FoodStop Summer Plan (May 25, 2016 – September 5, 2016)

List of basics to cover

* Create Github repository and share with the team
* Learn Swift (Isaac)
* Look over previous code written by Sang and Tim
* Create a database that adheres to the basic options of delivery
* Create a model that determines what is inside an order and a delivery
* Create a view that is aesthetically accessible and straightforward

List of features we need to accomplish:

* As the most basic user, I want to be able to…
  + Decide whether I want to order or deliver.
  + Be recognized as a unique user when I log in.
  + Have a profile that shows my credits/meal/points as well as other miscellaneous information
* As a person who is ordering, I want to be able to…
  + Choose my dining option and my delivery destination.
  + See a list of items on the menu that is specific to the dining service I had selected.
  + Choose the items on the menu that I want delivered to me.
  + See the items I have chosen on the page after the menu as well as a final price.
  + Get my credit/meal/points deducted when my order is placed.
  + See my order number when I confirm my finalized order.
  + Have my order number and details messaged to BON APPETIT
  + Wait for someone on the delivery side to accept my order.
  + Receive a notification (that includes the deliverer’s name) that I have received a match for my order.
  + Communicate with the deliverer through a chatting system.
  + Communicate to the application that I have successfully received my order.
  + Rate my delivery and give my feedback.
* As a person who is delivering, I want to be able to…
  + Choose my delivery destination and dining option.
  + Give my estimated time of departure so that the application can determine which order is best suited to which delivery.
  + Have the information for the order (including order number, name of person who ordered, what they ordered, and where they ordered to) in the receipt when the match is made.
  + Communicate to the person who ordered through a chatting system.
  + Rate my delivery and give my feedback.

List of concepts we have to research:

* Making accounts on a mobile application and storing information per user.
* Dealing with security issues on a per user basis
* Working on a way of determining credits/dealing with meal system at Wes.
* Make use of GPS services.

We will perform these features/tasks in the order that I deemed most relevant/necessary for functionality. We may create this application with a few short-ends due to the lack of certainty in mainly the payment area.

**Iteration 1 – Late May to Early June (5/25 – 6/3) | 10 Days**

*Goal: By the end of this iteration, we should have the most basic framework for the application to fit into. This mainly adheres to the view, database, and basic parts of the model.*

1. Isaac learns Swift formally (as well as other methods of code management)
2. The previous code is distributed to all members of the Tech team
3. Github repository is formed and shared
4. Isaac designs a more shaped up front end (view) in accordance with the model I explain to him. (will take the majority of the time – I’d say a good 5 days) *Note: this is liable to be delayed to up to 3 more days depending on how well Isaac works*
5. Early stages of the database will appear with only basic fields (I’ll be working on this while Isaac takes the majority of 4)

**Iteration 2 – Early June to Early July (6/6 – 7/1) | 26 Days**

*Goal: By the end of this iteration, we should have an application that is able to identify and login as a unique user. A person should be able to specify their order and the confirmation should be returned to the application (specifically stored in the database).*

1. Work on part of the application that…
   1. deals with determining login and user
   2. handles the introductory phases of an order
   3. allows the orderer to view a menu and see their own purchase
   4. returns a confirmation that their order is completed
2. Thorough testing will be performed on this end for:
   1. correct input of order in the system
   2. correct status of user
   3. general application visualization

**Iteration 3 – Early July to Late July (7/4 – 7/29) | 26 Days**

*Goal: By the end of this iteration, we should have a system of credits that functions correctly (as in the deduction and consequential addition of credits). The delivery side should also be fully implemented; the matching of delivery and order will not be quite completed*

1. Work on part of the application that…
   1. focuses on the delivery’s side of things
   2. gives confirmation on both ends including an option to deny that the order was accepted
   3. generates a digital receipt for a completed order
   4. documents a completed order (mainly for blackboard purposes)
   5. allows both sides to rate their interaction
2. Thorough testing but more so on the logistics
   1. primarily, how credits add and subtract depending on who is logged in
   2. (tentative) security parameters for a unique user

**Iteration 4 (Final) – Early August to Start of Fall Semester (8/1 – 9/2) | 33 Days**

*Goal: This iteration will mainly be spent on tweaking visual aspects as well as convenience. This is the time period when things that seem faulty will be patched up. This includes the specifics for what a meal credit is as well as how much a meal costs. This is mainly associated with seeding the database with particular costs on the menu and such. One of the main focuses of this iteration is developing an efficient algorithm that correctly matches an order and delivery depending on the information given.*

1. Tweaks
   1. alpha testing – debugging (as thorough as possible)
   2. bottleneck capabilities (at which point data chokes)
   3. database cleaning AND seeding
2. Algorithm
3. A large portion of this iteration will be spent on researching further developments in the system. This includes a chatting system (perhaps through messenger or messages) and a GPS tracking system.

Alternative Planning System: Order and Delivery built simultaneously (probably better idea)

Similar breakdown of the days but general gist of iterations is changed:

Iteration 1: exact same

Iteration 2: dealing with having user/account settings with credits. also dealing with model in preparation for iteration 3/4

Iteration 3: dealing with sending order and receiving on delivery side at the same time

Iteration 4: dealing with during/after order and delivery confirmation