**Initial Planning Documentation**

**Team Description**

* Najim Mazidi – Lead software developer
* Adam Gilbert – Database development and backend.
* Aaron Malzard – Web app development. Front and backend, Mobile app development.
* Alex Hastings – Team leader, HCI, Mobile app development
* Nathan Scarfi – Desktop application development, Database development.

While each team member is assigned to roles within the project, they will also pitch in when needed to help with other aspects of the system.

**Tools Used**

* Github – Used for storing the code for the implementation and for version control.
* Oracle Developer – Used to create the database for the system
* Netbeans – IDE used to create the desktop application in java
* XCode – Used to build the iOS application for the system
* Visual Studio – Used to create the middleware API
* Xserve Server – Provides the middleware used to connect the web app, desktop app and iOS mobile client to the oracle database.
* PivotalTracker – Used for project management

**Initial requirements, analysis and design**

**WEB APPLICATION**

* Input postcode to find nearest store (allows expansion)
* View menu
* View current deals
* Add pizza to basket (Select size)
* Customise menu item (Remove topping/Double up/Change crust)
* Create own pizza(Size, Crust, Base, Toppings)
* Half & Half pizzas
* Should be dynamic (look at dominos with regards to customise/add to basket options)
* Use consistent images
* Add sides to basket
* Add drinks to basket
* Select time you want pizzas for
* Automatically calculate price changes with deals and customisations
* Obvious basket has items in
* Display current price of order in basket
* Automatically assigns deal if relevant
* Pay for meal as guest or log in with account
* Create account
* Use PayPal to pay for pizza

**MOBILE APPLICATION**

* Log in as rider
* Select option to check in or just view rider account. Check in activates GPS
* Push notification if rider numbers are low
* Rider receives notification if order is ready to collect
* Rider has 1 minute to accept order
* GPS always tracks to order unless there is none then it tracks back to pizzeria. When order is confirmed there’s an option to select house or takeaway
* Maps displays quickest route & estimated delivery time
* Option to phone customer
* Option to view order details
* Button to confirm pizza has been delivered
* Log out/Sign off option. Sign off just puts the rider off duty
* Option to view stats for wages earned, hours worked, number of deliveries made

**CHEF APPLICATION**

* Show live orders – Toppings needed/Size/Crust/Base
* Show additions & substitutions
* Show side orders
* Chefs able to change status of pizza as it is cooked
* Touchscreen functionality
* Undo button

**ADMIN APPLICATION**

* Log in with admin details
* Manage customer accounts
* Manage rider accounts
* Manage admin account
* View past orders
* View individual customer order histories?
* Staff data?
* Change menu
* Manage deals
* Dashboard displaying sales statistics, money earned, wages paid, stock costs
* Stock tracking

**Sprint Plan**

**Communications Plan**

We have chosen to use Facebook messenger for communicating with each other as every group member will receive a notification of their mobile device when a message is sent. We will aim to meet as a group at the start and end of every week as a minimum. At the start of the week (Monday morning) we will set tasks for everyone to complete during the week using Pivotal Tracker. At the end of the week (Friday afternoon) we will review everything done in the week and assess how well the tasks have been completed. We will update Pivotal tracker accordingly. If a meeting is required during the week, we will arrange a suitable time for every group member.

We will meet with our user once every two weeks in order to discuss progress of the project and make sure they are happy with the direction the project is going. This is also a good chance to clarify and questions that may have arisen about the user’s requirements.

**Risk Analysis**

Risk: Loss of data due to hardware failure.

Low probability. High impact.

The risk will be largely mitigated sue to all key data being sorted as multiple copies stored on several separate backups.

Risk: Loss of productivity due to group member illness

Medium probability, low impact.

As there is no realistic way to reduce the risk of a group member becoming reasonably ill, as such we will have to accept the risk and deal with the issue if it arises.

Risk: possibility that clients are not satisfied with the work produced

Medium probability. Medium Impact

The risk will have to be accepted and dealt with if and when it occurs.