

SOFTWARE PROJECT MANAGEMENT

LAB 2

IPAD RESTAURANT APPLICATION

DAMOLA JIMOH(100654285)
IZIEN IREMIREN (100651421)
CHRISTOPHER PHAN (100620028)

<https://github.com/SPM-OT/lab-2-group-1>

INTRODUCTION

For our application, the aim is to eliminate common issues found in other restaurant applications today, such as not being able to know what kind of dishes are being displayed on the menu; the exact quantity of food to expect; if a specific dish is available or out of stock; if the restaurant has closed before accessing their menu, and so on.

Our vision is to provide a more efficient and less time-consuming method of making orders that gives users the ability to order from the comfort of their homes or workplace without having to worry about the order failing to meet the expectations.

In order to achieve this, we would be changing common practices used in today's popular restaurant applications, e.g. UberEats, SkipTheDishes, and creating new methods that will address their shortcomings.

PROJECT OBJECTIVE

- Enhance communication between customers and waiters/waitresses by allowing the customer to state their dietary needs and what they desire in a dish.
- Aid customer in searching orders by displaying a daily-refreshed image or clip of each dish.
- Ease the process of making orders by ensuring that the restaurant specifies which dish is available or out of stock.
- Menus of closed restaurants/hotels must not be accessible in the application.
- The objective for this application would also help speed up the process of delivering food to others.
- Allow customer to leave feedback and recommendations on orders they made and restaurant/hotels they ordered from to help other customers in deciding what dish they want.
- The application will also have a simple and easy to read user interface while also giving all the necessary information required for the customers.
- Allow the customer to customize each dish based on what the hotels/restaurants are serving and the customer's preferences.

- Let the customer know when to expect an order by providing an estimate of the time it will take the food to be made based on the amount of customization and changes made to the dish.
- This application would focus on saving time, saving money caused by incorrect orders, saving energy consumption and reduce possible errors.

PROJECT MEASURE OF SUCCESS

- The system will have a database that has the name of the food, description, an image and a short video clip about how the food looks on the present day for each restaurant.
- The project budget will be spent within the funds provided for the project.
- The project will be tested by stakeholders to see if it meets all the requirements required for it to function.
- The system will also have a database for each restaurant that is signed up to use the app.
- The system will limit access to customers page to prevent access to customers private information such as their credit card number.
- Customers will be able to order from the application 24/7 without disruption.
- The system will enable users to enter their own inputs as well as display other users' inputs i.e. yelp, tasteful, grubhub.

PROJECT INFRASTRUCTURE

- Cloud server will be used to store the restaurants' database.
- An Ipad will be needed to test how well the application works on it.
- A private server will be needed to store customers information.
- A GPS system will be needed to keep track of delivery drivers to ensure efficient delivery to the customers.
- Apps like Paypal will be needed to allow customers have more payment options and feel safer using the restaurant app.
- QR codes reader will be needed so customers are able to use coupons on the app instead of having to go to the restaurant to use it.