REPORT THING

What we are building?

The idea is to build an app that people can use on their phones to work out what the best alcoholic beverage is for them to drink based on standard drinks per dollar ratio. Stores have sales all the time and nobody wants to go around to every store to find the best price but everybody wants the cheapest option with the most alcohol content. We feel like this app could be very favorable with students who don’t have a lot of money and are very frugal.

The base idea that we will build will be a calculator where the user will input the cost of drinks and the number of standard drinks per box/bottle and the program will print out the standard to dollar ratio. The user can then input other drink options and compare them to find out which one is their best option.

From this we can expand it so that the user can choose what drinks they want from a list and then input the cost and the program prints out what the standard to dollar ratio is.

The ultimate goal is to create an app that automatically retrieves price data from various websites and displays the best standard/cost ratio in the area. The user will be able to choose a category (RTD, beer, spirits etc) and the app will bring up all the options available with sale prices.

Who is going to build it?

The team consists of Fergus Farrell, Hugo Ayre and Oliver Westenra. All three team members will participate in the coding and designing of the software but each member will be focusing on certain aspects. Fergus will be designing the user interface, app icon, logo, and any other aesthetic components of the app while Hugo and Oliver will code the software, e.g. the calculations, printing the results, retrieving the data from the relevant sources, creating the lists of products.

How are we going to build it?

We will code the program in C++ and the user interface will be made using Xcode.. We will retrieve the data from each retailers website using python which will then be embedded in C++. We have a Gantt chart (see figure 1) containing the timeline for the whole project, with the estimated time for each milestone. This will be our guideline to keep us on track for release.

How are we going to ensure quality?

We will ensure quality in the code by reviewing each other’s code to make sure it is efficient and readable.

Each member will be using this app on a regular basis as well as any friends or colleagues that are willing to help with the testing process. This will provide us with a larger user base so that we can have more input into improving the product as well as finding bugs to fix.

How long it will take to build?

The following Gantt chart has the details of when we expect to have certain milestones completed by.

The deadline for the software is the 29th of May so we will have the release build finished by that date. After the first round of testing and bug fixing we will decide what features we think we will have time to add and which ones can be implemented post-release.

None of us on the team have experience designing, coding or releasing a full app to the extent of this project so we are all learning how this process is done. We have no clue how long each step in the Gantt chart will actually take so they are more a guideline of how long we want to spend doing each part.

Why will we use this software at least once a week?

A lot of the students at University do not have an income other than Studylink so they don’t have a lot of disposable income to spend on social events. This app will help these students make the best financial decisions and get the most bang for their buck when they go out on the weekend. With minimal effort, users will be able to find the best deals in their area and know exactly what they’re going to buy and how much it is going to cost so they can get in and get out quickly.