Pizza Shop

Project Plan

Date: 11-10-2022
Group: 3-1 (4 Guys)
Class: PCB_03

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Project Plan

Why?
The Pizzeria is receiving increased clientele because of its amazing pizzas. One of their acquaintances (Mr. Panucci) is interested in investing in the Pizzeria. However, before he invests in the Pizzeria, he wants Mario and Luigi to demonstrate that they can handle the increased clientele. The current workflow of the pizzeria is old, inefficient, and certainly not future-proof.

What?
Assess the workflow and propose an IT solution to handle the increased workload. An Efficient Ordering system using a software solution will be the major product.

How?
We are going to make a website for the customers to order from. Then the order will be submitted to the system. The chef will have access to a staff system, from where he can keep track of the orders and prepare the pizzas. From there, it goes to the oven, where it would be timed. When the timer runs out, the oven will notify the system, then the waiter, who also has access to the staff system, will take the pizza and serve it to the customer.

Who?
Mr Panucci, our team, and the pizzeria's employees will be involved in this project. Our team will have the responsibility of making the product, Mr. Panucci will have the authority to approve the project, and the employees will be tasked to user-test the product.

When?
The project timeline is 3 weeks. We will do all the planning in the first week. Followed by the implementation of the solution in the second week, finishing by finalizing the implementation, and giving the final presentation in the third week. Having the website up and running would be a milestone, and having every program in sync would count as complete.

Project Definition

Project Background
Pizzeria "Mario and Luigi's Pizzas" is receiving an increased clientele because of their amazing pizzas. This increased attention has interested one of their acquaintances (Mr Panucci) to invest and become part owner of the Pizzeria. However, before he invests in the Pizzeria, he wants Mario and Luigi to demonstrate that they can handle the increased clientele. He suggests hiring a team of IT professionals to assess the workflow and propose an IT solution to handle the increased workload. Mario and Luigi contacted your team to provide a local proof-of-concept to demonstrate to Mr. Panucci.

Problem Definition
The problem lies in the efficiency of the ordering system. The system doesn't have any automation, therefore making it impractical, inefficient, and certainly not future-proof. The ordering system requires two workers, one on the front serving and taking orders, while one in the back cooking the pizza. The current workflow makes both of the workers communicate inefficiently, which is exhausting, and their miscommunications lead to preparing the wrong orders, unhappy customers, and money loss.

Project Goal
The project goal is to make an efficient system where it's almost fully automated. A system where it would help the workers to handle a large workload, and also a system that Mr. Panucci would approve and authorize.

Expected Result
The expected result is an efficient system where the ordering phase will be fully automated. The workers don't have to communicate verbally in order to deliver the pizza. The system will do most of the work. In the end, the project should have 5 products:

- An order application

- A process review with advice for the optimization of the restaurant workflow

- A user interface design

- A network connection between the two applications

- A hardware solution with a timer.

Way of Working
The project will be done by 4 students. The project will be updated every day for 3 weeks.

Scope
The scope of the project is only to improve the situation in the Pizza shop with available IT solutions. It is not needed to buy or get external sources to run this project.

Risk Management

Resources aren't available (Luigi not showing up)
Probability: low
Impact on project: high
It is preventable by hiring a second cook.
If it occurs the risk is minimized by this second cook. The quality of the pizzas will probably be less than when Luigi cooks, but this way the business can keep functioning.

Stakeholder becomes disengaged
Probability: medium
Impact on project: very high
It is preventable by keeping the stakeholder in the loop. Keeping them interested by showing them progress will keep them interested.
If it occurs the risk will be minimized by having multiple stakeholders or a backup stakeholder. Having multiple stakeholders will make the probability of all of them becoming disengaged less than with a single stakeholder.

Low team motivation
Probability: low
Impact on project: medium
It is preventable by having certain activities that will have the team members maintain motivation. I.e. cheering them up when they have done something well to make them feel appreciated.
If it occurs the risk is small but it can be minimized by engaging with this person/ the team and helping them regain their motivation or think of a solution to make them work just as well without motivation as when they are motivated.

Technology components aren't scalable (oven)
Probability: high
Impact on project: high

It is preventable by having one or multiple extra ovens to keep up with demand as the pizzeria is becoming more and more popular.
If it occurs the risk can be minimized by letting customers know that the oven is overworked and that they might have to wait a while longer. This will lessen the impact of negative customer experiences as the customers are given a reason for what is happening.

Deliverables and Prioritization

Deliverables
The Pizza shop project lasts 3 weeks. The project is based on the courses we took so far, where each topic is connected to the project. We are going to make 5 products that will be in one package, the products are:

- An order application

- A process review with advice

- A user interface design

- A network connection between the two applications

- A hardware solution with a timer.

The products we have mentioned above will be in one package.

Prioritization

Must have:
- Online menu

Should have:
- A nice looking website

Could have:
- SQL database

Will not have:
- A login system for ordering

Planning

	Start	End
Planning		
Project Plan(Project Plan)	10-Oct-2022	10-Oct-2022
Business Process Diagram(Business	11-Oct-2022	11-Oct-2022
Interview Transcript(Interview Tran	12-Oct-2022	12-Oct-2022
Paper Prototype(Paper Prototype)	13-Oct-2022	13-Oct-2022
Paper Prototype(Paper Prototype)	14-Oct-2022	14-Oct-2022
Implementing Solutions		
Python(Python)	17-Oct-2022	17-Oct-2022
CSV, Arduino(CSV, Arduino)	18-Oct-2022	18-Oct-2022
Flask(Flask)	19-Oct-2022	19-Oct-2022
HTML, CSS(HTML, CSS)	20-Oct-2022	20-Oct-2022
Integrating all the programs(Integra	17-Oct-22	21-Oct-2022
Finalizing Implementations		
User Testing(User Testing)	31-Oct-2022	31-Oct-2022
Finishing Touches(Finishing Touche	01-Nov-2022	01-Nov-2022
Making the Presentation(Making th	02-Nov-2022	02-Nov-2022
Demo Presentation(Demo Presenta	03-Nov-2022	03-Nov-2022
Demo Presentation(Demo Presenta	04-Nov-2022	04-Nov-2022

Board - Pizza Project (by days)

	Oct-2022																						Nov-22			
	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	1	2	3	4

Planning

Implementing Solutions

Finalizing Implementations