### **COMP1004**

## **Computing Practice**

# 2020/2021

## **Project Title**

Doki-Doki Delight Management System

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#### Introduction

Doki-Doki Delight currently lacks a digital Restaurant Management System, of which has given them a notable competitive disadvantage to nearby rival restaurants and cafés. To keep up with the modern demand of digitalisation Doki-Doki Delight requires their system to satisfy these requirements:

- Customers can book reservations
- Venue owner can update venue details
- Trace and track customers (for COVID purposes)

Having a web-based Restaurant Management System (in comparison to not having one) will enable *Doki-Doki Delight* to become more efficient when setting up reservations for customers, but also allow them to easily adhere to government guidelines. The is important as they can provide their customers with safety and convenience when they dine out.

Throughout this document the reader will be exposed to the skills that are required to make the management system a success, but also how I have a relevant skillset and past experience that will enable me to fulfil *Doki-Doki Delight*'s needs. From this document the reader should be able to evaluate the benefits of contracting me to design and implement the above specification.

**Background** (I took the initiative to personally make a background for the fictional client I will be working for)
Doki-Doki Delight is a fictional café located within a city plaza. Also located within the city plaza are many
of Doki-Doki's competitive rivals. Most of these venues have adopted digital management systems, but
Doki-Doki Delight is an exception. Doki-Doki's services range from selling freshly made confectionaries
(cakes etc) and hot drinks to customers. Customers have the option to eat in or take away food. The range
of products that Doki-Doki Delight sells changes with the arrival of new seasons and local festivities. For
example, during December they sell Christmas themed products.

### **Existing Skills**

Hard Skills	Soft Skills
<ul><li>Programming</li><li>Project management</li><li>Basic web development</li></ul>	<ul> <li>Interpersonal communication</li> <li>Creativity (writing/thinking)</li> <li>Critical thinking</li> <li>Time management</li> <li>Organised</li> <li>Determination</li> <li>Self-motivation</li> </ul>

Table 1 - Skills

Through my level 3 qualifications I have developed and refined both hard and soft skills. Studying Computer Science and IT has provided me with project experience in which I learned how to effectively manage my time to ensure that I meet deadlines, but also how to effectively communicate with others to get critical feedback.

I have learnt most of these skills through being a student, but also through being passionate about working hard to reach a conclusion that both myself and those who I am working with (whether it be clients or peers) are proud of. With the vision of Doki-Doki Delight in mind I can confidently say that the skills I have developed (outlined in *table 1*), throughout my time as a student, are highly relevant to the focal problem, which is to design and develop a Management System according to Doki-Doki Delight's needs.

My soft skills will help me fully understand and begin working towards an effective solution for the problem at hand. I believe that they can be used to summarise my capabilities and foreshadow an active involvement in procuring satisfactory and complete deliverables throughout the duration of the project.

### Required Skills

Within this section I will briefly analyse both the required skills for the project to be carried out successfully but also my own personal limitations that I may perhaps need additional assistance from any overseeing staff to help overcome.

The required skills for this project may include:

- Time management
- Web development
- Confidence and interpersonal skills
- The ability to plan ahead/think of multiple solutions
- Abstraction, critical thinking, visualisation
- Resolve and determination
- Testing and debugging

The list above is just a simple outline of some of many possible skills that can be applied to this project. As the project will require the developer to work with web technologies, I believe that the most valuable skill required here is a basic understanding of web development. However, the secondary most important skills are within the project management spectrum (time management, interpersonal skills, effective communication). Having previous web development skills enables comprehension of the scope of the project and perhaps a vision of how to approach the problem most effectively.

As for my personal limitations I believe that I may need further existence in understanding the best testing and debugging practices, but also further help in expanding my basic knowledge of HTML, CSS, and JavaScript. Also, receiving outside feedback on the state of the project and its deliverables is a necessity to ensuring complete success.