# The "StaySafe" Project

### Research & Development

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### 1. Objectives

- Minimise the need for queuing
- Develop a universal table-service app
- Help small businesses

### 3. Measuring Success

The success of this project will be dependent on both partners working closely together, while remaining open-minded about future possibilities and immediate changes. [3] Its hoped that completing the vision of StaySafe and developing a working prototype will provide a sense of satisfaction through the realisation that the project is aimed towards helping people in more than one way.



Figure 1: Modern Business Man [1]

### 5. Tools Used During Development

**HTML/CSS** - Used to build the structure of the website, design the layout, arrange images and styling [4].

**Adobe Xd -** An application used to produce layouts for the website before scripting.

**Bootstrap -** The frame work on which the website is built.

**JS/PHP -** Enables interactivity and allows webpages to become more dynamic [5].

### 7. Using External Technologies

Google pay can be used to make quick in-app purchases.





Figure 3: Google Pay [6]



Figure 4: Android Location [7]

## 2. Introduction

StaySafe is dedicated to providing a convenience based service to the educational sector by supporting university/college integrated cafe's and bars affected by COVID-19. The service consists of a mobile application and website that allows students to reserve food/drink products while avoiding long queues.

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### 4. Project Timeline

The below image displays the development timeline for the future of the project.

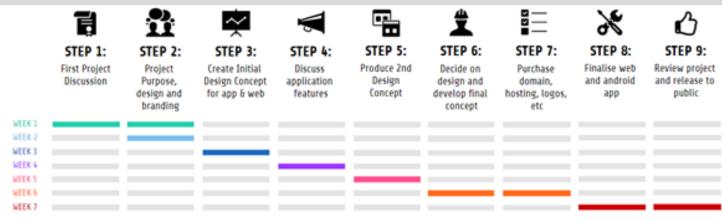


Figure 2: Project Timeline [2]

### 6. Prospects

- Introduce a table service app to the hospitality industry that is customisable to each business.
- Provide discounts to students through reward programmes.
- Expand further than educational centres, into the mass market.

#### 8. Conclusions

- The project presents an effective virtual-to-real queue management strategy.
- StaySafe could benefit independent bars/restaurants by allowing the compete with large chains through app integration.

### 9. References

[1] Hollens, P., 2018. Modern Businessman. [online] Pixoz. Available at: <a href="https://bit.ly/3mHXKg8">https://bit.ly/3mHXKg8</a> [Accessed 4 December 2020].

[2] Ross, J. 2020. Unit 4 - Project Timeline. [Online]. Available: https://bit.ly/39KtEEP [3] "Conditions for Project Success", The Voice of The Profession, 2020. [Online]. Available: https://bit.ly/3mNVR1m. [Accessed: 04- Dec- 2020].

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[5] "What is JavaScript?", MDN Web Docs. [Online]. Available: https://mzl.la/37HQjPQ. [Accessed: 04- Dec- 2020].

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