



Software Project Management Lab 3

Topic: iPad Restaurant Application

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Project Recap

With the widespread use of technology is rapidly applied across various industries, the restaurant industry has been a quick and early adopter to the use of mobile technology to boost efficiency in various businesses. A prime example of this is the touch screen tablet devices, such as the iPad, that can be seen being implemented in many all-you-can-eat restaurants, where orders are frequent, and the number of servers is limited. The automated system ultimately provides comfort to the customers while allowing organizations in the business.

Studies have even shown that 76% of modern consumers prefer to use self-service channels, due to the convenience and efficiency associated (CRM, 2018).

The following are assumptions made for the project:

- We are a startup specializing in full-stack, application integration for the restaurant industry using easy-to-use iPad hardware.



Source: <https://www.imore.com/ipads-set-replace-restaurant-menus-staff>

COCOMO Model

The product deliverable is relatively simple and requires a small team size, therefore the project was estimated using the 'organic' system as per Boehm's definitions of systems.

Cost Drivers	Very Low	Low	Nominal	High	Very High	Rating	Weighted Rating
Product Attributes							
Required Software Reliability	0.75	0.88	1.00	1.15	1.40	3	3.45
Size of Application Database		0.94	1.00	1.08	1.16	2	1.88
Complexity of The Product	0.70	0.85	1.00	1.15	1.30	1	1
Hardware Attributes							
Runtime Performance Constraints			1.00	1.11	1.30	3	3
Memory Constraints			1.00	1.06	1.21	1	1
Volatility of the virtual machine environment		0.87	1.00	1.15	1.30	2	1.74
Required turnabout time		0.94	1.00	1.07	1.15	3	3.21
Personnel attributes							
Analyst capability	1.46	1.19	1.00	0.86	0.71	2	2
Applications experience	1.29	1.13	1.00	0.91	0.82	3	3
Software engineer capability	1.42	1.17	1.00	0.86	0.70	3	3
Virtual machine experience	1.21	1.10	1.00	0.90		2	2
Programming language experience	1.14	1.07	1.00	0.95		3	2.85
Project Attributes							
Application of software engineering methods	1.24	1.10	1.00	0.91	0.82	2	2.2
Use of software tools	1.24	1.10	1.00	0.91	0.83	3	2.49
Required development schedule	1.23	1.08	1.00	1.04	1.10	3	3

EAF = 35.82

Software Projects	A	B
Organic	3.2	1.05
Semi-Detached	3.0	1.12
Embedded	2.8	1.20

Range of KLOC based on Organic Software Projects

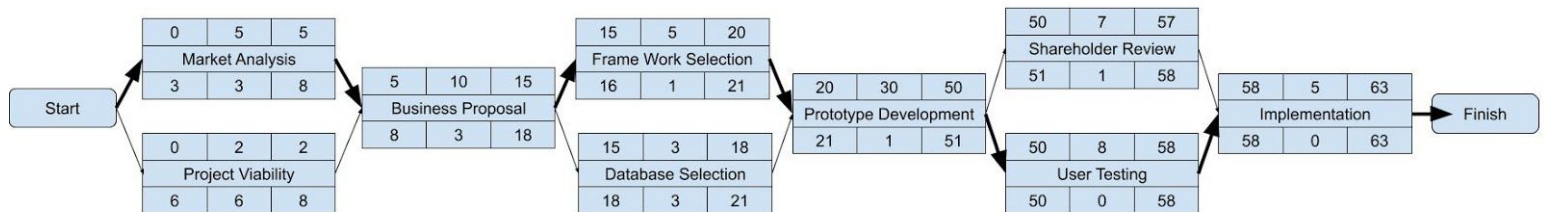
2-50 KLOC, small, stable, little innovation¹

Based on this range estimate as well as personal coding experience, we estimate an application for this use-case will approximately contain 5000 lines of functional code.

$$E = (a(KLOC)^b) \times EAF$$

$$E = (3.2(5 \text{ KLOC})^{1.05}) \times 35.82$$

$$E = 621.146 \text{ person-months}$$



→ Critical path
Units are in business days**

Risks Associated with the Project

Area of Associated Risk	Risk	Proposed Solution
Development	Unforeseen Bugs	<ul style="list-style-type: none"> - Frequent testing conducted by both the development team and external testing team
	Shareholder modifying requirements during development	<ul style="list-style-type: none"> - Frequent touch-points with shareholders to ensure requirements are current and up to date - Frequent deliverables and functional prototypes to ensure expectations are translated into product
	Health concerns (ie. Coronavirus outbreak) causing halt of production	<ul style="list-style-type: none"> - Generous health policy to ensure healthy physical and mental health of employees - Ability to work from home
Deployment	Business infrastructure changes that do not interface with created software	<ul style="list-style-type: none"> - Test deployment on various devices to ensure cross-platform compatibility if needed in future - Offer compatible infrastructure setup through own inhouse team or partner company
	Shareholder dissatisfaction	<ul style="list-style-type: none"> - Continued customer support - Continued monitoring of suggestions for added functionality
	Updates in hardware technology that render software/existing hardware unfavorable to use (ie. Apple slowing down older device performance)	<ul style="list-style-type: none"> - Test deployment on various devices to ensure cross-device compatibility as a backup to revert to in needed situations

¹ Slide 5 - <https://cs.uwaterloo.ca/~apidduck/se362/Lectures/cocomo.pdf>