# Software Proposal Document for project Jardin

Mahy Ayman, Mariam Othman, Nour Mahmoud, Zeina Tamer
April 9, 2021

Table 1: Document version history

<b>Proposal Version</b>	Date	Reason for Change
1.0	9-April-2021	Proposal First version

#### **Abstract**

Coworking spaces are becoming increasingly common among freelancers, information workers, and start-up communities in modern cities. Coworking spaces can become a burden sometimes, one can never know when it is the right time to go there since individuals can never know if it'll be too crowded or if there will be any room left for one to complete their work in. Together with our web application, the coworking space could provide a more controlled environment than that one might find in a cafe. The role of our web application in solving this problem is to ensure a safe way of communication between freelancers/students/people and the coworking space. The development process is mainly built on making communication much easier, and safer to establish. The proposed solution is a web application that will facilitate people's communication with our clients' co-working space. Our web application aims to ensure a seamless experience from landing on the web application until physically landing on the place itself. It will be easier to reserve or contact the coworking space without going through phone calls or other procedures that may cause loss of time, and for some people anxiety.

## 1 Introduction

## 1.1 Background

There has been a noticeable shift in the way our everyday lives work, our client's vision was inspired by that change. Jardin is an open-air co-working space, that offers its clients a haven to work and enjoy a day out. With the help of our application, we aim to provide for our users an ultimately safe environment, through online reservations and communication systems. through online reservations and communication systems hence avoiding the hassle of offline booking that not only is problematic due to COVID-19 precautions, but also has been proven to cause unnecessary anxiety to many individuals.

### 1.2 Problem Statement

People nowadays tend to feel safer in their homes than any other place due to the current situation that has been going on for over a year now with COVID-19. Most people now work, study, and take classes from home, but that could sometimes be boring and mentally exhausting for people who miss their old outgoing life. Co-working spaces have been existing for quite sometime now, going to a co-working space is a simple form of change if someone wants to work or study in any other environment other than his/her home. Nevertheless, a co-working space is usually a closed area, and that could make people worry about their own safety and health nowadays. So our client is now making a place that could be thought of as an outdoor co-working space. Since they're very much concerned with the experience of their clients, they want to make sure their clients start the experience the moment they browse their web application. Many people put off visiting places or ordering things online when they find a not-so welcoming web application. Aligning with our client's general vision of creating the best client experience, we'll develop a web application that would instigate their clients' experience the moment they land on the web application. Our web application will also provide a calendar for clients to view upcoming events and facilitate reservations.

## 1.3 Motivation

Many people obviate going through different experiences because something as inconsequential as a not welcoming web application browsing experience. The problem would occur if an interface is not very smooth and seamless. The current solutions available are usually in making the user feel invited and directed. A possible improvement to the current solution is having our web application act as a tour d'horizon.

# 2 Project Description

As mentioned before, our application's main purpose is to facilitate communication between clients and administrators, help the reservation process and create a seamless user experience. First, allow the user to move around your booking system comfortably. They should find what they need in minimum amount of clicks. Second, user should be presented with options to book and pay instantly. Third, open a communication channel between client and administrators. Finally, provide our users with a live location map to aid their trips

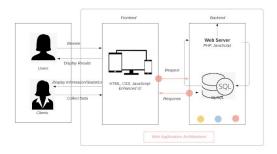


Figure 1: web application architecture

## 2.1 Objectives

- Creating a medium between the owners and clients for taking requests with loading at most 3 pages.
- Users should find what they need in least amount of clicks by the end of the design period.
- Users should view the basic services without having to signup, it's only when they're reaching the last step which is the reservation they'll have to signup.
- Users should get the feeling of wanting to signup after using the basic features of the web application rather than having to signup.

### 2.2 Stakeholder

#### 2.2.1 Internal

Mahy Ayman is the team leader. Team members responsibilities will be divided later on.

#### 2.2.2 External

Our end users are the owner/s of the business and their clients.

# 3 Similar System

### 3.1 Academic

The academic paper we found is "Mobile Air Ticket Booking" by Ivan Burmistov. The paper addresses the complexity of booking flight tickets on devices such as desktop, where the user has to go through a multi-parametric search in the flights database and then browsing long list of flights with different options. The researchers tackle this issue by presenting the results of flight research into prospective users of mobile air ticketing, a set of domain-specific user interface design guidelines for mobile air ticket booking application. The researchers used a device based rich media platform which made them realize that device-based mobile applications provide sophisticated interaction styles beyond the simple navigation model of web based applications. They also noted that mobile applications having GPS sensors gave them a clear advantage over desktops.[bookingapp]

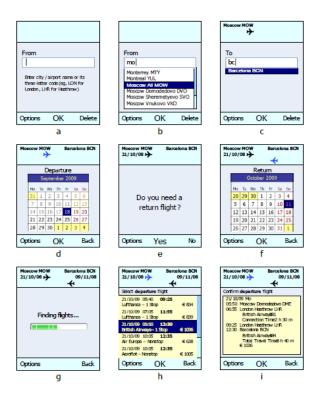


Figure 2: web application architecture

## 3.2 Business Applications

Our research for existing applications revealed that a number of websites search for several co-working places at once and are not dedicated to a single one. This concept is good for searching for any random offices around the client, but it struggles to create a direct contact between the clients and each office. One of the few dedicated web applications we found was that of the MQR co-working space, however the drawback it has is that the user is forced to signup to just view anything, and it creates a not so good user experience. Also, another drawback is that the user might get lost eventually in the web application because of the number of clicks one clicks.

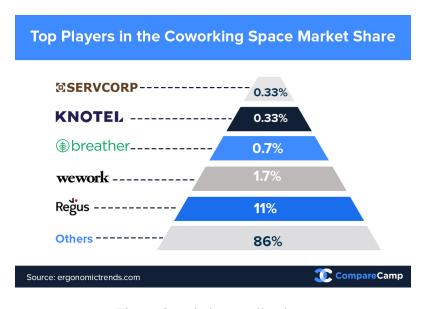


Figure 3: existing applications

# 4 Project Management and Deliverables

## 4.1 Deliverables

The project aims to produce a fully functioning and reliable reservation system. Our goal is also to deliver our client a monthly report of statistics our users (including their age groups, their visitation day preferences, etc.) along with a report containing reviews, average ratings and the number of visits on our application per month. A carefully constructed reservation system that requires the minimum amount of steps to complete. Through our database, we can offer our clients accurate statistics and figures regarding our most frequent users thus helping them narrow down and understand their clientele better. They will also be presented with the average ratings monthly along with requests and complaints submitted by the user to help enhance the overall experience.

### 4.2 Tasks and Time Plan

Our Trello plan (subject to modification): https://trello.com/b/Q72TSdqc/project-roadmap/timeline

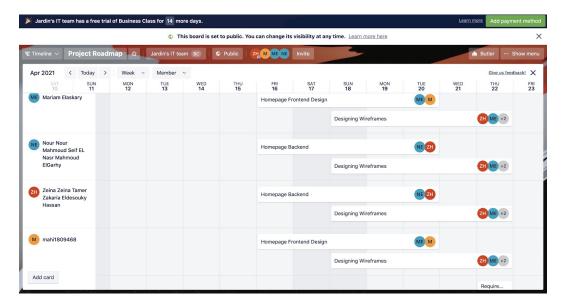


Figure 4: time plan

# References

[1] Burmistrov, Ivan. "Mobile air ticket booking." ECCE. 2009.