Project Plan

RESTAURANT MANAGEMENT SERVICE

PROEP GROUP 6 | R10

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Project Statement

This chapter consists of in-depth description of the restaurant management service, including the current situation, project goals, client, and team members. Also, it has defined project deliverables, constraints and risks the team could face.

Formal Client

The client is an owner in need of an efficient, always-on solution for the management of their restaurant. The aim of the solution is to enable the owner to control different important aspects of their business, either on-site or online.

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Current Situation

Many businesses rely on partnerships with different delivery services like Deliveroo, Uber Eats and others. Because of the ever-changing situation surrounding the pandemic, bigger restaurants and food chains are turning to proprietary restaurant delivery and pick-up services. But by implementing this type of services, the need of a more efficient, on-the-go management is growing.

Problem Description

The world is amid a world-wide pandemic. Countries have introduced a multitude of social limitations to help stop the spread of COVID-19. Some businesses have failed, others are adapting themselves to the situation. Our team has come up with an idea to help restaurant owners reduce the physical contact with their clients but still be able to attend them on location. By using our service, restaurants could reach higher employee and customer satisfaction, better budget management and also, be able to operate even if another lockdown is to happen.

Project Team

Name	Stream	Role	Interest	Email
Krastev, Kaloyan K.T.	ICT & Software	Team Leader, Developer	Manage the team's workflow and to deliver a successful project	k.krastev@student.fontys.nl
Josiah Christopher Soegiharto, Josiah	ICT & Software	Developer	Develop and deliver a successful project	j.soegiharto@student.fontys.nl
Pham,Thao P.T.	ICT & Business	Business Consultant, Developer	Business side of the project, help in the software development	pt.pham@student.fontys.nl
Theodore,Ryan E.R.	ICT & Software	Developer	Develop and deliver a successful project	r.theodore@student.fontys.nl

Pham,Tuan Minh V.T.M.	ICT & Software	Developer	Develop and deliver a successful project	tuanminh.pham@student.fontys.nl
Yang,Diqin D.	ICT & Software	Developer	Develop and deliver a successful project	d.yang@student.fontys.nl

Project Goal

The goal of this project is to develop a software solution which will be used by customers to manage their employees, orders, and other aspects of a restaurant business. Moreover, it must be with real-time updates between the system components which will enable the users to operate with the service from anywhere.

Deliverables and non-deliverables

Internal deliverables:

- A distributed system built on React, React Native and Node.js, using Firebase:
    - A dashboard application that allows the overviewing of various important aspects of the restaurant like budget and sales statistics. It will be used to manage employees and modify stock and products.
    - A consumer application that allows restaurant consumers to make orders online and on-site.
    - An order processing application that allows the restaurant employees to view consumer orders to process them and update the status of the orders.
    - An employee application that allows employees to view their personal shift schedule and communicate with their manager to negotiate their schedule and day-offs.
- The User Requirements Specification (URS) contains both functional and non-functional requirements.
- Design Document
    - Class diagram
    - UML sequence diagrams
    - User stories
    - Wireframes
    - Prototypes
- Process Report which includes the work division
- Testing document
- Source code

Non-deliverables:

- Update and maintenance
- User manual

Project Constraints
Constraint 1

- Time Constraint: We have deadlines that must followed. It is be based on tightly scheduled sprints with detailed deliverables.

Constraint 2

- Software constraint: Partial inexperience with the chosen frameworks. All members will go through a steep learning curve.

Constraint 3

- Language constraint: The system must be in grammatically sound English.

Project Risks
1. The project conduct does not follow the project plan
   - Probability: Low to Medium
   - Impact on the project: High
   - Measure to Prevent: Comply with every project phasing and writing process report weekly.
2. Conflict on meeting time
   - Probability: High
   - Impact on the project: High
   - Measure to Prevent: Arrange meeting time in advance, make efficient use of meeting time, meanwhile discuss the issues with low priority through online meetings.
3. Team members misunderstand the requirements or tasks
   - Probability: Low
   - Impact on the project: High
   - Measure to Prevent: Organize weekly meeting to discuss about the tasks, keep track of individual progress and give feedback to others work. Furthermore, the team needs to improve system based on feedback from client.
4. Developers spend too much time on one single task
   - Probability: High
   - Impact on the project: High
   - Measure to Prevent: This is one of the most common problem during project development. To prevent this, the team needs to declare a clear and reasonable deadline for each task and the team members need to help each other.
5. Lack of Project Documentation Resources
   - Probability: Low
   - Impact on the project: High
   - Measure to Prevent: Ask teachers or friends that have experience or have used the framework before. Start earlier to make sure that there is more time to research using different research techniques.
6. Incomprehension and conflict within the team
   - Probability: Low
   - Impact on the project: High
   - Measure to Prevent: Have discussions in weekly meeting to get to know each other. Being open-minded to absorb the ideas from others and understand them. Team-building activities are a must.

Project Phasing (Week 1 – Week 4)

Phase	Week	Activities	Deliverables (following week)
Kick-off phase	1	• Form group and come up with a proposal for the project • Create System Context level 1	• A project proposal document
	2	• Create a draft version of the project plan • Do research and discuss on possible technologies and methodologies • Adjust System Context level 1 and create a level 2 version • Create Design Document	• Project Plan draft • Final concept of the System Context • Design Document Draft
Initial phase	3	• Update and finalize the Project Plan • Update Design Document • Create User Requirement Specification (URS) • Agree on work distribution	• Final Project Plan • URS Draft
	4	• Update and finalize the URS • Finalize Design Document • Define priorities using MoSCoW • Create backlog and burn down chart	• URS • Design Document • Backlog