**You Pick**

**Team**

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**Co-Partner: FridID**

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**Logo:**

# Executive Summary

To investors and entrepreneur, our team wants to develop a “food-decision” app that gives the user control of what they want to eat using simple mobile functions. The user swipes left or right based on the view of the restaurant. The user can then chose to continue to the restaurant’s website by swiping down and when they have chosen, the user simply swipes up to engage their mobile navigation system. The significance of this mobile application is not the listing of restaurants, but integrating deep learning and real time mobility towards the users previous choices and location. While there are other apps that focus on what and where a person should go to eat, those apps still leave the user with the frustration of trying to make a decision that they eventually decide on the closest restaurant to avoid wasting more time. Our new app, “Pick It”, will benefit the user by helping them speed up their decision-making. Using deep learning, when the user declines a restaurant the function will eliminate similar restaurant options. Real Time on the mobile application updates restaurant choices continuously based on the users direction and radius (preferably 5 miles). By giving the user choices immediately on screen, the user is able to quickly make a meal decision rather than web searching for a restaurant, or having the user answer a bunch of tedious questionnaires. “Pick It” makes going out to eat easier than ever.

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**Statement of Problem**

One decision that every student, teacher, employee, or anybody that has money to spend is where to eat. With our mobile application, users are able to choose their desired location and direct it to your mobile navigation by simply swiping left or right. Once decided, a simple swipe up makes your decision.

# Objectives

Our objective is to develop a mobile application that will help the user choose a destination for breakfast, lunch, or dinner with ease and sophistication. “Pick It” is designed using deep machine learning and real time modifications under the list of possible destinations.

# Technical Approach

Looking over multiple sources online, there are several YouTube channels that deliver free online tutorial developing Android Mobile Applications called Android Studios. Android Studios is free to download and is rates high overall on developing Android Mobile Software. For all Professional Diagrams, Creately.com is free to use and delivers colorful diagrams with ease. All other reports will be typed under using Microsoft Word.

# Project Schedule

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Tasks** | **Date of Tasks (by Weeks)** | | | | | | | | | | | | | | | | |
| Task 1: Read Information on Designated Topics |  |  |  |  |  |  |  |  |  | | |  | | |  | |  |
| Task 2: Design Abstract model for the mobile application |  |  |  |  |  |  |  |  |  |  | | | | | |  |  |
| Task 3: Add detailed functionalities onto abstract model |  |  |  |  |  |  |  |  |  | |  | | |  | | |  |
| Task 4: Design the UML diagram of the mobile application. |  |  |  |  |  |  |  |  |  | |  | | |  | | |  |
| Task 5: Implement the mobile application with Eclipse software using Java |  |  |  |  |  |  |  |  |  | | |  |  | | | |  |
|  | Week 1 –  Week 2  Start: 9/12/16 | | Week 3-  Week 4 | | Week 5 –  Week 6  Week 5: Midterms | | Week 7 –  Week 8 | | Week 9 –  Week 10 | | | | Week 11 –  Week 12 | | | | |

# Deliverables

Currently there is only one person in the group. With the resources provided, the one man team can promise to deliver a thorough plan on the design patterns using UML diagrams, user interface diagrams of the mobile application, and feedback on the intent product using a questionnaire. If the group can get two or three more members, I can add to the list: a mobile application to my design demonstrating multiple techniques to effectively evaluate our mobile program. Value for this app is negotiable.

# Budget

Unless Google charges the use of their Google Maps developer, this project is free of any outside charges. Google offers their Google Maps API under terms where if the project is not used for profit, it can be licensed under terms.

# Communication and Coordination with Sponsor

Since the sponsors are our own professors in Kennesaw State University, communication will be through the campus email server, Kennesaw.edu, and on their tutoring hours only by appointments so the team does not disturb their actual tutoring hours for their students.

# Special Topics

Special topics that will be considered in this project are the psychology on the design and colors of the user interface. These topics will be heavily enforced within the project to bring retention to the mobile application. While other mobile applications that relate to this project are in the mobile market, this mobile application will focus on simplicity and mobile friendly interactions to retain high retention and regain praise from all age groups.

# Team Qualifications

Enrique Penaloza: Enrique Penaloza’s specialties are producing UML diagrams and Architecture Design. He also has some background knowledge on User Interface, Software Design, and Software Test Assurance based on his previous elective courses taken in this school. Also note, being an former employer at T-Mobile, he has the sense of the impact of consumer frustration when helping other customers teaching how to use their new phone, and sometimes, there first purchase of a smartphone.