**Foodtrip Search Engine**

Project Plan Charter

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1.0. General Information

1.1.Project Description

FoodTrip Restaurant Search Engine is an Application where you can easily access restaurant around Metro Manila explore high class restaurant's in different cuisine category and choose a restaurant you want to visit where you can view information, feedback and promotion deals.

Purpose

FoodTrip App is a visual guide to good food and where to find it. Instead of reviewing restaurants, we can recommend great dishes and see what others recommend wherever you go.

Scope

This project aims to provide a user friendly Web Application. An application that can be used to access high class restaurant around metro manila. The user must be a member to avail different promos and discount offered by other restaurant. The user/member may use FoodTrip App to find and review different cuisine and restaurant.

General Objectives

The General Objective of this Application Project is to provide Diner/User's to access location and information about the restaurant around metro manila

Specific Objectives

• To provide hassle free restaurant search around Metro Manila.

• To find desired restaurants the Diner/User wants to visit.

• To show updated restaurant menu and promotions offered by the restaurant's

1.2 System Overview

**Software Environment**

**Programming Languages**

* The application will be developed using Java, HTML5, PHP, Mobile framework

**Specific Software**

* FoodTrip application uses the SQLite Database to store data and is connected to cloud server and Android Studio

**Operating System**

* The application runs in Android Operating System. Android API level 19 KitKat

**Hardware Environment** 

* The focus of this project is to apply the use of android phones and the internet for the user for better information about different cuisine and restaurant around metro manila.

**Network Requirements**

* Internet connection – specifically DSL or Broadband internet or Wi-Fi connections

***Application Implementation Priorities***

**Scheduling**

The project team will be using Agile Methodology in scheduling the project. This method will be used so that the application will be developed faster and use the remaining time to adjust the application to the client’s needs. The project time will be divided into three iterations for faster time and better communication with the client. A detailed project schedule is provided at the end of the page.

1.4. Project References

**Communication**

The project manager will set up meetings with the client for additional requirements and iteration presentations.

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| --- | --- | --- | --- | --- |
| **Type of communication** | Communication Schedule | Typical communication mechanism | Who initiates | Recipient |
| **Project Planning** | Start of the Project | Face to face meetings/email | Project Manager | Project Client |
| **Information Management** | Sep 26, 2015 | Face to face meetings/email | Project Manager | Project Manager |
| **1st Iteration** | Dec 16, 2015 | Face to face meetings/email | Project Team | Project Client |
| **2nd Iteration** | Feb 29, 2016 | Face to face meetings/email Presentation | Project Team | Project Client |

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**Risk Management**

The project team may encounter risks in the development of this project. Below is the risk register of potential risks during development.

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| **Rank** | **Risk** | **Description** | **Category** | **Trigger** | **Responsible** | **Potential Response** | **Impact** |
| 1 | Start-up plan | Meeting with client, project team, and external entities | Project Planning | Absent in required meetings | Project manager | Timeframe, meetings execution could be a virtual meeting or face to face meeting | Minimal |
| 2 | Staffing/Human Resources | Project team needs an experienced staff and programmer | Project Manager | Lack of knowledge of acquired staff | Project analyst | Execute an examination or interview staff based of their qualifications | Serious |
| 3 | WBS | Scheduled restricted deliverables | Project Planning | Delayed deliverable submission | Project analyst | All the deliverables and activities should be done to avoid delays | Serious |
| 4 | controlling | Security of the system when released | Information technology department | System maintenance | Project Client | IT department will take place the potential security for security | Minimal |
| 5 | Hardware/Software | The needs of computer or laptop and other software needed | Information technology department | Insufficient funds | Project analyst | Budget allocation of hardware and software | Minimal |

**Training Plan**

The WebApp requires the system to be easy to use and understandable to the majority of the user/member. The system must be designed to be interacting to the point that there will be little to no training required for the regular users. However, the administration and IT users must be trained about the back-end of the application upon implementation. Training will be provided for database and system maintenance of the application.

**Project Quality Assurance and Control**

To ensure that the project meet or even exceed the user’s expectation we created a quality management plan to make sure that the technology we were proposing can provide a service that the restaurant establishment needed to their day to day operations, we have the following procedures that can help us to make a quality system and achieve total client satisfaction.

-Having an accurate record of every defects and errors that we encounter on each process.

-Be familiarized in all of those defects and errors that have been occurred.

-Maximizing the time given to the team, making sure that every procedure will be done base on the time management plan.

-Use of SWOT analysis before implementing the system to lessen the chances of dissatisfaction from the clients.

-Perform an overall quality check before the implementation.

-Build a security plan for the system to make sure that the system is secured and safe for system sabotage.

**Procurement Planning**

Outsourcing project team members would benefit the client organization to allow the main project team to focus on its core activities and to reduce the risk of being delayed to all the submissions of deliverables.

 

 