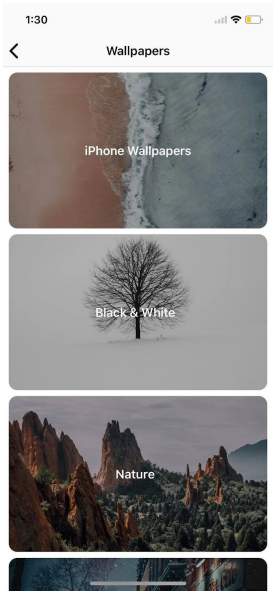
Designs that inspire us:

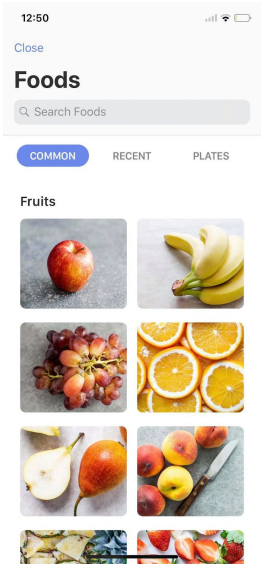


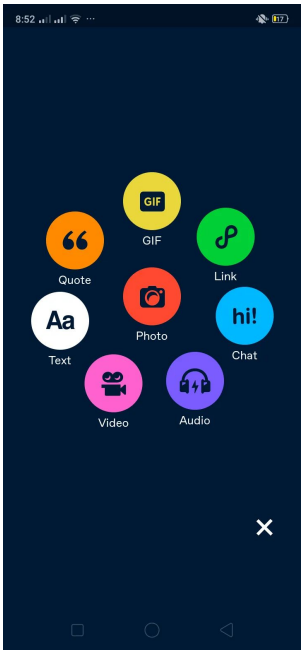












7. Interfaces

External APIs that are being used include Yelp in which we will be pulling information of restaurants from in order to recommend them to our users. Another external API is the Google Maps API in order to play around location and to have the application take into account where the user is currently located or all the recommendations in another desired location.

8. Additional Functional Requirements

- **Data Security:** The user's data, which includes their login information, initial questionnaire preferences, and security questions, must be secure against harmful entities.
- **Version Verification:** The current version of the app must be identifiable on android devices to be able to update it with newer releases when necessary.

9. Non-Functional Requirements

- **Usability:** The user should be able to learn the app's functionalities, such as logging in, answering the questionnaire, and traversing the main menu, with minimal difficulty.
- **Security:** The user's information, such as their login information and preferences, should be protected from unauthorized access and viruses.
- **Performance:** The app should perform smoothly so that the user's experience isn't hampered by slow loading time.
- **Reliability:** The app should function without crashing and contain minimal software bugs.

10.Performance Requirements

- Start-up time should take 1-2 seconds to load.
- App should not be consuming a high amount of battery life in order not to cause the device to heat up.
- App should use less than 15% of the memory at all times.
- App needs to run smoothly on various RAM and memory processors.
- App should remain in the same state if it is removed from focus and revisited.
- App should run smoothly on various network speeds such as Wi-Fi and mobile networks, 3G and 4G when switching between different networks.
- App should work on various Android devices.

11. Future Iterations

For future iterations of the Product Requirements, we will add more User Stories and Non-Functional Requirements as we go forward on our project. When we achieve a working demo, we can better define our Performance Requirements, Wireframe and Interface.