



## **SOFE 3490: Software Project Management - Lab 5**

**EZOrder**

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# Introduction - iPad restaurant application

- Build a system which will digitize the ordering process for restaurants
  - Improves customer satisfaction as they do not have to wait in lines to order
  - Can provide more information to customers (ingredients, nutrition facts) since no physical space is required





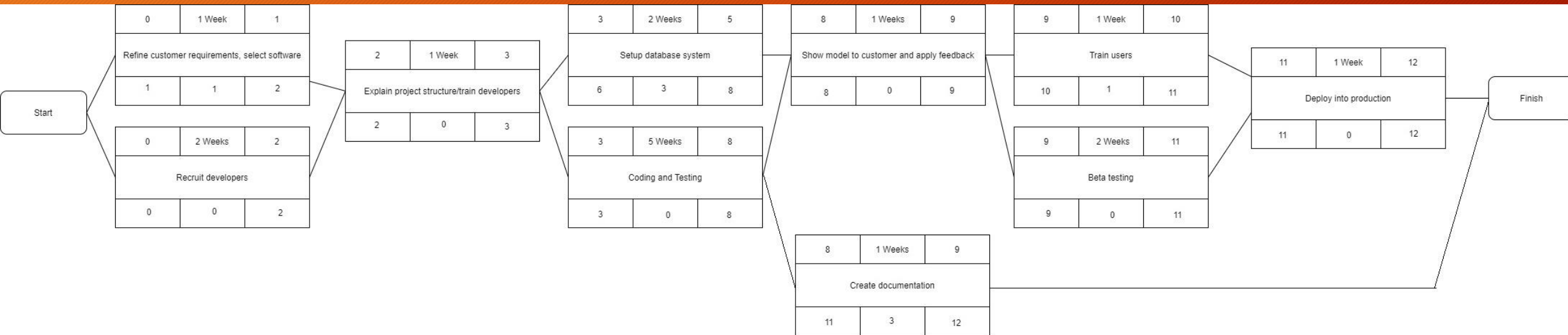
# Objectives & Measures of Success

- System displays all necessary information to customers
- Accept multiple forms of payment
- Allows restaurant managers to access the internal system to update any menu changes
- Keep costs within selected budget

# Risks

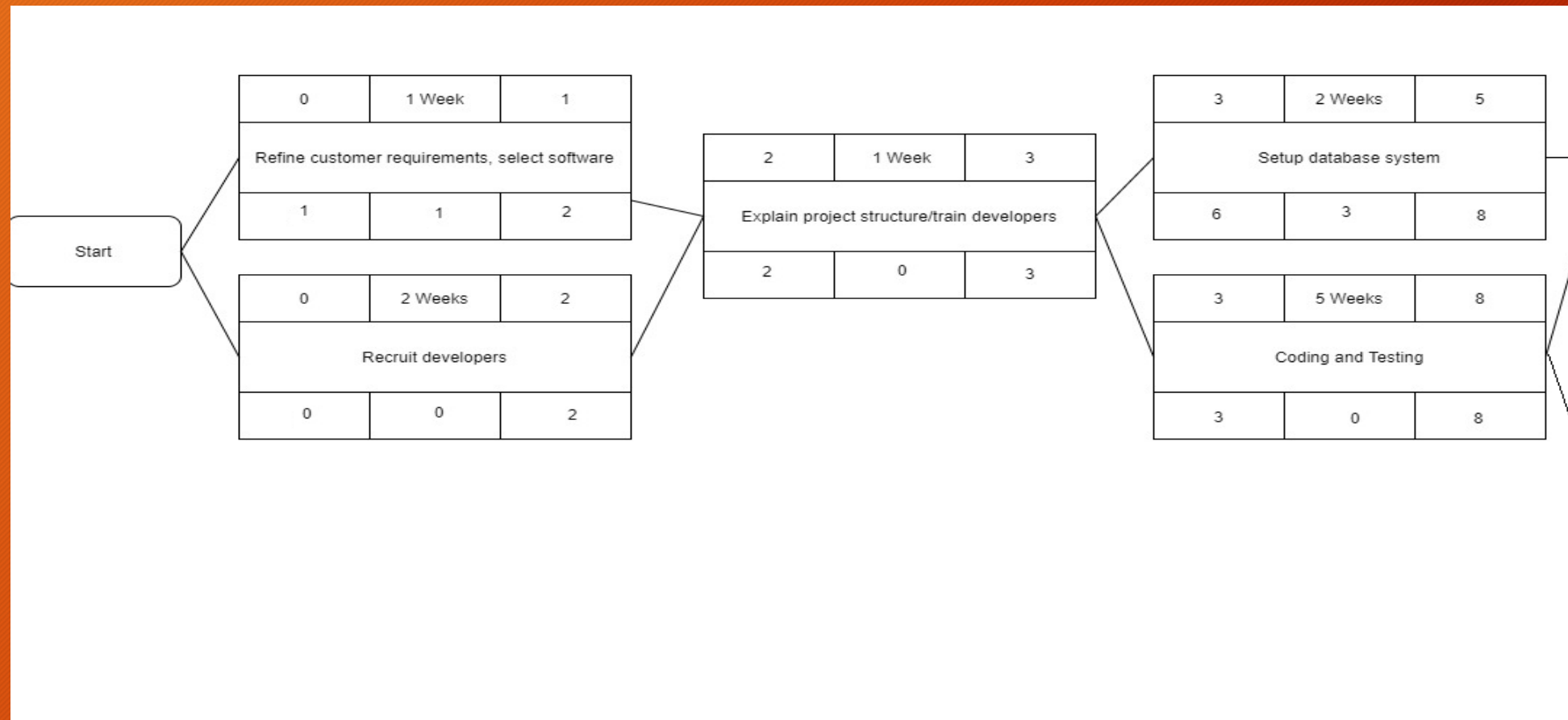
- User interface is not optimized
  - Use an agile approach to involve the client and receive feedback
  - Hold an open beta test to understand flaws in the system
  - Perform unit and integration testing
- Security flaws
  - Use secure login/sign-up methods for clients to change their menu
  - Consider using an off-the-shelf application

# Activity Diagram

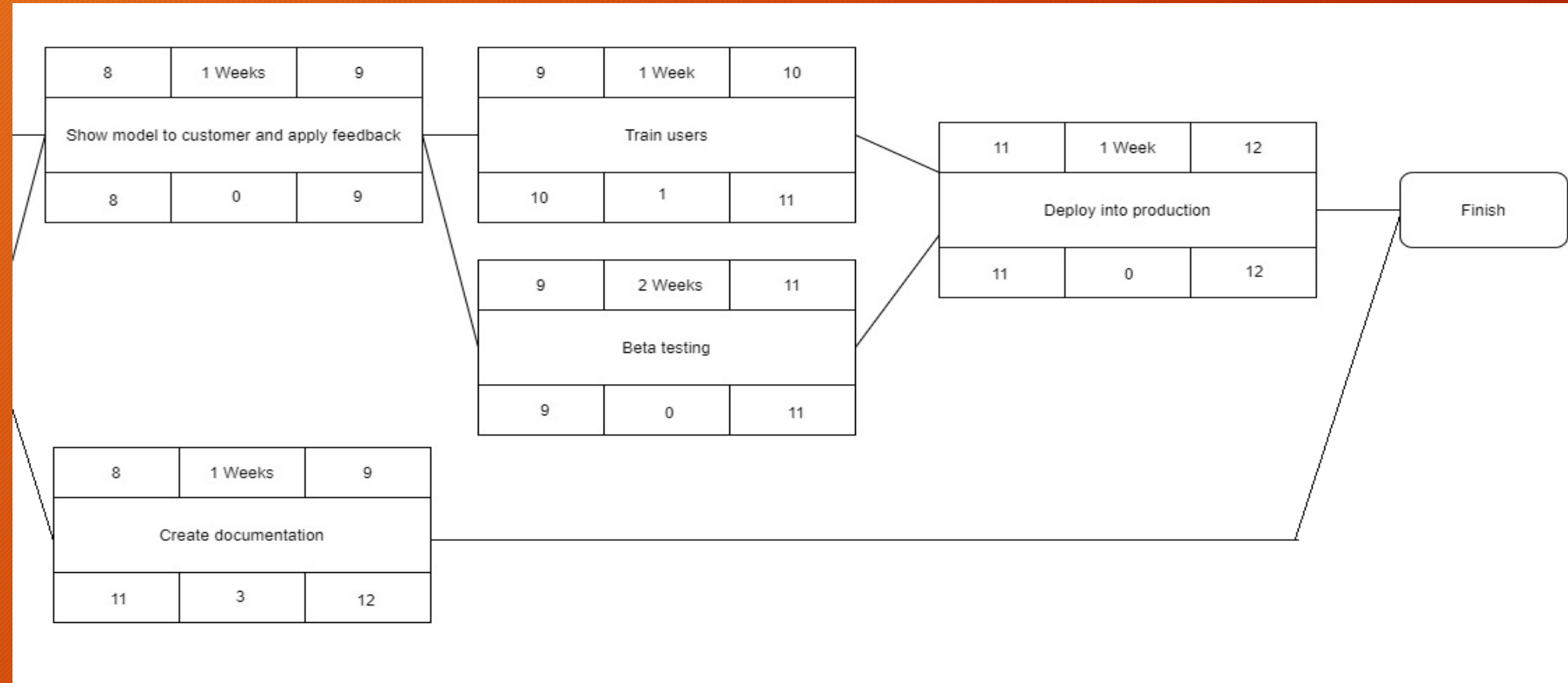




# Activity Diagram - Part 1



# Activity Diagram - Part 2

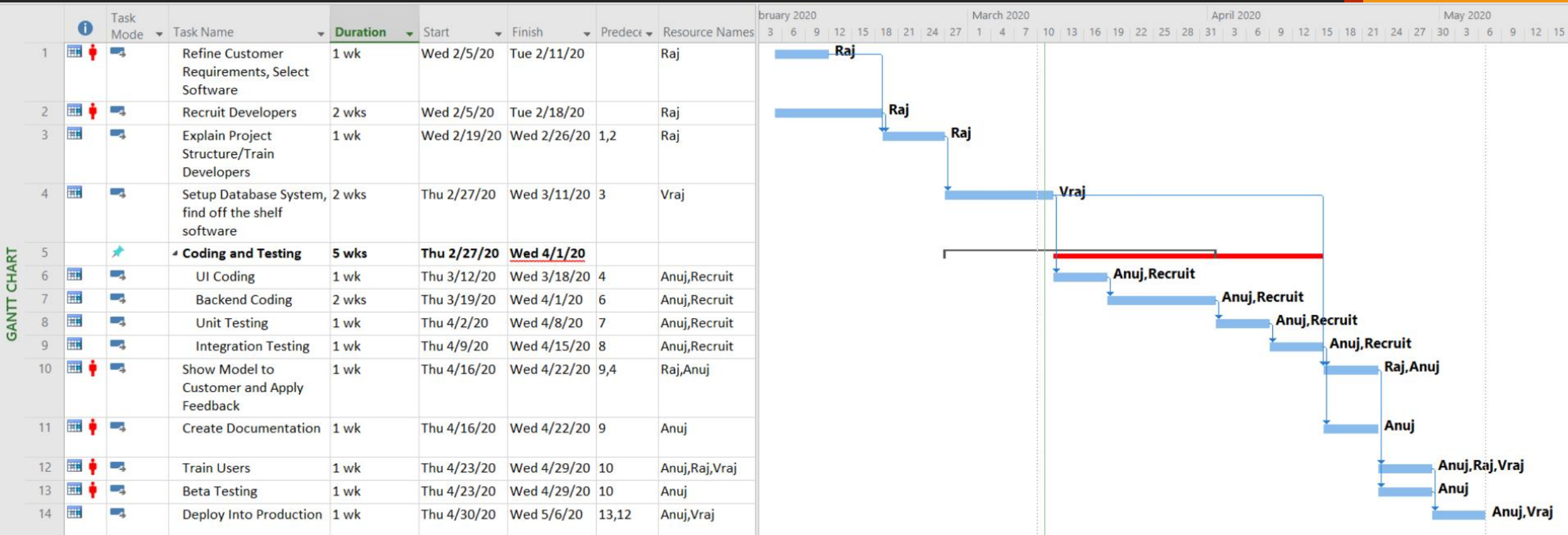


# Infrastructure

- Cloud server to store restaurant databases
- A secure database to store login/sign-up credentials for each customer
- Frontend system to connect to backend database system and display information
- System is compatible with latest versions of IOS



# Gantt Chart



# Questions?

