



iPad Restaurant Ordering Application

Group Members:

Hemshikha Sultoo - 100670616

Ireni Ruthirakuhan - 100657302

Shanjay Kailayanathan - 100624670

Introduction



We chose this topic since most restaurants use the conventional paper menu. What's wrong with paper menus? It's outdated!

By using an iPad Restaurant Ordering Application, it allows customers to place orders on an iPad right from their table after viewing a menu consisting of item descriptions, prices, pictures, and promo videos.

With an electronic iPad Restaurant application, the majority of problems faced by conventional paper menu will be mitigated. For example, No more waiting for the waiter/waitress to place your order!

Objectives



The objective of this project is to deliver an application that can be used on an iPad by servers, managers and customers in restaurants. The application is meant to make the ordering and managerial tasks easy.

- To create a simple system that is easily learned and maintained for long term use.
- Simplify the organization and management of restaurant details, and the environment.
- To create and enhance the restrictions/ discipline of what can be done with the system, and its overall functions are intended to do, to an extent.
- To showcase the efficiency of the overall system in real-world situations.
- For the overall system to respond quickly, as well as correctly, towards actions taken by the user.

Measure of Success



- Tutorials are included in the program so that users can learn and be trained easily.
- Customers will be asked to leave a quick review where they can make a rating between 1-5 with a quick single tap.
- A backup system will be synchronized with all devices in use.
- Every 3 months, waiters will be prompted to provide a list of difficulties that they have while using the app and suggestions on how they can be solved.
- Requests will be freely communicated for new functions in the app and the app will be updated accordingly.

Measure of Success Cont'd



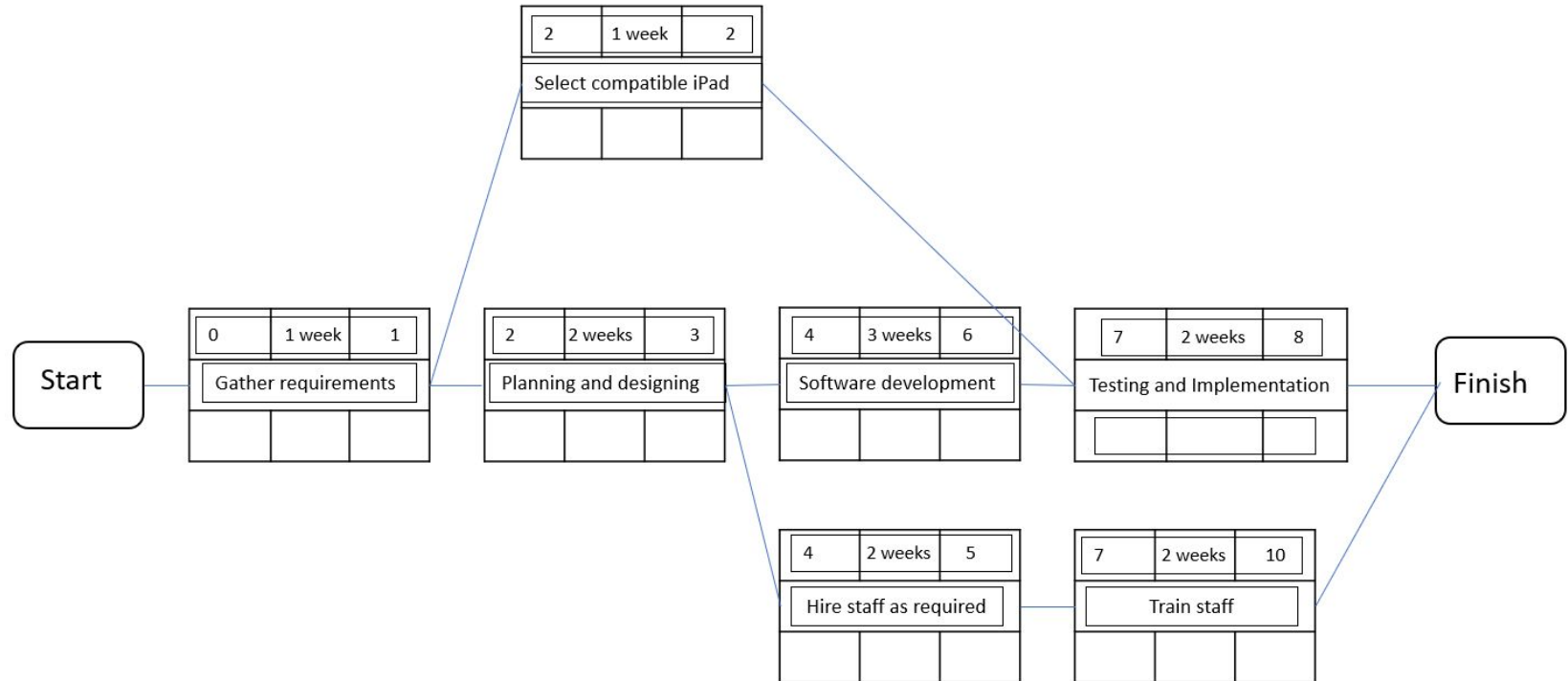
- Application is to put all the devices allocated to that franchise under the same networks
- All the data can be combined and plotted in a graph to measure the overall performance of the restaurants.
- System will be able to collect data on latency, crashes, complaints and produce a final report
- The devices and other technologies involved in the system will regularly be updated to the newest version

Risks



- The project might go over the estimated budget.
- Team members turn out to be unproductive and inefficient
- Project is not completed by the deadline specified on the contract
- iPads do not work as effectively as expected
- A crash in the server may result in orders not being able to process
- Order of iPads are delayed
- If any undesirable outcomes result from unclear requirement statements on behalf of the users

Activity Network Diagram



Steps



- The team will begin by gathering and analyzing all requirements stated by the customers.
- During the planning and designing phase, required resources like computers, software, hardwares and labour will be made available. Work will be distributed among team members and deadlines will be scheduled.
- Throughout the process, the manager has to ensure that the project is within the budget and that the situation is under control.
- From the development till the deployment phase, each group will perform their tasks as allocated and any arising issue should be reported to the manager as soon as possible.
- While part of the team will be testing and implementing the product, the other will hire staff if and as required for training.
- At the end of the process, the trained staff will reach out to the customers and assist them in setting up the system.

Infrastructure Requirements



Hardware	Software
<ul style="list-style-type: none">● Mac Computers for iOS development (Swift programming language)● Apple iPad's● Servers to store restaurant data	<ul style="list-style-type: none">● Xcode● Cloud Integration● Database

Resource Allocation for Activities



Resource	Duration (Days)	Start Date	Finish date
Gathering Requirements	11	Fri 2/1/9	Fri 2/15/9
Planning and Design	10	Mon 2/18/19	Fri 3/1/19
Family Day Holiday	1	Fri 2/22/19	Fri 2/22/19
Software Development	20	Mon 3/4/19	Fri 3/29/19
Assess If Project is Within Budget	1	Mon 3/18/19	Mon 3/18/19
Testing and Implementation	10	Mon 3/25/19	Fri 4/5/19
Revist Contract If Past Deadline	1	Mon 4/15/19	Mon 4/15/19

Gantt Chart

