CS3216 Group 7 - BigSpoon Progress Report

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- 1. Application prototype. Minimally as functional as what was achieved in Assignment 1. We have pushed our application prototype to the final project Github repo at https://github.com/CS3216/2013-final-project-7 You can view screenshots of our prototype in the Appendix section.
- 2. Is your project on schedule according to the milestones and timelines submitted in the initial project proposal? If you are on schedule, great! If not, why not? What is your team doing about the slip in your project schedule?

At our second iteration, our team is a bit behind the original schedule on 2 part:

- 1. iphone application integration with backend API
- 2. socket real time system on menu and order system

The main reason we are behind the schedule is due to during iteration 1, most of the team members have mid-term exams on week 7 and week 8 which slows down our development. We also faced some difficulty with server administration problems which took extra time to resolve (e.g. can't save images in S3 server).

In order to make up for the lost time, we are spending extra time for this week and the next week by meeting up everyday to finish the API integration.

3. What were the problems/difficulties your team has encountered? How have you overcome them, or what plans do you have to overcome them?

On top of mid terms, one other difficulty that every team member has faced is that the work from other modules are starting to come in, so we have less time for CS3216. We are planning to have coding sessions together so that we can motivate each other and can reduce the time spent on things like queueing up for food. One person can buy takeaways for everyone else so that only one person spends time queueing.

Another challenge faced is the picking up of an entirely new backend stack for some members, as they previously used different backend stacks for their past projects - php, ruby on rails. This time we are using python django. To overcome this problem, the members are making sample mini projects to pick up python django. Although this takes time away from the main project in the short term, we will be able to make up for it after that.

At last, some technical problems are also involved, for example, the image for dish menu can't

be saved in S3 server, and we end up saving images on the production server.

4. Any changes to the application since the initial project proposal?

No major changes on the functionality part of the application, whereas we have redesign the models and database schema to make it simple and clean while also achieve the original goals. The new design is in Appendix.

5. Assuming that your team has already deployed a prototype of your application, how has the response been? Any other new insights, plans or strategies your team has come out with?

There are 2 sides to the prototype for our application. One, the web app for the restaurant owner. Two, the downloadable iphone application for diners.

For the restaurant owner web app, we haven't finished real time system support yet, but we have already talked with the restaurant owner and gathered valuable feedback. And based on the feedback we have following new insights:

- 1. Not all the staff will be equipped with an iPad to view the web application, we will be notify the staff by sound if new order comes.
- 2. When restaurant owner has finished key in the user order into their POS system, we will provide a feedback to the original order user.
- 3. The menu from the restaurant will not change very frequently, we need to make it clear and easy for restaurant owner to achieve their main task which is modifying the dish stock.
- 4. The kitchen staff has their own heuristic when picking menu items to prepare, for example the same dishes within 1 minute of each other are prepared at the same time as one batch

For the diner iphone application, as the integration with backend API is not yet finished, we haven't test out with beta testers, whereas we have gather UI/UX feedback from BigSpoon team and our friends, we will have the following improvements:

- The outlet table and the menu table should be available to the users even if they are not logged in. This is to let more user try the app first without extra clicks to sign up a new user. So we need to cancel the authentication process when the user views these pages.
- 2. The app should be able to notify the user once the order is acknowledged, as discussed in the second point above.

In the future, once we have deployed a prototype of our application, we will gather user feedback and iterate based on our findings.

6. Updated project schedule: milestones and timeline.

1 November Sunday	Finish Iteration 3	 Diner-Frontend: Integrate with other Backend API, Submit to Apple store Staff-Frontend: Integrate with other Backend API, UI improvement, client side request queue system Backend: Finish other Backend APIs, server side request queue system Schedule meeting with restaurants owners again, get user survey feedback and discuss possible change in the system Update progress document
4 November Monday	Progress Report 2 (Oral)	Gather feedback from CS3216 staff group, test MVP and bug fix
8 November Friday	Start Testing with real app	By then, Apple should have approved our iOS app, so that we could conduct real-time testing and real-time testing in restaurants.
17 November Sunday	Finish Iteration 4 (final)	 Diner-Frontend: UI improvement, change according to user feedback, other features Staff-Frontend: UI improvement, change according to user feedback, other features Backend: Test case for endpoint API and socket API, change according to user feedback, other features Update final report document
18 November Monday	Poster Session	Gather feedback from judges and guests, make changes accordingly, update final report document
22 November Friday	Final Report Due	Final check on system and submit final report

Appendix: Screenshots











