Plans and Progress:

The concept for SmartOrder began as an idea Roshan had while working in his family’s restaurant. With the huge ongoing costs associated with wages, as well as person to person restrictions having being put in place as a result of COVID, he recognised a need for a dine-in and take-away experience that could be entirely contactless and free of staff intervention, yet still smooth, seamless and positive.

Roshan’s teammates also saw the huge potential of the product, and were passionate in working together with Roshan to help create this. Roles were assigned to each team member and research was undertaken on each of the technologies and requirements that would be needed for the app’s development. These were MongoDB, Express.js, Angular and NodeJS. Originally it was proposed the website would be hosted using Netlify, however it was later deemed to not be suitable due to the highly dynamic nature of the app. It was therefore decided Heroku would be a better solution for deployment and hosting.

Github has been used throughout the duration of the project and the commits to this are an accurate reflection of the work contributed by each of the team members. A decent amount of planning and theoretical research has been performed, and the team are confident they know what is required by each of them in order to develop the app. The main barrier to development is a lack of JavaScript knowledge, however with the developers acutely aware of this, they are currently undertaking their own self guided learning to become proficient at the language.

It was felt a simple prototype should be made as early in the project as possible to help demonstrate a tangible product to prospective clients and investors, and so a functioning prototype has been developed. The prototype currently has the ability to register, log-in, add items to cart, calculate a total amount, and some simple features of a payment system. Some early unit and integration testing of the prototype has begun, and preliminary feedback is being sought from external stakeholders in the hospitality industry in relation to the general layout and feel of the user interface.

The project is essentially in its final planning stages and very early development stages. Assuming the development team are able to learn the JavaScript knowledge they require, it is expected a complete prototype would be ready for user testing in 8-10 weeks time.

\*Talk about what other features need to be made – front end, back end.