Project Charter

1 . Project Title:

Mobile Delivery for restaurant

2 . Project Purpose and Justification

THE PURPOSE OF THIS PROJECT IS TO DEVELOP A MOBILE APPLICATION FOCUSED ON DELIVERY SERVICES, CATERING TO BOTH CUSTOMERS AND DELIVERY PERSONNEL. THE APP AIMS TO STREAMLINE THE PROCESS OF ORDERING, TRACKING, AND MANAGING DELIVERIES, ENHANCING CONVENIENCE AND OPERATIONAL EFFICIENCY.

Business Case:

- Address increasing demand for convenient and reliable delivery services.
- Improve customer satisfaction with real-time tracking and seamless communication.
- Capture market share in the competitive delivery service industry.

3 . Objectives

- Develop a user-friendly mobile delivery app for both iOS and Android platforms.
- Provide functionalities for order placement, real-time tracking, and secure payment.
- Launch the app within \[timeframe\] with robust performance and scalability.

Scope

4 . In Scope:

- Designing and implementing user interfaces for customers, delivery personnel, and administrators.
- Integration of secure payment gateways.
- Real-time order tracking and notification system.
- Backend integration for order management and analytics.
- App deployment on Apple App Store and Google Play Store.

Out of Scope:

- Delivery vehicle logistics and fleet management.
- Offline order processing or manual delivery tracking.

5 . Stakeholders

- Project manger: [shrouk , menna,Abdelrahman]
- Project Team: Developers, designers, QA testers, marketing team
- End Users: Customers, delivery personnel, and administrators
- Third Parties: Payment gateway providers, mapping API providers

6 . TIME LINE

129DAYS

7 . Project budget

£21,844.00

8 . Risks

- Technical Risks: Issues with real-time tracking accuracy or API integration.
- Operational Risks: Delays in resource allocation or app development.
- Market Risks: Low adoption rates due to competition or user dissatisfaction.