# PROJECT PLAN

## CLIENT:

Mr.Panucci

## TEAM:

**The Alligators**

Stefano Schiavone: 558150@student.fontys.nl

Dimitar Malamski: 546327@student.fontys.nl

Teoman Esen: 548400@student.fontys.nl

Ivan Dalemski: 546396@student.fontys.nl

## CURRENT SITUATION:

The restaurant operates in an inefficient way:

- Mario takes an order from a customer

- Mario shouts the order to the kitchen

- Luigi attempts to hear what is being shouted and writes it down on his notepad

- Luigi bakes the pizza in the oven

- Luigi shouts to Mario when the pizza is ready

- Mario picks up the pizza and brings it to the customer if he hears Luigi

## PROBLEM DESCRIPTION:

Customers are often uncomfortable with the methods of communication that Mario and Luigi use. Additionally Luigi sometimes makes the wrong pizzas due to

the poor communication and this causes a waste of resources (time, ingredients, energy, etc)

## PROJECT GOAL:

Increase profit, more customer traction, less waste of resources and higher customer satisfaction, better communication among the employees.

## DELIVERABLES:

- Functioning system (web app, smart oven)

- Explanatory guide

## NON-DELIVERABLES:

- Active training for employees

## CONSTRAINTS:

- The team must present the deliverables before November 7th 2024. The software and hardware portion will be available and ready for use at the time of delivery.

- The deliverables must be in line with the taste and requirements of the client

- The team has only 4 members and the outcome will be proportioned to the resources

- The language used will be python for the back-end, HTML/CSS and JavaScript for front-end