

Project Report

Table of Contents

- [Vision, Motivation](#)
 - [Competitors](#)
 - [Stakeholders \(Target Audience\)](#)
- [Problem Statement](#)
 - [Input Requirements](#)
- [Design](#)
 - [Tech Stack \(and Justification\)](#)
 - [Libraries / Plugins](#)
 - [Data Schema](#)
- [Roles / Responsibilities](#)
 - [Project Schedule/Plan](#)
- [Testing](#)
- [Project Log](#)

Vision, Motivation

Our project is called *Hungry Go There*.

Our Vision is to bring intelligent and comprehensive "Makan Places" searching to users' fingertips.

Our product is a mobile application that allows the user to find all the well-known/good makan (eating) places in Singapore. But then, you might say, what's new about it? Don't we already have well-established services for such things? Well, our app not only allows the user to find a makan place near some particular point or some particular area, it also allows the user to find makan places along a particular route. So for example, say Louis (a foodie perhaps) needs to travel from his home in Jurong to the airport in Changi, to take a photo of the 787 with his new D7100. So instead of only be able to find a well-known makan place in Jurong and Changi, he's able to use our app to find one along his route. So he would be presented options at Queenstown, Tanjong Pagar, or Bedok (needless to say, but saying anyway, all of which along the way), and, armed with this information, Louis is able take a short detour to and visit any one of the restaurants listed, and hence enjoy a slice of the food paradise Singapore is said to be.

Perhaps watching our project video might give you a better idea:

(<http://youtu.be/JowbGzuP8Xc>)

Competitors

- [Hungry Go Where](#)

Stakeholders (Target Audience)

We are targeting all of the hungry Singaporeans out there, especially those busy foodies who may be interested in finding a nice makan place as they travel between places.

Problem Statement

We are going to create a mobile application that allows one to find all the well-known/good eating places either near an arbitrary location, or along the way of a particular route.

Input Requirements

Restaurant data/ratings will be extracted from a certain source (see Competitors). We don't plan to extract everything from our source; instead we will be focusing on just a particular area, most likely Kent Ridge/Clementi (even with the focus, we may not extract every restaurant in the area).

Also we don't have our own map data, so we will be using the Google Maps API.

Design

Tech Stack (and Justification)

Front-end (User Interface)	Bootstrap, HTML, CSS	We will be using bootstrap for majority of our user interface.
Front-end (Workhorses)	Google Maps, Javascript	We have a map feature, hence it will be largely powered by Google Maps. The remaining interactivity of our webpage will be written in Javascript.
In-Between	JQuery, AJAX, JSON	Our webpages communicates with the server mainly with AJAX (essentially it's like submitting a form without reloading the page); we will use JQuery's support for AJAX to do this. The format of our data that the server will reply in will be in JSON.
Server-end	Google App Engine, Python	GAE is essentially the server, where we will use it to manage our webpages. We will use Python's in-built support for SQLite to communicate with the database.
Database	SQLite	Database used to store all the restaurant data

Libraries / Plugins

- Google App Engine
- Google Maps API
- Bootstrap
- JQuery

Data Schema

Restaurant data stored in an SQLite database and communicated to the front-end via JSON.

A possible form of our database tables (may change along the way):

Table name: restaurants								
ID (Unique)	Name	Address	ContactD etails	Rating	Longitud e	Latitude	WaitingTi meQueui ng	WaitingTi meServin g
int	string	string	string	float	double	double	int (mins)	int (mins)

Roles / Responsibilities

Ian	Backend server stuff. Built the GAE backbone as well as the SQLite database. Also dealing with the communication between the front- and back-end (eg, query formatting). And some Google Maps.
JY	Frontend UI stuff. HTML, CSS, JQuery. Focus is on creating an intuitive interface for mobile users, but also at the same time usable on a normal desktop. Some Google Maps too.

Project Schedule/Plan

	Ian	JY
Week 1 (13 May)		
Week 2 (20 May)		
Week 3 (27 May)	Set up Google App Engine, database. Also will extract restaurant data and format it to fit our database.	Decide of the structure of the website, i.e. how many webpages we have (e.g. mainpage.html, inputdetails.html, mapview.html, errorpage.html) or all-in-one approach (divided in DIV tags or something).
Week 4 (3 Jun)	Identify the major user queries (e.g. user sends a longitude-latitude coordinate looking for restaurants in the area) and write the barebones python scripts to handle the queries (and send back the required information).	Implement and come out with a skeleton UI which has functional form input areas, and make sure it looks good.
Week 5 (10 Jun)	Fine tuning of the user queries. Hopefully by now the server-end of things will be more or less OK and workable.	Testing on Mobile Phones, and implementing an Android App if possible.

Week 6 (17 Jun)	Start looking into building a decently usable map based on Google Maps.	More Testing and integration with IAN's part
Week 7 (24 Jun)	More map building. And also fine tuning any stray stuff. Some kind of buffer too for any problem that may crop up.	Buffer time for any problems.
Week 8 (1 Jul)	Submission Week	Submission Week
Week 9 (8 Jul)		
Week 10 (15 Jul)		
Week 11 (22 Jul)		
Week 12 (29 Jul)	Submission Week	Submission Week

Testing

We plan to do some user testing by asking our friends for help to test the actual app. (Not really sure about this at the moment.)

Project Log

See [Journal](#).