Shyft

21st Century Labor Solutions for Restaurant and Food Service Industry

Presentation Overview

- Product overview: Courtney, Team 05 Lead
- Demo: Andy, Senior Backend Developer
- Preview v2.0:   Mohammad, Github Manager
- Engineering process: James, Senior Frontend Developer
- Lessons learned: Annie, Scrum Manager
- Q&A

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"2021 is shaping up to be the year of transition and rebuilding."

Hudson Riehle
National Restaurant Association
VP of Research and Knowledge

About Shyft

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- Shyft aims to serve as a labor solution for the restaurant and food service industry in a growingly contactless economy.
- Provides a marketplace for employers and employees to exchange contracts in real-time.

Why Shyft?

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- Made for industry
- Contactless onboarding, hiring, and scheduling
- Simple and easy to use

Target Market for Users

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- Restaurant and food service industry
    - Bar, restaurant, and club owners
    - Gig economy

User Account Types

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- Business
  - Create shifts
  - Edit shifts
  - Delete Shifts

- Individual
  - View/claim available shifts
  - drop claimed shifts

Business Account: Underdogs Too

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- Type of Business: Bar and Grill
- Address: 3600 Taraval St, San Francisco, CA 94116
- Need cover 2 bartenders and 1 server who called in

Individual Account: Lauren (employee)

- 21-year-old college graduate
- Seeking part-time
- Prefers flexibility scheduling
- Wants to find a position that is close to her home

Shyft v2.0 - Functional Requirements

- Marketplace to trade shifts
- Profile page photo upload
- Email/phone verification
- Accounting services
- Calendar view
- Messaging ability
- Location based shift recs

Shyft v2.0 - Nonfunctional Requirements

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- Cross Platform/Browser functionality
- Robust security overhaul
- UX/UI overhaul
- Reduce latency on launch/operation

Developing Shyft

Behind the Scenes

Team 05

- Team Lead: Courtney Radford
- Senior Backend Developer: Andy Ouyang
- Github Manager: Mohammad Khan
- Senior Frontend Developer: James Giatpaiboon
- Scrum Manager: Annie Navarro

Development

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- Agile process
- Communication
- Workload
- GitHub branches
- Code review
- Live coding

Development Challenges

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- React unfamiliarity
- GitHub conflicts
- Time constraints
- Schedule conflicts

Software Stack

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- AWS EC2
- MySQL
- NodeJS
- JavaScript
- Express
- React

Lessons Learned

- Setting realistic goals
- Clear communication
- Trainings
- Proper planning
- Time management

Questions?

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