

Group 5: Project Plan

Assignment 1

Members: John Zheng, Juey Yu, Vincent Yu, Feng Wu, Justin Lew

App Name: Mealify

Group Website: <https://mealmules.github.io/>

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Revision History

Revision	Status	Publication/Revision Date	By
1.0	Created	May. 30, 2018	John Zheng
2.0	Modified	June. 01, 2018	John Zheng, Juey Yu, Vincent Yu, Feng Wu, Justin Lew

Project Summary

People who live by themselves or with a roommate often feel lazy or unmotivated when it comes to cooking food. Even when they get motivation to buy food, they may lose the motivation to use the ingredients to make the food the day after! Our app, *Mealify*, targets teenagers/young adults who live by themselves or with a roommate who wants to cook but cannot find the motivation. Mealify will warn the user the food best before and food expiration date of food in their fridge. This will remind shoppers to not waste their food and motivate them to either eat the food or buy less next time they go shopping. Recipes will also be recommended depending on the ingredients in the user's fridge, to promote healthy eating style and mindful eating. The platform will work on the latest iOS version for the iPhone.

Project Overview

Problem:

People who want to eat healthy and cook sometimes lose motivation. They may buy food or ingredients, but the food ends up not fresh and wasted. Also, when roommates shop for groceries, it may be difficult to keep track of food in the fridge. Most of these people are college/university students who live away from their parents either alone or with a roommate. These students are used to parents making their food and don't know how to efficiently make their own food without wasting food. As a result, they end up buying takeout food, which is often unhealthy and expensive.

Solution:

Our app will offer several features to solve the above problems. The user can input the ingredient or food and the amount. The app will track when the food will reach its best before date. If the food reaches the best before date, a notification will be sent to the user. A recommendation of healthy recipe based on available input ingredients. Roommates will be able to link accounts to encourage a healthy eating style together while not wasting food. This can be the solution of wasting food while mindfully eating. Users can also send the meals they eat to dietitian via the app for professional input.

Users/Stakeholders:

1. College/university students living alone or with a roommate
2. Individuals who are looking to save money and don't want to get takeout
3. Individuals who care about healthy eating and cooking

Possible features:

1. Visual analysis of how much food is wasted this month, which reduce the chance of over buying same kind of food.
2. Warning notification for when ingredients are close to best before dates and have not been removed from ingredient table.
3. A calendar feature to input best before date of groceries
4. A camera function that can scan user's recipe and recognize text to help user input grocery into database.
5. Recommend recipes based on ingredients inputted into the app
6. Able to connect with other users to combine meal plans, and notifications
7. Option to save ingredients/food to their favourites
8. User meals and nutrition can be sent do dietitians for recommendations
9. Keeps track of the money user spent on food

Project Planning:

Our communication plan is to meet once a week on Wednesday at 8:20pm. There will also be additional online meetings throughout the week to report on our progress. Another way for us to communicate is through Facebook messenger, or discord. This way, we have online communication and online meetings for situations where meeting in person is undesirable.

For communicating our code and files, we will use GitHub as our version control system. We will push our code into the repository when it is ready, and the team will look over the code and also test the code. The team website is made and will be updated frequently by Feng Wu. The website will contain information about our project such as our team members, our meetings, our assignments, and our project repository. Contact information will also be on the website if an individual wish to know more about the project app. If an individual is interested in the members working on the app, there are bios, photos, and roles of each member. Every time we finish an assignment, the PDF file of that assignment will also be posted on the website for all to see. Our meetings will also be posted on the website in detail. Each meeting on the website will have information regarding the roles of the facilitator, the note taker, the time keeper and who they are assigned to. In addition, the meetings on the website will also state the attendees, the type of meeting, what every member should read and bring, and the agenda. The link to the website is <https://mealmares.github.io/>.

In term of task managing, we are using Jira to assign tasks. Tickets will be created with points and ticket number that directly relates to branch number on GIT. Everyone in the team can track the progress of tickets. When a ticket is finished, team member need to input testing scenario and regression details to help QA testing. For any external communications, our app has a feature that requires sending information to dietitians. Our team would have to have constant communication to dietitians for the feature to function.

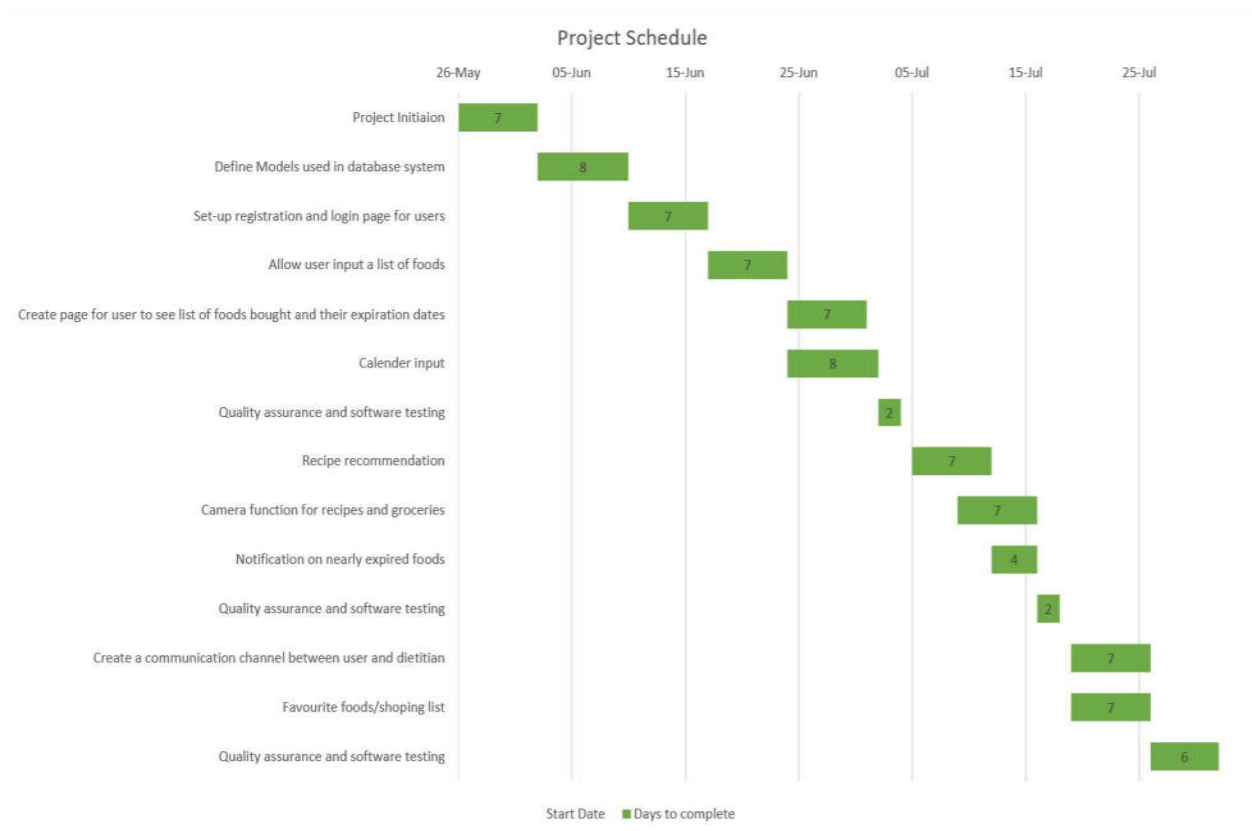
In terms of budget, we are using Jira for \$10/ month. The only people we will be working with are members within our group, and dietitians. For labor costs, some calculations are considered. There are five people in our group total. Assuming we work on this project 9 – 12 hours a week for 10 weeks at 15 dollars an hour, then our hourly cost would be 75 dollars an hour and 750 dollars a week. The labor budget range would be between 6750 and 9000 dollars and assuming the average between the minimum and maximum budget, we would have 7875 dollars as our total budget for labor. If we want to keep this app on the app store after release, we would need to provide 100 dollars a year.

Project Schedule:

Key Tasks	Start Date (mm/dd/yy)	End Date (mm/dd/yy)	Milestones/Deliverables
Project Initiation	05/26/18	06/02/18	Github repository set-up with blank xCode project files Development environments set-up for team members Team webpage completed.
Define models used in database system	06/02/18	06/10/18	Define the user model along with their relationship to different objects Decide on multiple user types
Set-up registration and login page for users	06/10/18	06/17/18	Implement user model and perform database migrations Base the front-end portion based on a UI mockup
HW3 Iteration 1			
Allow user input a list of foods	06/17/18	06/24/18	Create a form page where user can input foods bought Store data in database under the user

Create page for user to see list of foods bought and their expiration	06/24/18	07/01/18	Create a view which extracts data from database on foods listed previously by the user. Display data in a user-friendly way.
Calendar Input	06/24/18	07/02/18	Allow users to input expiration/best before date of certain ingredients
Quality assurance/software testing	07/02/18	07/04/18	Make sure information output from database is correct to the user. Make sure the UX is simple. Refactor code for iteration 2.
HW4 Iteration 2			
Recipe recommendation	07/05/18	07/12/18	Based on the food remaining in the fridge, recommend users to possible recipes (stick to a few recipes for simplicity).
Take a picture of receipt	07/09/18	07/16/18	User will have the ability to take a picture of their receipt and helps the user input groceries into the user database
Notification on nearly expired foods	07/12/18	07/16/18	Based on the food the user has, display a notification in the form of a 'banner' when it is near the expiration date
Quality assurance/software testing	07/16/18	07/18/18	
HW5 Iteration 3			

Create a communication channel between user and dietitian	07/19/18	07/26/18	Allow users to share data of nutrition intake to dietitian.
Favourite foods/shopping list	07/19/18	07/26/18	Users can 'favourite' (like) foods. Users can maintain a shopping list of foods that are under the 'favourites' category.
Quality assurance/software testing	07/26/18	08/01/18	Need two devices to test user-dietitian interaction.



Risk Management:

Risk	Potential Risk	Likelihood of Occurrence	Impact Area	Mitigation Strategy
Type: Project				
Team Member Dropping Course	4 Significant	Low	Likely to produce more work amongst the remaining team members	To start early in the development process and to find strengths of each team member and utilize them.
School exams/other work	1 Low	High	May delay deployment of features for each iteration	Plan ahead and implement difficult features during less busy times.
Type: Project and product				

Team members implementing on same file	2 Minor	High	Files may conflict amongst team members on our local repository, thus making and commits difficult to mitigate.	Good communication of where and when a team members write code. Prevents code conflicts between different versions of the same file.
Lack of experience with iOS	2 Minor	High	Source code may not abide by industry standard	To learn best practices early on in the development process. To read multiple tutorials and Apple's official documentation for iOS' UIKit and Swift
Regression issue	4 significant	high	Merged code can impact other parts of project	Need to specify the regression when the programmer is changing / developing the feature, so QA team member can test it,.
Type: Business				
Similar to other apps already in production	4 Significant	Moderate	The overall value of the application and user retention.	To find what our competitors are missing from their applications and implement their weaknesses into our application

Team Organization and Staff Planning

Feng Wu



- Team Role: tech lead
- Feng is proficient in web development with technologies such as Node.js, Express and MongoDB. His interest are video games, eating, travelling and DogeCoin mining.
- E-mail: wufengw@sfu.ca

Vincent Yu



- Team Role: project manager
- Vincent is knowledgeable in many programming languages such as Python, C and C++. His biggest strength is being able to coordinate and communicate with others effectively, problem solving, adaptable to new working environment and able to work in a team. Vincent's hobbies are hiking, biking and camping.
- E-mail: vdy@sfu.ca

Juey Yu



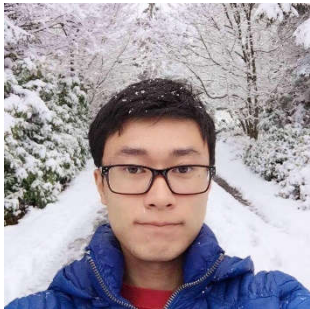
- Team Role: visual designer
- Juey specializes in front-end web development with many languages and frameworks such as HTML, CSS, Angular, JavaScript and Java. Her hobbies include designing and gaming.
- E-mail: Seijuy@sfu.ca

Justin Lew



- Team Role: quality assurance
- Justin excels in web development with various MVC frameworks including Rails, Laravel, and Express. He is currently in the process of learning React Native for his current co-op position as a software developer. His hobbies include photography, streetwear, and machine learning.
- E-mail: jylew@sfu.ca

John Zheng



- Team Role: scrum master
- John is proficient in many languages such as Python, C, C++, Unity, HTML, CSS and JavaScript. His interest are video games, all kinds of sports and not sleeping.
- E-mail: yza366@sfu.ca