Project: iPad Restaurant Application

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Introduction

Project description:

- A Tablet based menu for restaurants



What problem we are tackling:

- Streamlining the food service process
- Provide more detailed information to customers about their food

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Objectives



- 1. Tablet is easy to navigate and use
- 2. All important functionalities are implemented (add item, set item description, review order, submit order, add review)
- 3. Patron is asked to confirm order before sending, after which the order is sent directly to kitchen.

Objectives cont'd



- 4. Available items are easy to add or remove corresponding to any specials and limited supply.
- 5. Items have options for adjustments with sides and ingredients
- 6. One tab can have multiple orders, and duplicates are notified but not ignored.
- 7. Application keeps track of items that been delivered to customer and items that customers are still waiting for.

Measures of Success

- Time between seating and order being sent to the kitchen is reduced
- Customer reviews show net improvement
- High level of order accuracy
- Increased efficiency amongst waiters
- Outlined objectives are met



Risks



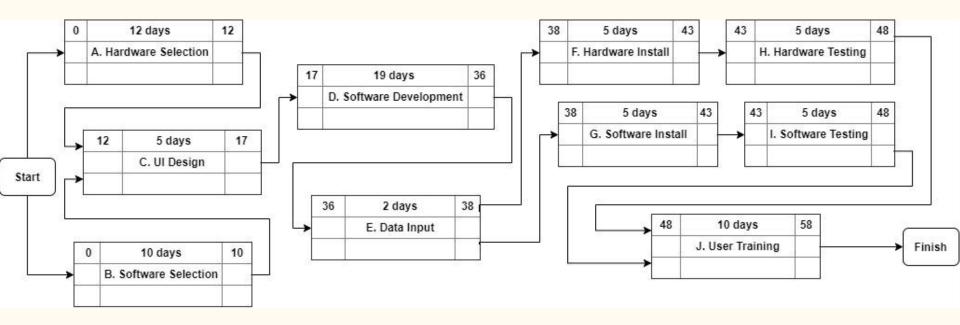
Risk 1: Customer finds the product to difficult to use

• Countermeasure: Hold a training session

Risk 2: Internet connectivity issues cause the system to be unavailable.

• Countermeasure: Cache menu information every time app is opened.

Activity Diagram



$$E = a(KLOC)^b$$
, $a = 3.0 b = 1.12$

KLOC- Since this is a mobile application, and based on our anecdotal experience with mobile apps, we think that the total lines of code will be 4000

$$E = 3*(4^1.12) = 14.17$$

The Infrastructure

- Database
- Server (To Handle Orders)
- Tablets (For customers)
- Tablet/Computer for kitchen staff
- Application (The Software we are building)

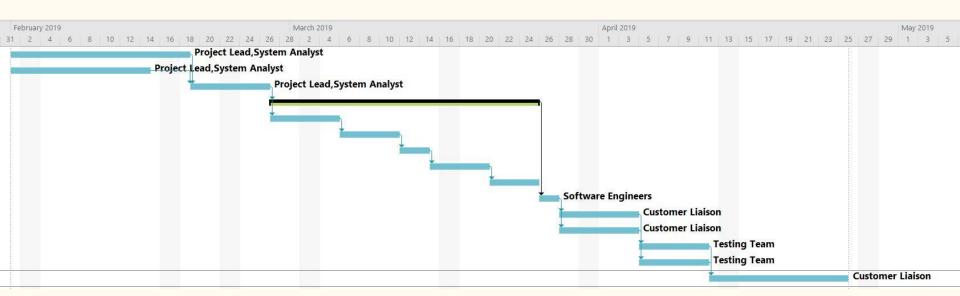


Resources

- Software Engineers
 - Software development, Data input, caching feature (Countermeasure 2)
- System Analyst
 - Activities: Hardware selection, UI Design, Software selection
- Project Lead
 - Activities: Hardware selection, UI Design, Software selection
- Testing Team
 - Activities: Software testing, hardware testing
- Customer Liaison
 - Activities: Hardware install, Software install, User training (Countermeasure 1)



Gantt Chart



Thank You!

