Project Schedule

This document will include the trask assignments as well as their respective due dates.

🧨 Phases	🗃️Category	📦 Deliverables	🙋🏾‍♂️ Tasked to	⏰ Deadline	🚫 Blockers	✅ Next Steps
1.0 Ground Work	**Motivation**	Come up with the problem area and importance	**All**	Week 4 13th Occtober 2019	-	Need to formalize our thoughts into a concrete 500 word text description
	Motivation	Coming up with a 500 word textual description of project	**Jake**	Week 5 14th October 2019	-	
	Scoping Scale and Underndersta nding the problem	Collecting real time data at crooked cooks of how consumers and kitchen staff behave	**Marc**	Week 5 17th October 2019	-	Internalizing this data and creating insights on how we can properly come up with statistics and plan our project.
	Alignment of prupose and project timelines	Product map of Week 6 to Week 12. Envisioning all of our goals and feasibility based on timeline.	**All**	Week 5 18th October 2019	-	
2.0	**2.0.1: Simulation Design**	Aligning on user flows. Creation of Influnce	**Nicole**	Week 6 23rd October 2019	-	

		Diagrams and State Machine Diagrams to aid in coding from the noncolliding model.				
	2.0.2: UI Implementation	We are all visual learners therefore we prioritized inputting all the UI eleme lements into the code before augementing the main structure of it.	**Faisal**	Week 6 26th October 2019	Settled for a Mario Kart Backgackround however, had a blocker in terms of the background to keep theme similar. No available 2D mario kart world assets online.	• To create own from scratch • Change theme
	2.0.3: User flows	Ensuring the elements on the screen is moving in the following way: Enter restaurant entrance > go to cashier queue > stay at cashier for X amount of time > be assigned to a table seat.	**Faisal and Jake**	Week 7 1st November 2019	Could not get the customers to be assigned to a particular table seat when they entered the restaurant therefore causing the restuarant customers to sit on top of one another	• Try to add table seat number into the patient's list attributes
	2.0.4: Including Performance Measures	Questions we asked ourselves: • What questions will you attempt to answer using the simulation? • What measures of system performance are you trying	**All**	Week 8		

		to estimate using your simulation? • What sensitivity analysis? How will you structure the simulation runs (eg. Paired t-tests)? • How long will you run the simulation?				
2.1	**2.1.1: Change of UI Implementation**	Iterating on the `P1 UI Implementation` blockers	**Nicole**	Week 9	-	-
	2.1.2: Ensuring customers are mapped to a table upon entry	Based on `P1 User flows`	**Faisal, Nicole, Marc**	Week 9	-	-
3	**3.0.1: Ensuring responsiveness in our simulation output**	We faced a problem on all our multiple different screen sizes that the tables and chairs often looked lopped sided.	**Marc**	Week 9	-	-
	3.0.2: Alignment of Current Standing	As a team we felt like we have come to a point where we are steady enough and can add on more elements to the code and the structure. We revisited the questions in `Phase 1 Performance Measures`	**All**	Week 10	-	

		and decided that we are in a ✅ position to move on and add another queue into the system. The drinks queue				
	3.0.3: Adding the Drinks Dispenser Queue and assignment	Now we can move to make our entire project more feasible by closely relating it to how the drink collection works in crooked cooks	**Faisal**	Week 10	-	-
4	**4.0.1: Acting on our Performance Measure**	Here is when we tried to implement statistics.	All	Week 10	There was a lot of troubleshooting that we had to account for such as when we increase the queue capcity, why did the waiting time in restaurant increase because in actual fact it should not. The only thing that should have been affected should have been the percentatge of rejected customers.	-
	4.0.2: Acting on our Performance Measure	Collecting results and forming informed insights. Based on the statistics we needed to measure profit/ what we set out to optimize:	All	Week 10	-	-

		1. Average time spent in restaurant 2. Average time spent in queue 3. Average percentage of users that are being rejected				
5	**Consolidation**	This was when we put all our work into our output analysis and framed the problem and solution we have come up with into all of the project management file that professor Nuno provided us.	All	Week 11	-	🎉