

## 4.1 Plan Introduction

This Software Development Plan provides the details of the planned development for the Nightlife iOS App which allow users to have up to date information regarding the environment and other important details at each establishment.

The Nightlife iOS App will allow users to have up to the minute information regarding the number of people at the bar, the price of entry, how long the line is, and if the bar has any promotions currently going on. The iOS app will be developed in Xcode using swift, the app will also use MongoDB for the backend and Heroku to manage the app.

### 4.1.1 Project Deliverables

The app will have sign up and log in functionality(3/15/16).

The app will display a list of bars and clubs(3/15/16).

Each establishment will have its own page listing more detailed information about it(3/22/16).

If a bar doesn't have an account the information regarding how full the bar is, line, and cover charge will be user generated(3/22/16).

The app can connect with Facebook(3/29/16).

Users can check in to what bar they are at(3/29/16).

Users can see which of their friends are at the bar(3/29/16).

Users will be able to search for a specific bar on the list(4/5/16).

A rating system for the establishments based on what day of the week it is(4/12/16).

Only users that check into a bar can leave a review(4/12/16).

The rest of the time will be spent making the app better looking(4/26/16).

## 4.2 Project Resources

### 4.2.1 Hardware Resources

For hardware I will be using a 2015 MacBook Pro and an iPhone 6 for testing purposes.

### 4.2.2 Software Resources

The software that will be used for development of this project is the IDE Xcode, the programming language Swift, Heroku a cloud platform service, and mLab which uses MongoDB.

## 4.3 Project Organization

### 4.4 Project Schedule

This section provides schedule information for the Nightlife iOS App project.

4.4.1 PERT / GANTT Chart

4.4.2 Task / Resource Table