****

**Initial Plan**

**foodo**

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Project Details

|  |  |
| --- | --- |
| **Project Name** | **foodo** |
| **Software Name** | **foodo** |
| **Company Name** | **No sponsor company** |
| **Academic Advisor** | **Dr. Serkan Genç** |
| **GitHub URL** | **https://github.com/foodoHub** |
| **WEB page** | **https://foodohub.github.io/** |

Executive Summary

“foodo” is your Artificial Intelligence (AI) powered cooking assistant, guiding you step-by-step to create delicious meals while connecting you with a community of food lovers. The app has two key objectives: a social network specifically created for food enthusiasts and a smart cooking assistant. Users can share photos of their meals, gain achievements, and follow others with similar food interests through a social network. The meals shared can be cooked by other users with the help of the cooking assistant. On the other side, the cooking assistant provides personalized meal suggestions based on user preferences, available ingredients, and the time available for preparation and helps the user throughout the cooking process. The cooking assistant guides users from simple everyday meals to special occasion dinners. It even sets notifications for timed steps in recipes. Whether you're a beginner learning to cook or an expert, the cooking assistant adapts to your skill level and helps you make the most of your cooking experience.

The Initial Plan document provides a comprehensive overview of the “foodo” project’s objectives, requirements, and development strategy. It outlines the scope of work. detailing the two main features: the AI-powered cooking assistant and the social platform for food sharing and engagement. The plan specifies the key functional and non-functional requirements, such as personalized meal suggestions, social feed integration, and time-sensitive notifications. Additionally, it highlights the technologies and tools that will be employed, including AI for recipe suggestions, cloud infrastructure for scalability, and mobile app development frameworks. The project timeline includes key milestones such as feature design, implementation, and testing phases. Initial findings indicate strong potential for “foodo” to address both the practical needs of novice cooks and the social networking desires of food enthusiasts. The document concludes that the project is technically feasible and capable of filling a unique gap in the market by offering an engaging and educational platform for users of all skill levels.

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Abbreviations

|  |  |
| --- | --- |
| *AI* | Artificial Intelligence |
| *AWS* | Amazon Web Services |
| GCP | Google Cloud Platform |
| GDPR | General Data Protection Regulation |
| GenAI | Generative Artificial Intelligence |
| KVKK | Kullanıcı Verilerini Koruma Kanunu |
| MS | Microsoft |
| SDD | Software Design Document |
| SEO | Search Engine Optimization |
| SPMP | Software Project Management Plan |
| SRS | Software Requirements Specification |
| UI | User Interface |
| UML | Unified Modeling Language |
| UX | User Experience |

# Product Purpose

We realized that there is a need for a social network specifically for food enthusiasts and cooking. Along with this, we realized that following recipes can be a challenging thing to do, so we wanted to come up with a more interactive and feasible way of cooking. The purpose of developing this product is to improve the cooking experience with AI guidance and create a social gastronomy community. The product overcomes the problems of traditional cooking methodology. The motivation behind developing “foodo” comes from a common problem we observed in university dormitories: many students struggle to cook for themselves. With this app, we aim to fill that gap by providing an interactive solution that helps users start their cooking journey with confidence. We investigated the market for similar products. There are products such as globally Tasty or locally nefisyemektarifleri.com and Yummly. Tasty only offers popular recipes to users, while Yummly helps users find the recipe they want by giving them predefined multiple options one after another, but this method will confuse someone who is new to cooking. Our product overcomes this limitation of predefined options with the ability to talk to the cooking assistant. Tasty and Yummly offer comprehensive recipes and some customization, but they lack guidance and community engagement.[[1]](#footnote-1)

grafik, yazı tipi, tasarım, tipografi içeren bir resim

Açıklama otomatik olarak oluşturuldu

Figure 1. First Logo Sketch for "foodo"

# Product Requirements

1. **Functional Requirements:**

**FReq1.1 - User Onboarding:**

The app must provide an intuitive onboarding process to gather initial user preferences, such as dietary restrictions, favorite meals, and cooking skill level.

**FReq2.1 - Meal Suggestions:**

Users must be able to interact with the AI assistant via text to receive personalized meal suggestions based on available ingredients, dietary preferences, special occasions (e.g. "romantic dinner" or "birthday party") and cooking time limits.

**FReq2.2 - Step-by-Step Cooking Instructions:**

The AI assistant must provide step-by-step cooking instructions, adjusting the level of detail based on the user's cooking experience. The app must allow users to ask for specific instructions, such as using kitchen appliances (e.g. air fryer).

**FReq3.1 - User Profiles and Friend Requests:**

Users must have personal profiles to display their cooking achievements, preferences and posts.

**Freq3.2 – Friend Requests**

Users must be able to send, accept, and manage friend requests.

**FReq3.3 - Posting, Liking, and Commenting:**

Users must be able to post meal images, like and comment on posts, and manage their own posts and comments.

**FReq3.4 - Feed:**

The app must provide two dynamic feeds: one showing posts from friends and another with recommended posts based on user preferences and activity.

**FReq4.1 - Achievement System:**

Users must be able to earn achievements by cooking recipes, sharing posts.

**FRe5.1 - Feedback mechanism:**

Users must be able to give feedback about User Interface (UI), User Experience (UX) and Generative Artificial Intelligence (GenAI) responses.

1. **Nonfunctional Requirements**

**NFReq1.1 - Data Privacy:**

The app must comply with General Data Protection Regulation (GDPR) & Kullanıcı Verilerini Koruma Kanunu (KVKK).

**NFReq1.2 - Data Security:**

The app must use Transport Layer Security for secure connection. The services must inter-communicate inside a private network. Unnecessary transport layer ports mustn’t be open.

**NFReq2.1 - Performance:**

The app must load meal suggestions, social feeds, and user profiles within 5 seconds under normal network conditions.

**NFReq2.2 - Scalability:**

The system must be able to handle up to 1000 concurrent users without performance degradation, especially during peak meal-preparation times (e.g. lunch and dinner).

**NFReq2.3 - Availability:**

The app must have an uptime of 99%, with minimal downtime during scheduled maintenance.

**NFReq2.4 - Compatibility:**

The app must be compatible with the latest versions of iOS and Android operating systems.

**NFReq2.7 - Maintainability:**

The app’s codebase must be modular, enabling easy updates and maintenance without disrupting the entire system.

**NFReq3.1 - GenAI Performance:**

The GenAI must give concrete recipes and mustn’t hallucinate. The GenAI must give accurate answers by using Retrieval-Augmented Generation.

**NFReq3.2 - GenAI Security:**

The GenAI mustn’t answer unrelated queries like “Generate me a python code …”. GenAI must be secured for prompt injections using methods like Parameterization, Input validation and sanitization etc.

**NFReq4.1 Attracting UI & UX:**

The app must provide an attractive UI & UX which got inspired from most popular applications. The developers must update the UI & UX based on feedback.

**NFReq5.1 Legal and Regulatory Compliance:**

The app must be in compliance with legal regulations. The app must show disclaimers to users about generated content and to be careful.

**NFReq6.1 Search Engine Optimization (SEO)**

The app must be designed with SEO in mind to ensure it ranks well on app stores and search engines.

A diagram of a software company

Description automatically generated

Figure 2. Context Diagram

# Project Scope

**In Scope**

**Project Planning and Management:**

Preparation of project documentation, including the Initial Plan, Business Model Canvas, Software Requirements Specification (SRS), Software Project Management Plan (SPMP), Software Design Document (SDD), and final reports.

Scheduling, monitoring, and controlling project activities to meet deadlines and quality standards.

**Requirements Gathering:**

Defining functional and non-functional requirements for the AI assistant and social network features.

**Architecture Design:**

Designing the overall system architecture, including backend services, database schemas, AI integration, and mobile app structure.

Selecting appropriate technologies and tools (e.g. React Native, AI platforms, cloud services).

**Software Development:**

Developing the mobile application frontend using React Native, ensuring compatibility with the latest iOS and Android versions.

**Implementing backend services, Application Programming Interfaces, and databases.**

Integrating AI functionalities for personalized recipe suggestions and interactive cooking guidance.

**UI & UX Design:**

Designing an attractive and intuitive UI and UX inspired by popular applications.

Iteratively improving UI & UX based on user feedback.

**Testing and Quality Assurance:**

Conducting system integration testing, system testing, and UI & UX to ensure the app meets quality standards.

Ensuring compliance with data privacy regulations (GDPR & KVKK) and data security requirements.

**Deployment and Maintenance:**

Getting the app ready to deploy to the application to app stores (Google Play Store and Apple App Store).

**Reporting**:

Regularly reporting progress to stakeholders, including the project advisor and course coordinator.

**Project Deliverables:**

Initial Plan and Business Model Canvas.

Requirements Prototype, SRS, SPMP, SDD documents.

First Increment Product (prototype).

Final product (fully functional app).

Presentations and demos.

**Out of Scope**

**Monetization Features:**

Implementation of in-app purchases, subscriptions, or advertisements is excluded.

**Integration with External Services Not Specified:**

Integration with grocery delivery services or other third-party platforms beyond planned services (e.g. Amazon Web Services (AWS), Google Cloud Platform (GCP), Microsoft (MS) Azure).

**Web Platform Development:**

Development of a web version of the application; the focus is solely on mobile platforms (iOS and Android).

**Localization Beyond Initial Language:**

Support for additional languages other than English is not included.

**Constraints and Limitations:**

**Time Constraints:**

The project must be completed by the end of Spring 2025 Semester, following the academic schedule.

**Resource Constraints:**

No budget, relying on free or student versions of software and services.

Team members' availability, balancing project work with other academic responsibilities.

**Technical Constraints:**

Compliance with data privacy laws (GDPR & KVKK).

Dependence on the availability and reliability of selected technologies and platforms.

Table 1. Work Breakdown Structure



* 1. Milestones & Deliverables

**Initial Planning (September 16 - October 9, 2024):**

Prepare the Initial Plan Document and Business Model Canvas.

Define project scope, stakeholders, and communication channels.

**Deliverable**: Initial Plan (Due: October 9).

**Requirements Gathering and Specification (October 10 - November 6, 2024):**

Gather functional and non-functional requirements.

Develop Unified Modeling Language (UML) Use Case models and non-functional requirements.

**Deliverable**: SRS Document and Requirements Prototype (Due: November 6).

**Project Management Planning (November 7 - December 4, 2024):**

Prepare the Software Project Management Plan (SPMP).

Define milestones, risk analysis, and task assignments.

**Deliverable**: SPMP Document (Due: December 4).

**Design and First Increment (November, 2024 - January 8, 2025):**

Develop the SDD and create UML diagrams for the system architecture.

Complete the first increment of the product, including a working prototype of core features.

**Deliverable**: SDD Document and First Increment Product (Due: January 8).

**Software Development (November 2025 - June 2025):**

Start the development process with First Increment Product (Due: January 8).

In the Spring Semester continue with the development process. (Due: End of June).

**Final Presentation Including preparation(May 2025)**

Preparation of visual documents, videos for final presentation.

Presenting the final product to all stakeholders.

A graph with blue squares

Description automatically generated with medium confidence

Figure 3. GANTT Chart

# Software Development Process Model

We have decided to use the Waterfall model with a feedback mechanism and prototyping. Our aim is to combine the structured phases of the traditional Waterfall model with iterative feedback loops and prototyping to enhance flexibility of the Waterfall model.

We have chosen this model since, due to the structure of CTIS-411 Course, we must consecutively do Initial Plan & Business Model Canvas, SRS, SPMP and SDD, before the first increment of the product and coding stage (CTIS-456 Course). In other words, owing to the help of these tasks of CTIS-411 Course, our project will have well-understood requirements from the outset, making the Waterfall model suitable as it relies on clear initial specifications.

Instead of using the traditional Waterfall model, we incorporate feedback loops after each phase to revisit and refine previous stages based on new insights and changing requirements when needed. This method reduces risk by identifying and addressing potential problems in early stages. In other words, we have thought that both implementing a feedback mechanism and prototyping to a Waterfall model will enhance the quality of the final product. As a result, we have decided to use a clear and sequential structure with a modified version to visualize the product and gather early user feedback. So, with well-defined milestones and deliverables, prototyping will help us to ensure the final product meets the expectations.

Additionally, we are experienced with this software development process both in our academic and professional lives and decided that it is the most suitable model for our project based on our team dynamics.

# Project Stakeholders and Organization

1. Project Stakeholders:

**Project Team Members (Primary Stakeholders):** Cemal Fırat Dağ, Baturalp Sönmez, Batuhan Duras, Alper Çelik, Davut Durmaz

Development team responsible for ideas, design, development, testing, and final delivery of the product. Each team member will contribute to different areas of the project, such as backend development, mobile app development, AI integration, and testing. They are also responsible for ensuring that project milestones are met on time.

**Project Advisor:** Dr. Serkan Genç

Academic advisor, providing guidance and feedback on project development and ensuring that the project meets the academic requirements. Regularly reviews project progress, helps resolve technical challenges, and ensures that the project stays aligned with academic standards. Project advisor will also provide critical feedback during key milestones.

**Course Coordinator:** Dr. Oumout Chouseinoglou

Course instructor and coordinator, ensuring that the project meets course requirements and deadlines.

**End Users (Future Users of the App)**

People who struggle while preparing food and Food Enthusiasts:

Target users who will eventually benefit from the product. Their potential preferences shape the app’s features, interface, and UX. As the main beneficiaries, their feedback will drive future improvements and iterations of the product.

**Potential Investor:** Madlen

Our team member Baturalp Sönmez is an employee of Madlen, and the company might be offering us cloud credits in the future.

**Project Committee:** Lecturers of Information Systems and Technologies department of Bilkent University

Even though we don’t expect any impact which is sourced by the project committee on our project, their decisions might impact our project (e.g. deadlines might be changed by them).

**3rd Party Providers:**

AWS, GCP, MS Azure are the cloud services we plan to use. They directly affect our costs.

Zoom, Bilkent mailing system, Discord, WhatsApp, Zoom are the main communication channels we use. Any problem in these services directly impacts our development process.

We plan to use open-source software like PostgreSQL, Redis, QDrant. Any transition from open-source to paid plan or software directly impacts us.

We plan to use GitHub for version control as it has student plan etc. Any change in GitHub pricing directly affects us.

1. Project Organization

**Project Manager:** Batuhan Duras

He leads our team. He is responsible of the project organization, team meetings, and decision making. He monitors the entire process.

**Tech Lead:** Baturalp Sönmez

He is responsible for the technologies we will be developing our product. Our team members will get his advice on technical matters.

**Development Team:** All Team Members

Each team member is responsible for different aspects of the project, such as mobile app development, AI chatbot integration, backend services, and database management.

**Reporting Structure**

The team reports progress to Batuhan Duras (as project manager), who is responsible for summarizing and communicating updates to Dr. Serkan Genç (advisor) and Dr. Oumout Chouseinoglou (course instructor). The feedback from these stakeholders is then relayed to the entire team for any necessary changes or adjustments.

# Project Communication

The foodo project has several communication channels for smooth collaboration and effective interaction with stakeholders. The internal communication is handled via Discord, including resources, useful links, to-do lists, meeting planning, meeting notes and video chat among the developers. We also use WhatsApp, where we have three groups different purposes: one for announcements only, another for informal communication (chit-chat) amongst the developers and the last one for formal communication: planning, coordinating meetings and finally informal discussions of ideas. In this way, conversations could be focused while the structure for official communications would not get blurred.[[2]](#footnote-2) Communications with stakeholders are handled through Zoom for formal meetings and email for updates and reporting of milestones. The stakeholders can view how the project is developing via GitHub. Additionally, GitHub is being used for technical task management as a tool. Meeting notes of both the team and stakeholder meetings are kept constantly in the relevant Discord channels.

Table 2. Project Communication

|  |  |  |
| --- | --- | --- |
| **Channel** | **Purpose** | **Usage Features** |
| Discord | Internal communication for team collaboration and task management | - Resources, useful links, and to-do lists shared among team members  - Meeting planning and notes  - Video chat  - Keeps development tasks organized |
| WhatsApp | Announcements, planning, and informal communication | - Planning and coordination  - Casual discussions and bonding |
| Zoom | Formal meetings with stakeholders | - Used for formal meetings with external stakeholders  - Allows real-time discussions for decision-making |
| Email | Reporting and updates to stakeholders | - Official project updates and milestone reporting  - Formal communication with external stakeholders |
| GitHub | Progress tracking and code/documentation repository | - Tracks progress on deliverables  - Central repository for code and documentation |

# Project Change Control

For managing project changes, we will be utilizing Git for version control and change tracking. Our team will follow a structured process for any project-related changes.

We have created a dedicated [GitHub Organization](https://github.com/foodoHub) for the project named foodoHub, which will serve as the primary platform for version control and collaborative development. All coding and source code for the project will be managed within GitHub repositories under this organization. Each feature and update will be developed, reviewed, and merged through a pull request process, ensuring code quality and peer review at every stage. To maintain a clear development workflow, we will utilize Git branching strategies, such as feature branches, bug fix branches, and release branches, to keep the codebase organized.[[3]](#footnote-3) GitHub Issues and Pull Requests will be utilized to track feature requests, bugs, and discussion points, ensuring that all changes are well-documented and transparent to the entire team.

For project changes regarding documentation, we are also going to utilize GitHub. We have a [project-docs repository](https://github.com/foodoHub/project-docs), this repository contains essential project documents, templates, and deliverables for the team's ongoing work.

After each meeting and session with the team where we work on project documents, we upload the newer versions we created. This change control system serves as a central hub for storing, versioning, and managing all project-related files, ensuring that the team can easily access and collaborate on necessary documentation.[[4]](#footnote-4)

Table 3. GitHub Resources for Project Change Control

|  |  |  |
| --- | --- | --- |
| **Info** | **Description** | **URL** |
| GitHub Organization | Main organization for the project | <https://github.com/foodoHub> |
| Project Docs Repository | Repository for all project-related documents and templates | <https://github.com/foodoHub/project-docs> |
| Web Page | Project's GitHub web page | <https://foodohub.github.io/> |

# Assumptions

**AWS:** We assume AWS will provide reliable cloud functionality. It is critical for hosting and scaling our application.

**Open-Source Software (Redis, PostgreSQL etc.):** We assume that open-source software that we will use such as Redis and PostgreSQL will remain open-source and free to use throughout the development and deployment phases. Since our project depends on these technologies.

**Expo:** We assume that Expo will remain a reliable platform for building and simulating our React Native application, which allows us to streamline development across different devices.

**OpenAI**: We assume OpenAI’s services will remain operational and capable of responding efficiently.

**GitHub:** We rely on GitHub for version control and assume it will continue to serve as a stable platform for managing our codebase and collaboration.

**Google Vertex AI & MS Azure & OpenAI:** We will use their Large Language Model’s We assume they will give us credit or free limits.

**Discord:** We assume Discord will remain available as our primary tool for internal communication and task management among the development team.

**WhatsApp:** We assume WhatsApp will continue to be used for informal communication, planning, and quick updates among the team members.

**Email Services:** We rely on email for formal communication with stakeholders and assume email services will remain functional for project updates and milestone reporting.

**Team Coordination:** We assume that all of our team members will show up to all of the meetings and do their part of the work regularly.

# Risks

**Data Security:** Since the AI-based features in our app will be personalized based on user data, we must ensure secure handling of the data. User data on our system may be stolen because of some leaks. To minimize these risks, we will encrypt communication between our services and components. Besides having encrypted communication, we will not make every service publicly available unless we really need it. We will log every request and check for any request that might violate our system so that we can catch and prevent violation over our users' data. Potential impact of data security is very high since data breach damages app’s reputation and leads to legal consequences.

**Data Privacy:** Our app should be following the GDPR and KVKK. To comply with these regulations, we will keep some personal data anonymous when communicating with 3rd parties. We will ensure transparency with users about data usage and collection. Before designing the system, we will check these regulations so that we will create a design based on these regulations. To minimize risks, we will regularly check legal regulations. Potential impact of data privacy is very high since not complying with legal regulations and not respecting users’ data damages app’s reputation and leads to legal consequences.

**AI Inaccuracy or Bias:** Even though AI-tech is developed immersively in the last 2 years, it still might respond with inaccurate or biased answers to users. To minimize inaccurate or biased answers we will set up different AI agents to check the data which will be sent to the user. Also, we will store all data that is generated by AI and shown to users. Also, we will get as much feedback as we can get to analyze AI performance. The impact of the AI Inaccuracy or Bias is moderate since it could lead to poor UX.

**User Engagement and Retention**: If we can’t provide good UI and good UX users may lose their interest in the app and don’t use the app. We will get as much feedback as we can from users about our UI and UX. We will use reward systems to encourage users to use the app. Potential risk of the User Engagement and Retention is high since the whole app will fail if no one uses it.

**Legal and Regulatory Compliance:** If the app provides inaccurate or incomplete advice on cooking, this might result in health issues. We will use disclaimers to notify users about not trusting AI 100% and, in any health, issue tell doctors about the recipe which is stored on our app. Not notifying users might result in lawsuits from users. Potential risk of the Legal and Regulatory Compliance is moderate since facing lawsuits from users damages the app's reputation.

**Competition:** There are lots of websites which are aimed to list recipes and give the best results to users. Some of these companies also have strong user bases (e.g. Nefis Yemek Tarifleri - Users of that website create content for the website). By using unique AI capabilities and social network features we might get users from these big players. Also, better UI & UX and SEO performances also will reduce the risk of being in the shadow of these big players. Potential risk of the Competition is very high since big players might try to copy our project and suppress us as they have more money and resources.[[5]](#footnote-5)

**Project Delays and Missed Deadlines:** There is a risk that the project may encounter delays or fail to meet deadlines due to unforeseen challenges such as technical difficulties, underestimated task durations, or team member availability issues. These setbacks could result in falling behind schedule, causing a cascading effect on subsequent tasks and milestones. To mitigate this, we will regularly monitor progress using project management tools, adjust priorities as needed, and ensure that buffer time is built into the schedule for high-risk tasks. If delays become unavoidable, we will communicate promptly with stakeholders to adjust timelines and ensure transparency.[[6]](#footnote-6)

Table 4. Risk Analysis Table



# Discussions

## Limitations and Constraints

Since all of our team members are working part time jobs It was hard for us to meet. Schedule of each team member was constraining our meeting times. But by looking at our priorities we managed to meet all of us in person multiple times for the initial plan.

## Health and Safety Issues

During the preparation of the initial plan, we experienced health and safety issues such as poor eating habits like excessive fast food consumption, overuse of caffeine, as well as neck, bone, and muscle pain due to prolonged screen time.[[7]](#footnote-7)

## Legal Issues

Because of the 82nd dormitory’s guest policy our 5th member coming outside campus was kicked out of the dorm at 10.30 pm. Due to Bilkent’s building policy C building is not open 24 hours, If It was open we wouldn’t have had this issue.

## Economic Issues and Constraints

We had to buy a MS Office subscription (Figure 4) to meet the document formatting rules.

A screenshot of a computer error

Description automatically generated

Figure 4. MS Office subscription billing

Since we had to work till late hours we had to pay large amounts for coffee.

A screen with a price list

Description automatically generated with medium confidence

Figure 5. Coffee billing

## Sustainability

During the preparation of the initial plan, we focused on sustainability by using water fountains around campus to fill our water bottles, avoiding paper by relying on digital documents and spreadsheets, and using our own thermos for coffee instead of plastic cups.

## Ethical Issues

While creating the initial plan, we ensured that all challenges, limitations and expected outcomes were reported honestly. There was a focus on transparency in setting achievable goals without overstating our capabilities.

Ensuring that the workload was fairly distributed among all team members during the preparation of the initial plan was key to maintaining ethical collaboration.

We strived to set realistic expectations for our stakeholders, making sure not to over-promise on the deliverables or timelines in the initial plan.

We were mindful of any potential conflicts of interest while designing the project plan. For example, if any team member had a relationship with potential vendors or service providers, we addressed it to avoid bias in decision-making.[[8]](#footnote-8)

## Multidisciplinary Collaboration

We did not take any multidisciplinary collaboration while preparing the Initial Plan.

# Curriculum Vitae

A close-up of a resume

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A close-up of a cv

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A close-up of a resume

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A white paper with blue text

Description automatically generated

A close-up of a resume

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# References

**There are no sources in the current document.**

1. GenAI tool: ChatGPT 4

   Prompt: “Can you give similar competitors to our product.”

   Rationale: To learn more about our competitors. [↑](#footnote-ref-1)
2. GenAI tool: ChatGPT 3.5

   Prompt: “How can we improve our answer about our project communication channels?”

   Rationale: To improve our answer. [↑](#footnote-ref-2)
3. GenAI tool: ChatGPT 4.0

   Prompt “Write a paragraph about using GitHub for version control.s

   Rationale: We modified parts of it to better fit our specific project needs. [↑](#footnote-ref-3)
4. GenAI tool: ChatGPT 4.0

   Prompt: “Improve the formality and clarity of this paragraph .

   Rationale: Making it more formal and structured. [↑](#footnote-ref-4)
5. GenAI tool: ChatGPT 4.0

   Prompt “Can you give an additional risk topic for us.”

   Rationale: To increase the number of topics in the risks section. [↑](#footnote-ref-5)
6. GenAI tool: ChatGPT 4.0

   Prompt “Write the description for Project Delays and Missed Deadlines:”

   Rationale: Further improve risks section [↑](#footnote-ref-6)
7. GenAI tool: ChatGPT 4.0

   Prompt “Health and Safety Issues say bad eatingi fast food, neck pain bone and muscle pain etc shortly make it more formal”

   Rationale: To make it a formal sentence [↑](#footnote-ref-7)
8. GenAI tool: ChatGPT 4.0

   Prompt “Can you give the Ethical Issues for our project.”

   Rationale: To assess the ethical issues [↑](#footnote-ref-8)