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++ using Xcode. The interface will be made using Xcode

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 done post-release.

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

Because Dunedin is full of borderline alcoholics that have no money. They need this.