

INFO 4302 SEMESTER 1 2019/2020

PROPOSAL FOR MOBILE APPLICATION

JOMGOMBAK - YOUR LOCAL FOOD EXPLORER

EIZZAH AQILAH BT ABDUL HALIM (1629250)

ANIS AQILAH BT BORHANUDDIN (1628812)

AI SYAH MARDHIAH BT AZURA (1621890)

SITI HAJAR BT KHAZURIN (1622120)

1.1 PREAMBLE

To develop a mobile application called 'JomGombak'. This mobile application should provide a system that can search for restaurants, fast food, desserts, 'Pasar Malam', 'Mamak' or whatever else the user's heart desires at the moment. This application will provide quick categories for the user to choose and it will display the best results near your current location which is Gombak. Results appear in order of what's closest to the user, and they can view by the default list or a map.

1.2 PROBLEM DESCRIPTION

1.2.1 Background of the problem

People travel in hoping that they found good places with trusted reviews from the community about those specific places, especially on places to eat. Some of the locals themselves does not know any good suggestions to offer to the outsider on what are the good places to eat. There suggestions on websites and information scattered around on social media. Sometimes these good places went viral, but some people might miss it and forgot the names. Thus, there is no specific platform within easy reach for them.

1.2.2 Problem Statement

1. People having difficulty in searching for places with good ratings and reviews to eat around Gombak.
2. There is no existing mobile application suggesting specific places to eat around Gombak.

1.3 PROJECT OBJECTIVE

The main objectives for this mobile application project are:

- To develop a mobile application that allows users to know various places to eat around Gombak
- To help ease users to search for places to eat with good reviews and ratings
- To help users to know the distance between their current location and the restaurants

1.4 PROJECT SCOPE

1.4.1 Scope

The scope of this project is for people who want to look for a place to eat around Gombak that have good ratings and reviews.

1.4.2 Targeted User

The targeted user for this project is for anyone with access to mobile applications. The users are for those who would want to know various places to eat around Gombak that have high ratings. The users can be from people outside of Gombak, people who are working around Gombak, students, or anyone else that wants to try different kinds of food for breakfast, lunch or even dinner that have gone viral.

1.4.3 Specific Platform

The infrastructures needed for the development and execution of this mobile application are:

Software

1. Android Studio
2. ES6 React Native (JavaScript framework)
3. Node.js
4. Android Studio Emulator
5. Google Maps API
6. Firebase

Hardware

Hardware	Details
Processor	Intel(R) Core(TM) i5-9300H CPU @ 2.40Ghz
Memory	12.0 GB
Hard Disk	1000 GB HDD
Sound	RealTek High Definition Audio
Graphic Display	NVIDIA Geforce GTX 1050

Table 1

Hardware	Details
Processor	Intel(R) Core(TM) i5-8300H CPU @ 2.30Ghz
Memory	8.0 GB
Hard Disk	1000 GB HDD
Sound	RealTek High Definition Audio
Graphic Display	NVIDIA Geforce GTX 1050

Table 2

Hardware	Details
Processor	Intel(R) Core(TM) i5-8265U CPU @ 1.60Ghz
Memory	8.0 GB
Hard Disk	1000 GB HDD
Sound	RealTek High Definition Audio
Graphic Display	NVIDIA Geforce GTX 1050

Table 3

Hardware	Details
Processor	Intel(R) Core(TM) i7-7700HQ CPU @ 1.60Ghz
Memory	12GB
Hard Disk	1000 GB HDD
Sound	RealTek High Definition Audio
Graphic Display	NVIDIA Geforce GTX 1050

Table 4

1.4.4 Features and Functionalities

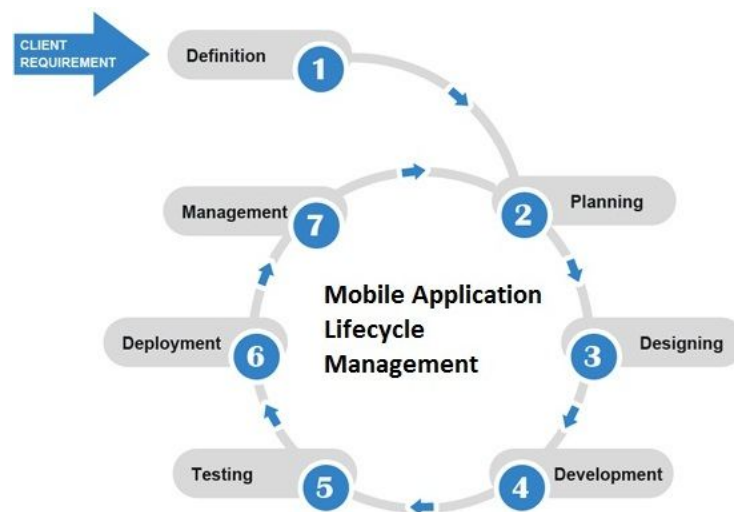
Our features and functionalities are:-

- List of good foods around Gombak (there will be descriptions, ratings, and reviews.)
- Distance between current live location and venue chose.

1.5 CONSTRAINTS

Financially, we have the limitation in our budget, especially regarding the purchase of reliable hardware - for better support, and also in purchasing proprietary software and to use more function in Google Maps API. Another constraint that we might encounter when developing this application is the problem of gathering the requirement. We need to do some research to avoid unreliable information.

1.6 PROJECT STAGES



1.7 SIGNIFICANCE OF THE PROJECT

Going to somewhere you have never been before can be a stressful experience. Luckily, modern technology can help you out through your travels so you can actually enjoy your meal.

From all that walking, one does get hungry! So this application brings the best of the best with these lists that have laid out various options of where to eat.

Having the right application on hand can make the whole experience smoother and less stressful. It saves time from all the curiosity on where to eat

around Gombak. Most importantly, when the application helps the user go through a less fussy journey, user can acknowledge and appreciate malaysian foods.

Gombak is rich with its local delicacy and it is such a waste if we do not guide the tourists or our own people to explore the right places. Besides giving the user opportunities to explore Gombak, this application also promotes our local restaurants and warung. The exposure they can get from the application can help them grow.

1.8 SUMMARY

'JomGombak' is a mobile application serves to provide users list of interesting venues to eat, aims to let the user explore and appreciate malaysian cuisines. Our target is those who wants to explore gombak. Made with Android Studio, ES6 React Native (JavaScript framework), Node.js, Android Studio Emulator, Google Maps API, Firebase, the application features list of good foods around Gombak where there will be descriptions, ratings, and reviews, and distance between current live location and venue chosen. The project constraints are that financial in which purchasing proprietary software and to use more function in Google Maps API. Another constraint is the problem of gathering the requirement.