# Restaurant Booking System

We did a thing.

**Garret Meier, Nik Kinkel, David Johnston, Shaun Van Weelden, Matthew Szpak**

# The Team

**Garret Meier - Communications Lead**

**Nik Kinkel - Security**

**David Johnston - Team Lead**

**Shaun Van Weelden - Developer**

**Matthew Szpak - Developer**

# Brainstorming Process

- Team Formation
  - We wanted a diversified team
- Evaluated possible booking system based on:
  - Project Complexity
  - Originality
  - Uniqueness
- Arrived at “ReserveMe”, a restaurant reservation system
  - Enough complexity to allow for many GUI mockups
  - Easy to identify people involved in the project
  - Has been done only a few hundred times before (as opposed to thousands)

# Project Planning

- Brainstormed the necessary design tasks
- Ranked them based on priority
- Decided on task duration
- Determined task order based on task requirements
  - Used this information to create a Precedence Diagram
- Discussed implementation strategies
- Mapped user requirements to GUI designs

# Design Tasks

This project requires a number of tasks to design the GUI.

## 2.1 Preparatory Tasks

Before GUI design can begin, the following tasks must be completed:

A. Determine the target user. The target user of the application determines application functionality and gives a direction for visual style.

B. Gather user requirements and enumerate critical application functionality.

C. Determine required application screens.

D. Determine application screen flow.

E. Delegate required actions to each screen.

## 2.2 GUI Design Tasks

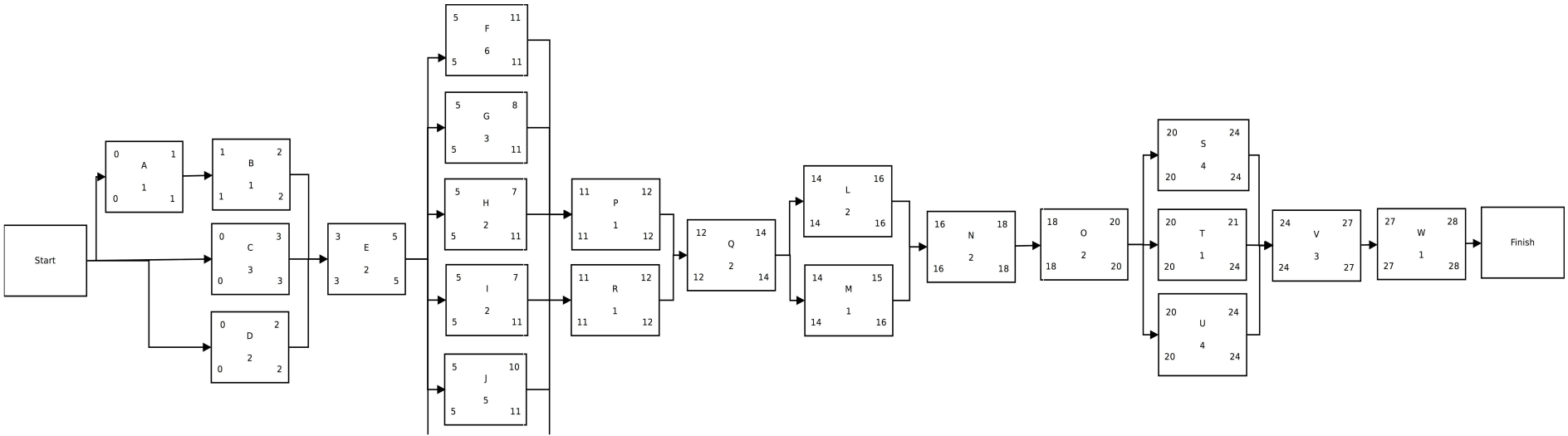
When sufficient information has been gathered to begin GUI design and the preparatory tasks have been completed, our team will complete the following tasks to design the GUI:

# Project Workflow

A. Determine the target user
B. Gather user requirements
C. Determine required screens
D. Diagram screen flow
E. Delegate screen actions
F. Design reservation screen
G. Design search screen
H. Design account creation
I. Design signin screen
J. Design administration screen
K. Design restaurant screen
L. Delegate sections of report
M. Delegate section reviewer
N. Push final changes
O. Compile report sections
P. Commit and push tasks
Q. Fix merge conflicts
R. Push project screenshots
S. Outline necessary slides
T. Delegate slide presentation
U. Create slide template
V. Push contributions
W. Give sections present time.

## 4.1 Task Duration and Team Assignments

| Task ID | Task Duration | Assigned To |
|---|---|---|
| A | 1 | Garrett |
| B | 1 | David |
| C | 3 | Nik |
| D | 2 | Matt |
| E | 2 | Shaun |
| F | 6 | Garrett |
| G | 3 | David |
| H | 2 | Nik |
| I | 2 | Matt |
| J | 5 | Shaun |
| P | 1 | All |
| R | 1 | Shaun |
| Q | 2 | Nik |
| L | 2 | Matt |
| M | 1 | David |
| N | 2 | All |
| O | 2 | All |
| S | 4 | Garrett |
| T | 1 | David |
| U | 4 | Matt |
| V | 3 | All |
| W | 1 | All |

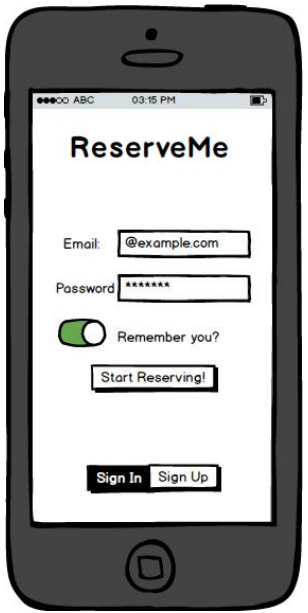



# Work Breakdown: Precedence Diagram Method

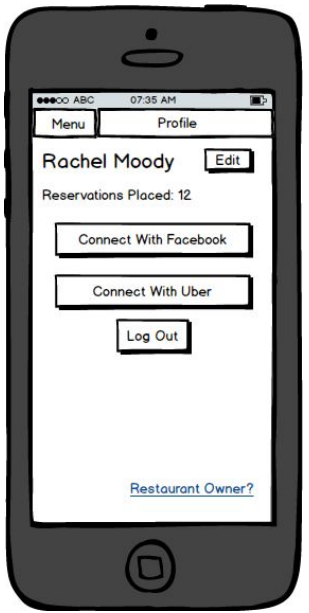
# Proposed User Experience

Sign Up


Sign In



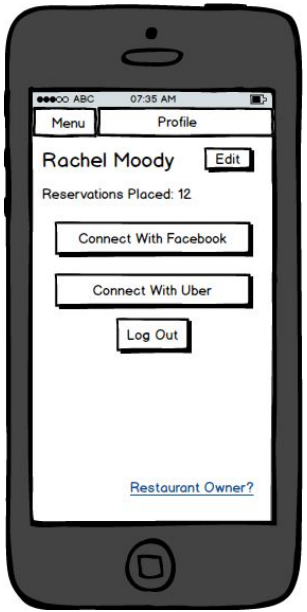

Profile




Search

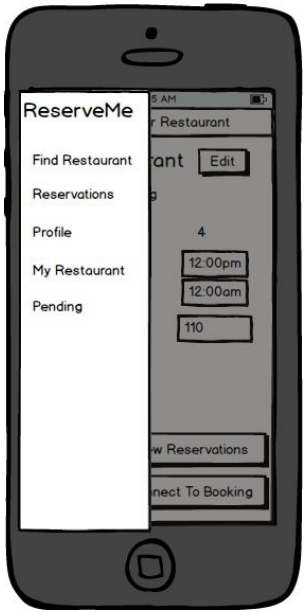
# Proposed User Experience

Profile




Search


Admin Menu

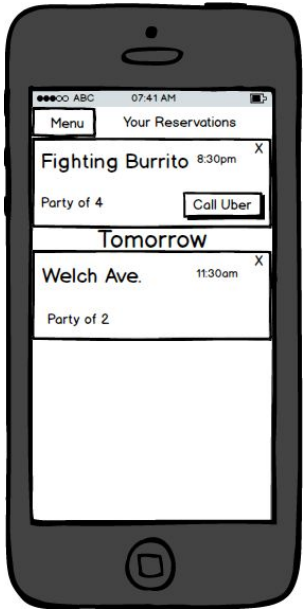



Admin Edit

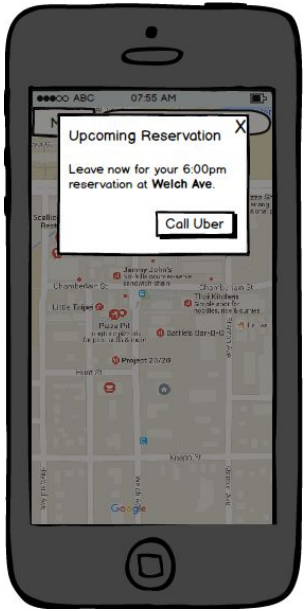
# Proposed User Experience

Make Reservation


View Reservation




Notifications




Menu

# Communication Plan - Stakeholder Chart

- Considered all parties involved
- Identified Client as most powerful party involved
- Identified Faculty Audience as least powerful party involved
- Financial Verification Testers are considered very powerful as well

# Communication Plan - Stakeholder Classification

| | |
|---|---|
| **Accommodate**<br>• Client (24, -75)<br>• Sponsor (21, -10)<br>• Industrial Review Panel (19, -20)<br>• Restaurant Beta Testers (19, -10) | **Work With**<br>• Faculty (23, 25)<br>• Team Members (22, 0) |
| **Work Around**<br>• Financial Verification Testers (13, -30) | **Ignore**<br>• Faculty Audience (7, 65) |

# Communication Plan - Agreement/Relationship Chart

- Considered all parties involved and their levels of agreement and the relationship quality
- Identified Client, Sponsor, and team members as most agreeable
- Identified Financial Verification Testers and Faculty Audience as least agreeable
- Considered Client and Financial Verification Testers as highest quality relationship
- Chose Faculty Audience as having the lowest relationship quality

# Communication Plan - Relationship Classification

<table>
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**Yes Men**

- Faculty (21, 27)

**Fence Sitters**

- Faculty Audience (16, 15)

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**Allies**

- Client (30, 29)
- Sponsor (28, 24)
- Team Members (24, 28)

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**Adversaries**

- Industrial Review Panel (17, 19)

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**Challengers**

- Financial Verification Testers (13, 29)

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# Conclusion

While we are nervous about possible setbacks, we are confident in our analysis abilities, and eager to get started creating “ReserveMe.”

Thank you.

# Questions?

# Risk Analysis

- Decided on the risks involved, and what would cause the biggest setbacks
  - Personnel Shortfalls
  - Unrealistic schedules and budgets
  - Developing the wrong software functions
  - Developing the wrong user interface
  - Gold Plating
  - Continuing stream of requirements changes
  - Shortfalls in externally performed tasks
  - Shortfalls in externally furnished components
  - Real-time performance shortfalls
  - Straining computer science capabilities