

CSC154 Software Development Project

Overview Template

Project Name: Hot Dog Vendor System

Team Number: 13

Project Manager: Eric Mejia

Team Members: Riley Niven , Elham Jahandideh, Terry Wiggins, John Kappler, Vincent Trinidad

1. Project Objective

The primary objective of this project is to develop a comprehensive online ordering system designed to enhance the customer experience for a restaurant. This system will streamline the process of ordering food by integrating functionalities that allow customers to browse the menu, place orders, make payments, and track their orders in real-time. Our goal is to create an intuitive and efficient interface that simplifies the ordering process, reduces wait times, and improves overall customer satisfaction.

- By achieving this, we aim to not only boost the restaurant's operational efficiency but also increase customer loyalty and revenue. The project will focus on delivering a user-friendly platform that meets the needs of both the restaurant and its patrons, ensuring that all interactions are seamless and secure. Additionally, team members will gain useful hard and soft skills that will allow them to grow as professionals.

2. Project Scope

This project includes the following functionalities and boundaries:

- Order placement: Customers can place orders directly through the system.
- Menu: The system will display the available items and the corresponding prices.
- Cart: The system will store multiple items added for a persistent customer session.
- Payment processing: Customers can pay for their orders.
- Order tracking: Customers can track the status of their orders.
- Security: Customers will receive a confirmation number for their order.

The following functionalities are not considered:

- Employee scheduling management.
- Inventory management.
- Integration with external delivery services.
- Historical data and trends.
- Customer satisfaction surveys. ➤ Outreach and marketing.

3. **Team Collaboration and Documentation Tools**

- Specify the collaboration and documentation tools / platforms that will be used in this project development.
 - For collaboration, we primarily use Microsoft Teams due to its convenience and integration with our school email addresses. This platform helps us stay organized and ensures that we don't miss important information related to our schoolwork. As a backup plan, we will use Zoom if necessary, but we aim to rely on Microsoft Teams throughout the project. It is important to consider contingencies, so we will always move forward in an adaptable manner.
 - For documentation, we prefer GitHub because it offers a variety of features for content management, documentation, research, and coding. GitHub provides a clear and accessible platform where each team member can make updates while allowing others to track progress seamlessly. GitHub also offers word processing functionality, which means that Microsoft proprietary software isn't necessary in many cases. For assignments like this, though we will likely use MS Word in the form that integrates with Teams.
- Describe how your group will use these tools / platforms during this project development.
 - During this project development, our group plans to hold one standard meeting each week through Microsoft Teams. We may increase this to two or three meetings depending on our workload and specific circumstances. In addition, we will keep in touch through group chat. We have agreed that our first meeting will be as early as possible (probably Monday) due to our varying schedules, as we may not be able to cover everything in one session.
 - We will use the Teams chat and video call features to facilitate real-time discussions, share updates, and conduct virtual meetings. Teams will also serve as a central hub for sharing files and resources, enabling us to collaborate efficiently and keep everyone on the same page. Additionally, we will utilize the calendar feature within Teams to schedule important deadlines and milestones, ensuring that all team members are aware of upcoming tasks and meetings.
 - For documentation, GitHub will be our primary platform for managing project files and code. Each team member will have access to the repository, allowing us to collaboratively edit documents, track changes, and review each other's contributions.

We will utilize GitHub's issue tracking feature to manage tasks and assign responsibilities, ensuring transparency and accountability throughout the project.

Overall, these first couple of weeks will be an opportunity for us to learn how to work together effectively for the first time. We may adjust our approach if certain aspects prove ineffective; otherwise, we will stick with what works best. These tools will streamline our workflow, enhance communication, and foster a collaborative environment, enabling us to understand each other better and achieve our project goals effectively.

4. **Project Management Plan and Methodologies**

- Specify what project management methods and tools will be used in this project development.

We are leaned out on what we would most likely be using. Some of what is used and considered project management tooling has already been stated and is considered documentation and collaboration tooling as well. This would be technologies such as GitHub and Microsoft Teams, in terms of actual software components. With that said, for methodologies, we will be taking an Agile development approach. This means organizing our work into Sprints as requested by the assignment documents and making meaningful and significant progress towards our goal during each of them. By taking an Agile approach, we ensure our ability to react to changes or problems in the project as they come around – especially considering at the time of writing this we may be missing one of our group members that was originally assigned. Furthermore, Agile allows us to tackle challenges in an order that makes sense, regardless of a master plan that was drafted early on.

- Describe how your group will use these project management methods and tools during this project development.

Our sprints will last 3-4~ weeks as predetermined by the documents for the assignment. In that time, we will take aim at hyper-specific goals to accomplish during the coming weeks. The goal is to reserve the ability to pivot who is doing what if someone needs help or a problem comes about. As mentioned, to further facilitate these abilities, we will use important technologies like GitHub. GitHub will allow us to interact and develop on components that may fall behind easily, even if they weren't originally assigned to us. By using Pull-Requests we can ensure that everyone has a general understand of what is going on and we maintain a *working* end-product across the course of development. For teams, Eric will lead us in determining factors for each Sprint and from there we will ensure to take weekly calls with one another. By using the Agile methods – we reduce the risk involved with any specific task and improve the overall quality of our final product. We keep everyone on board with what is happening by meeting frequently – opening the door for questions or concerns about any stage of the development process. Transparency on problems is encouraged so that they can be solved sooner rather than later. In the end,

by using these technologies and methodologies we will improve our overall workflow and create our best possible product at the conclusion of our Sprints.