IS480 Project Proposal
SmartHawker iOS

HungryMen

Draft 1 – 15th May 2016

Team Vision:

- To take on challenges that feeds our desires to strive for the best

Team Members:

- Goh Gui Xiang Wendy (wendy.goh.2014@sis.smu.edu.sg) - Project Manager & Front-End Developer
- Kay Zong Wei (zongwei.kay.2014@sis.smu.edu.sg) - Back-End Developer
- Cheng Chingyi (cycheng.2014@sis.smu.edu.sg) - Quality Assurance and Business Analyst
- Gao Min Mell (min.gao.2014@sis.smu.edu.sg) - Front-End Developer
- Chua Weilun (weilun.chua.2014@sis.smu.edu.sg) - Back-End Developer and Back/Front End Integration

Faculty Supervisor:

- TBD

Sponsor and/or Clients (if any):

SmartHawker iOS

- Edmund Foo (edmundftj@gmail.com)
- Marcus Lee (marcuslee85@mac.com)
- Tan Boon Teck (boonteck@kidotech.com)

Project Overview

- **Project Description:**

SmartHawker iOS mobile application aims to help hawkers in Singapore have access to free and easy-to-use financial planning mobile application, such that they can better monitor their business finances, without having to go through the trouble of installing external systems. Target audiences of this mobile application would be hawkers from the food and beverages industry.

Current Issues:

Many hawkers in Singapore today still rely on manual bookkeeping to keep track of their financial records. This will become a source of problem for them as the potential lack of accuracy and consistency in manual recordings may lead to a lot of inconvenience and complications, especially when they have to file for income tax at the end of the year. Many of them also do not have a clear cost-benefit analysis to obtain optimal profits but instead make use of their 'experience' or 'gut feeling' to make such decisions. Such businesses are also usually small and do not have the scale and cost feasibility to engage POS systems to help make decisions and better track financials.

Aim and Solution:

To come up with an ios mobile application to aid hawkers in better bookkeeping practices, where their records of spendings and earnings would be stored in the database for future references, such as during tax filing. They can also use this mobile application to analyse their sales and make certain changes to their business cycles.

Main Functions:

(1) Logging in functions
(2) FAQ
(3) Contracts for enquiries
(4) Database function
(5) Recording functions
(6) Business Calendar
(7) Tax Information
(8) Analytics
(9) User Access Control (for employees at multiple branch)
(10) Image Capturing
(11) Staff Management/Payment
(12) Backend Dashboard (Activity monitor for accounts)
(13) Multiple Languages (English, Chinese and maybe Malay)
(14) UI

- **Stakeholders**

Sponsor	Edmund Foo, Marcus Lee, Tan Boon Teck
Users	Hawkers

- **Deliverables**

An iOS mobile application

- **Scope**

iOS mobile application: Swift and Objective C
Github (Version Control)

Project Plan

- **Project Milestones**

Iteration	Task	Time and Venue	Involved Member
0	• First draft - FYP Proposal • Finalize survey questions • Platform to present the survey questions • Decide when should we start conducting the survey	15th May 2016, Sunday (SMU LABS - 0900-1400)	Whole Team
0	• Conducting of live surveys on landing page by sponsor	21st May 2016, 4am, Saturday Early Morning, (Old Airport Road Food Centre) 22nd May 2016, TBD, Sunday Early Morning, (Clifford Kopitiam & nearby coffee shops) 26th May 2016, 4am, Saturday Early Morning, (Shunfu Market) 27th May 2016, 4am,	Whole Team

		Sunday Early Morning (Tiong Bahru Market Hawker Centre)	
	Proposal	15th June 2016	
	Acceptance	10th-12th, 15th -17th August 2016 (SIS SR 2.1)	
	Registration and Class	18th August, 1900-2100 (NAKA) *Week One*	
	Midterms	3rd – 7th October 2016 (SIS SR 2.1) *Week Eight*	
	Poster	7th November 2016 *Week Thirteen*	
	Final	21st – 30th November 2016 (SIS SR 2.1) *Week Fifteen - Sixteen*	
	Poster Day	(Tentative) 2nd December 2016, 1130 – 1430 (SMU Concourse near MRT) *Week Sixteen*	

- **Risks**

Risk	Mitigation
1. Possibilities of lack of user testing due to insufficient testers	1. Early management planning and sourcing for users for testing

2. Insufficient collection of data, due to testers not using the mobile application as often as possible	2. Active monitoring and reminding for users
3. New programming environment for iOS mobile application	3. Actively learn, research and share programming knowledge with team
4. Possibility of increase in scope of project	4. Constant review of project scope and constant communication with client to manage expectations of mobile application development

- **Resource and Reference**

(1) Programming language: Swift/Objective C
(2) IDE: Xcode
(3) Operating System: Mac OS
(4) Version Control: Github
(5) Database: TBD