* Formulate your project idea
  + User choose a region in Singapore first, then an area
  + Choose shopping malls from there
  + Presented with a list of dining outlets and the mobile wallets they accept
    - Additional info like unit number, rating (from Google), price point
  + Users can filter by their preferred mobile wallet or preferred dining type, or sort by name, rating, price etc.
* Identify the features for your system
  + Users can create an account (email, Facebook, Google) or use as a guest
  + Their name and preferred mobile wallets will be saved, but they still can use the filter function
  + Feedback option available if users find that the mobile wallet is not accepted but is stated otherwise in our app, or for suggestions
* Design your system
* Create a development plan
* Pick up the necessary technologies
  + Webscraping necessary to get the dining outlets accepted by the mobile wallets
    - Currently available on [Grab](https://www.grab.com/sg/grabpay/where-to-use/) and [Dash](https://www.dash.com.sg/where-to-dash/)
* Advisor requirements:
  + Concrete idea (things we’re using like Android Studio, languages we’re using)
  + Whole list of features
  + Timetable of how we are going to execute it (schedule)
  + Set-up GitHub and add advisor for him to check
  + Webscraping with Python (Selenium for interactive, otherwise Scrapy is fine)
  + If log-in then we need to ensure security, authentication
  + For our gift idea, we can do something like NUSMods where no log-in is required, simply share the shortened URL of the timetable
    - More challenging if we want to make a friend list (can try Facebook friends integration)

# Brainstorm

## Who is your app for?

Our app is for people who use mobile payments, namely *GrabPay*, *Dash* and *PayLah!*.

## What will your app help people do?

Our app will help them find dining outlets in shopping centres that accept their preferred mobile payment option(s).

## How will your app help them?

Our app will display a list of dining outlets in a particular shopping centre selected by the user. The list will be filtered based on the user’s preferred mobile payment option(s).

## App Definition Statement

Our app will help mobile payment users to find suitable dining outlets in shopping centres by displaying those that accept their preferred mobile payment option(s).

# Plan

## What information or content is in your app?

For dining outlets in shopping centres that accept mobile payment options (GrabPay, PayLah, Dash), we will include their:

* Name
* Unit number
* Rating (from Google)
* Price range (from Google)
* Mobile payments accepted

For every user, we will store their:

* Name
* Preferred mobile payment options (they can update it or use the filter any time, this is just for convenience when they are searching for dining outlets)

Shopping centres in Singapore from [Wikipedia](https://en.wikipedia.org/wiki/List_of_shopping_malls_in_Singapore).

## What actions would someone take when using your app?

1. Create an account or be automatically logged in
2. Enter the name of the mall he/she intends to visit, following which he/she will be presented with the list of dining outlets in that mall
3. Have the option of filtering (dining category or mobile payment option) or sorting (alphabetical, rating, price)

## Technologies Implemented

* Webscrapers
  + Selenium
  + Scrapy
* App Development IDE
  + Android Studio
* Prototype
  + Adobe XD
  + Sketch/Lunacy
* Language
  + Java
  + Python

## Project Timeline on Google calendar [here](https://calendar.google.com/calendar/embed?src=61bbh859tgdf69r24ioqq5pj5g%40group.calendar.google.com&ctz=Asia%2FSingapore)

* 28 May: Internal deadline for project poster
* 29 May: Internal deadline for Milestone 1 (Ideation)
* 3 June: Deadline for Milestone 1 (Ideation)
* 24 June: Internal deadline for Milestone 2 (Prototyping)
* 1 July: Deadline for Milestone 2 (Prototyping)
* 29 July: Deadline for Milestone 3 (Extension)

## 