

PIZZA PROJECT

PROJECT PLAN

Date: 28-03-2023

Group: Group 1-2

Version: 1.0

GitLab: <https://git.fhict.nl/I506066/pizzaproject>

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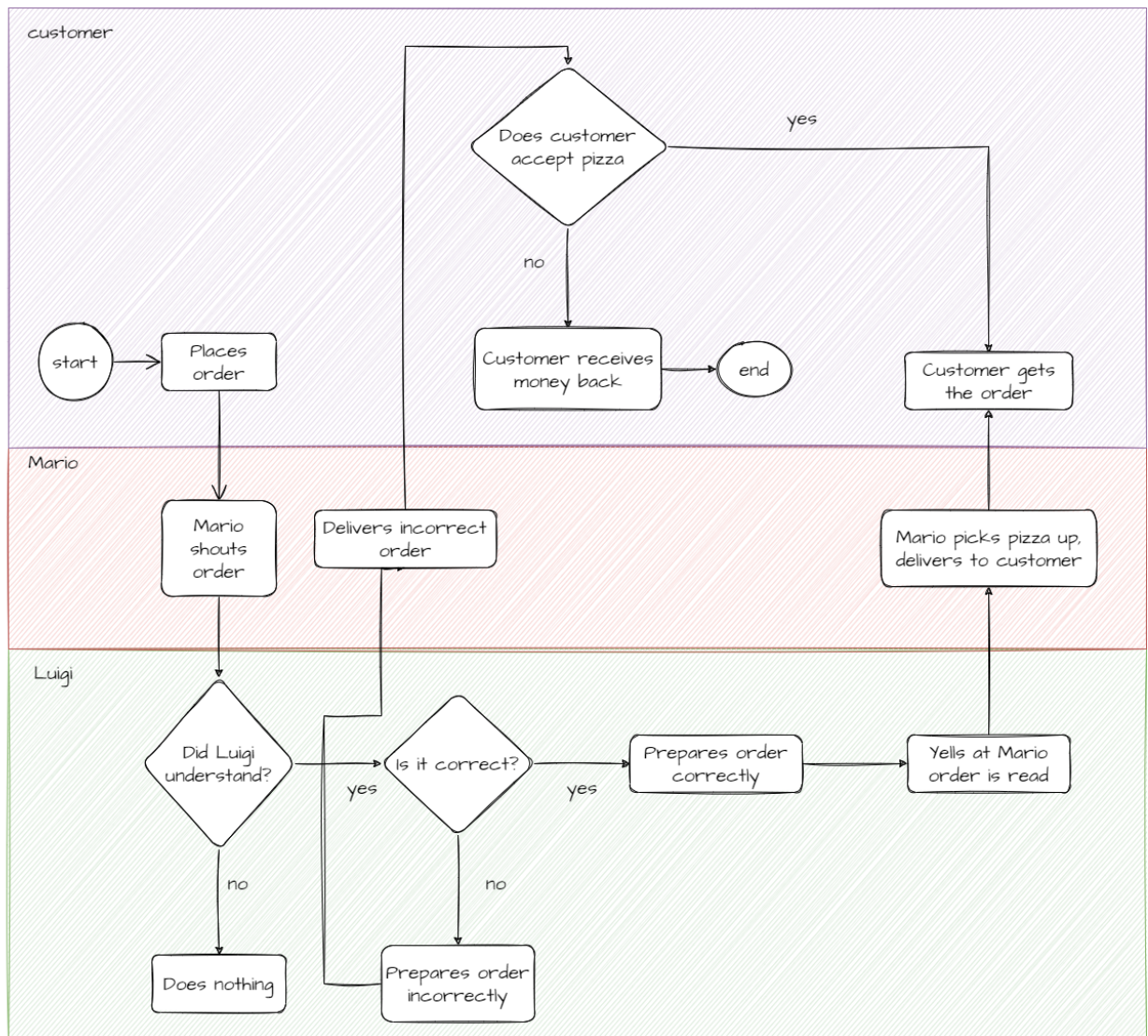
Project definition

Our aim is to assist Mario and Luigi's Pizzeria in overcoming the challenges posed by their outdated system and personnel management issues. Our initiative involves analyzing these difficulties and developing efficient strategies to address them.

Project background

Mario has been running his family-owned pizza shop since he was born. The shop is well-known for its high-quality and delicious homemade pizza, and it has recently gained a lot of popularity. However, with the increase in customers, Mario and his brother, Luigi, are finding it challenging to manage the entire pizza-making process on their own. Due to the small size of the shop and the limited profits, it's difficult for Mario to hire another employee. As a solution, Mario is seeking help to automate some of the processes using smart ICT systems.

The current workflow looks something like this:



Problem definition

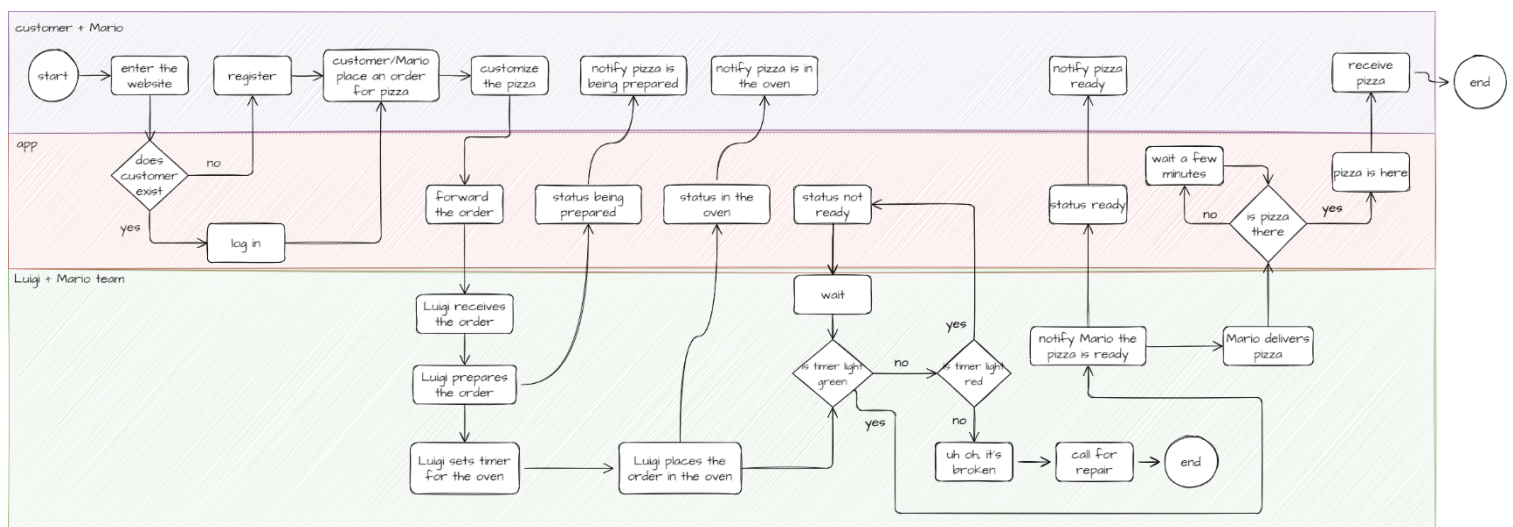
Mario and Luigi's pizzeria is a beloved family business known for their exceptional pizza quality. Unfortunately, their outdated method of communicating orders through shouting has led to costly mistakes, dissatisfied customers, and wasted resources. Ultimately, this has resulted in a loss of profit for the establishment.

Project goal

Our aim is to improve the communication between Mario and Luigi. We will do this by modernizing the pizzeria by utilizing ICT systems. Our focus is on automating the pizza ordering process, which will simplify the tasks of our employees, Mario and Luigi, resulting in happy customers who receive their orders accurately and promptly. Additionally, creating a website for the pizzeria will improve its visibility and attract more customers, thereby promoting growth.

Expected results

This project aims to enhance the growth and efficiency of Mario and Luigi's pizzeria, expanding its reach to a wider audience and ultimately increasing profits. By implementing automated ordering systems and transforming the old oven into a smart one, customers will be able to track the progress of their orders, while employees can work in a calm and peaceful environment. We anticipate significant growth and profitability for the business as a result of these improvements.



Project deliverables

- A food ordering website with a contemporary and user-friendly interface
- A completed order management app
- A server linking the client with the applications
- A smart oven equipped with a timer, light signals, and an alarm

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| Activity name | <i>Business Process Diagram</i> | Delivery date | <i>27-03-2023</i> |
| Input | <i>To address the challenges faced by the pizzeria, we must first examine the existing processes within the establishment, identify the root causes of the problems, and then develop appropriate solutions.</i> | | |
| #0 | Activities: | | |
| | <ul style="list-style-type: none"> • <i>Reading the business case thoroughly to gain an understanding of the operations.</i> • <i>Summarize how the business is conducted and draw relevant conclusions.</i> • <i>Develop a clear and concise flowchart that represents the processes and steps involved in the business.</i> | | |
| Output | <i>Business process diagram</i> | | |

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| Activity name | <i>Project planning</i> | Delivery date | <i>??-03-2023</i> |
| Input | <i>To ensure a successful completion of the project, it is necessary to establish a system for assigning work beforehand.</i> | | |
| #1 | Activities: | | |
| | <ul style="list-style-type: none"> • <i>Gather with the team and allocate responsibilities to each member.</i> • <i>Exchange thoughts on the business scenario and brainstorm potential resolutions and implementations.</i> • <i>Establish deadlines and objectives to accomplish.</i> • <i>Create a schedule and estimate the time required for each task.</i> • <i>Review potential risks and devise measures to prevent them.</i> | | |
| Output | <i>Project planning</i> | | |
| Activity name | <i>Project Review</i> | Delivery date | <i>-----</i> |
| Input | <i>The team members will discuss their findings and determine the optimal approach for resolving the company's problem.</i> | | |
| #1 | Activities: | | |
| | <ul style="list-style-type: none"> • <i>Identify potential problems.</i> • <i>Explore methods for enhancing the workflow.</i> • <i>Collect input.</i> • <i>Provide guidance.</i> | | |
| Output | <i>Project planning</i> | | |

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| Activity name | Interview transcripts | Delivery date | ??-03-2023 |
| Input | To fulfill the demands and anticipations of our stakeholders, we conduct an interview to gather information. | | |
| #1 | Activities: | | |
| <ul style="list-style-type: none">● Prepare relevant questions in advance.● Carry out the interviews.● Generate a transcript for each interview.● Think of potential solutions based on the information provided by the interviewees. | | | |
| Output | Interview transcripts | | |

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| Activity name | Paper prototype | Delivery date | ??-03-2023 |
| Input | Our goal is to present our stakeholders with a visual representation of our work, depicted on a paper prototype. This will aid us in determining if we are meeting their expectations, while also allowing us to gather feedback from them. | | |
| #2 | Activities: | | |
| | <ul style="list-style-type: none">• The one in charge of the design makes concepts for creating the prototype, then reviews them with the team.• The presenter spends some time preparing a short pitch.• A prototype is produced following the most recent discussion.• We showcase it to the stakeholders.• We collect feedback.• If any modifications are necessary, we enhance the prototype. | | |
| Output | Paper prototype | | |

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| Activity name | <i>Order application</i> | Delivery date | <i>??-04-2023</i> |
| Input | <i>We start the development of the application, taking into consideration the feedback and preferences of the stakeholders.</i> | | |
| #3 | Activities: | | |
| | <ul style="list-style-type: none"> • <i>Develop a Python application that enables a customer to place a pizza order.</i> • <i>Design a user interface and integrate the code.</i> • <i>Collect additional feedback.</i> | | |
| Output | <i>Order application with a UI</i> | | |

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| Activity name | <i>Application for order notifications</i> | Delivery date | <i>??-04-2023</i> |
| Input | <i>We incorporate the requested features as per the feedback and preferences of the stakeholders.</i> | | |
| #4 | Activities: | | |
| | <ul style="list-style-type: none"> • <i>Develop a Python application that shows the status of items (preparation, in the oven, ready for delivery)</i> • <i>Ensure that this application integrates with both the order application and smart oven.</i> | | |
| Output | <i>The functional order and item applications are merged together.</i> | | |

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| Activity name | <i>Smart oven</i> | Delivery date | <i>??-04-2023</i> |
| Input | <i>We introduce this feature to simplify matters for the stakeholders and bring them up to the usual standards.</i> | | |
| #5 | Activities: | | |
| | <ul style="list-style-type: none"> • <i>Develop a Python application that commands the oven (timer, light indicators, buzzer)</i> • <i>Establish network connectivity between the smart oven application and the server application to communicate the status of the item.</i> | | |
| Output | <i>The smart oven is operational, equipped with a timer, light indicators, and audible alerts to notify both employees and customers when the pizza is prepared.</i> | | |

Project structure organization

Our project will involve a team of four members, each responsible for distinct roles:

- **Badea Claudiu Gabriel:** BACK-END/FRONT-END DESIGNER/BRIDGE BETWEEN ROLES - Responsible for developing a visually appealing and user-friendly interface for the application, creating features and produce prototypes, with the primary objective of making team members be satisfied. Will also assist with coding during necessary situations.
- **Andonov Georgi:** OVERSEER - Assumes the role of managing the team, assigning responsibilities and deadlines, and ensuring that the group stays on track. They are an important member of the team, providing the most feedback for the team.
- **Noten Lisa:** CODER, and PRESENTER - They are responsible for presenting the project to stakeholders and attracting the interest.
- **Belemezov Yordan:** ARDUINO CODER/SMART OVEN MAKER - Responsible for making the arduino code work for the oven.
- **Agarroum Shirine:** FRONT-END/ DESIGNER

Risk Assessment

1. Group members that don't take their responsibilities seriously resulting in missing deadlines.
2. Final product doesn't meet the requirements of the stakeholders.
3. Wasting too much time on an assigned task, that would include the implementation of some features or getting stuck trying to fix something.
4. Misinterpretation of the features and requirements that the stakeholder asked for from the team to implement.
5. Different opinions on how to approach an issue, leading the group members having disputes.

| Risk | Probability | Impact | Mitigation |
|------|-------------|-------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | Likely | Harmful | All team members are notified in advance about their assigned tasks and provided with a specific deadline to complete them. In the event of a missed deadline, the "overseer" will intervene. |
| 2 | Unlikely | Extremely Harmful | The team is responsible for formulating the questions to be posed during the stakeholder interviews and utilizing the feedback obtained to ensure alignment with the project requirements. |
| 3 | Very likely | Slightly Harmful | Each team member plays a distinct role in the project. If one member faces an issue, the others will step in to aid them. |

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| 4 | Unlikely | Very Harmful | The preferences of the stakeholders should be documented and addressed to the greatest extent possible. |
| 5 | Likely | Harmful | Differences and mixed viewpoints will inevitably arise. These should be discussed upon and resolved as a team decision. |

MoSCoW Prioritization

Must have

- A functional product that is ready for deployment.
- Comprehensive system documentation that is easily comprehensible to the stakeholder.

Should have

- A finished product that is accessible and comprehensible to all intended audiences, ensuring its user-friendliness for everyone.

Could have

- A highly advanced and visually appealing user interface.

Will not have

- Useless functionalities that require additional time to be incorporated into the prototype.

Planning

| Tasks | Week 1 | Week 2 | Week 3 |
|--------------------------------------------|--------|--------|--------|
| <i>Business process diagram</i> | | | |
| <i>Project Planning</i> | | | |
| <i>Interview transcripts</i> | | | |
| <i>Paper prototype</i> | | | |
| <i>Order Application</i> | | | |
| <i>Application for order notifications</i> | | | |
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| <i>Smart oven</i> <i>Compiled working application</i> <i>Project Review</i> <i>Final presentation</i> | | | |
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