

# HandyEat | Midterm Review

Team: E.W.C

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## Completed Tasks

1. Decided user group
  - There are two types of customers. The first type of customers is college students and office employees. The second type of customers is Chinese restaurants which provide dine-in service.
2. Analyzed user's demand
  - College students and office employees need to be able to dine-in at Chinese restaurants within a short time. Restaurants need to improve table usage and reduce the cost of workforce.
3. Analyzed market
  - We will use Twin Cities as our first marketing target as there are enough colleges and restaurants in this area. Based on the data we collected so far, restaurants are a driving force in Minnesota's economy.
4. Confirmed main goal
  - Customers are able to seat, eat and make payments themselves. Our App also allows customers' waiting time to be shortened when they choose dine-in services. It also helps restaurants to improve their table turn-over rate.
5. Listed our limitations/constraints
  - Schedule – Time Frame for Application deliverable.
  - Budget – Disburse of Developing Application
  - Software Restrictions – Government Regulation & User Privacy
6. Decided developing methodology
  - We will use phase development model and only release one version of the application but with solid functionality for the customer.
7. Listed all the tools we need
  - GitHub, ProcessOn, MockingBot, Sketch, Xcode, Android Studio
  - We will do more research on tools that can keep tracking of our process, store our meeting history and review everyone's efforts, such as Write, Asana, etc.

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## Review and Expectation

We are stick to our schedule for task 1.1 - 1.7. We have completed our first milestone, which is basically analyzing the market, gathering requirements and confirming our main goal. We spent 3 weeks (10/2 -10/24) to achieve this milestone totally. We discussed all the features and functions our product should have. To achieve this, we found some real data to support and prove our analysis, such as restaurants annual revenue in MN, customer's average cost for dining and drinking.

In the future, we will spend more time on designing application's logic and user experience by using listed tools. We also know that setting up development constraints will have a direct impact on the results of the app, so we will do more research on development constraints. We are also going to focus on functionality of our app by applying user and restaurants' needs. We may also do further research on statistics to make our analysis more solid if necessary in the following phases.

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## Updated Schedule

### Main Schedule:

	1. Analysis & Define the App (FINISHED)	2. Developing Process	3. Final Report
Shilong Wang	Discuss together (But Yu Chen will write the draft)	2.1, 2.3	3.1, 3.4
Hsiang Teng		2.1, 2.5	3.2, 3.5
Yu Chen		2.2	3.1, 3.3

### Developing Process:

Date	11/1 - 11/7	11/8 - 11/14	11/15 - 11/21
Yu		2.2	
Will	2.1		2.3
Eric	2.1		2.5
Total	20 Days (3 Weeks)		

### Final Report:

Date	11/29 - 12/5	12/6	12/7 - 12/12
Yu	3.1, 3.3	First Draft	Rewrite & Finish
Will	3.1, 3.4		
Eric	3.2, 3.5		
Total	14 Days (2 Weeks)		

Note: We didn't change our further schedule at this moment.