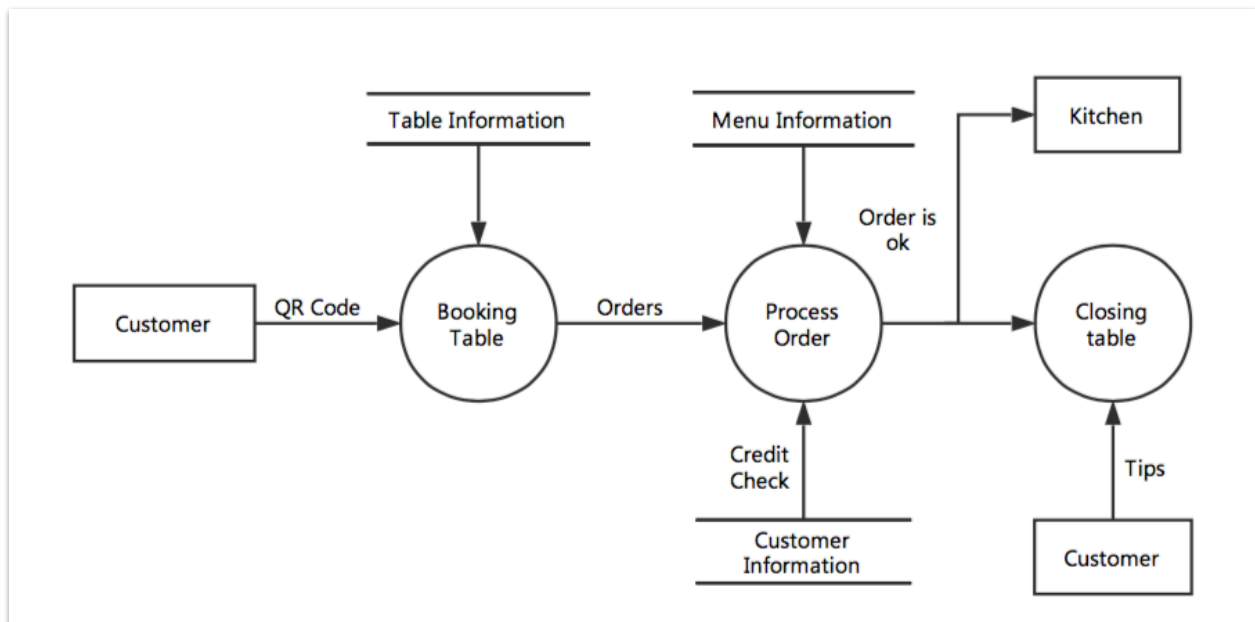


Evaluation of All Tools

ProcessOn

When making software products, we often need to make visuals to go along with other materials we present. A simple flowchart can help people explain to team members or customers the software's structure. We planned to use ProcessOn as our flowchart maker, not only because the final chart is beautiful and clean, but also it is very easy to use and learn.

ProcessOn comes with tons of shapes and templates. They are sample versions of the visuals we are likely going to create. They feature drag-and-drop functionality that makes it easy to rearrange the shapes and connectors on the canvas. And because it's online, there's no need to worry about whether all the collaborators are running macOS or Windows. ProcessOn simply runs in the browser.



GitHub

We have been using GitHub all the time during this project for documentation and communication, because of these three features – fork, pull request and merge.

GitHub is a Git repository hosting service, but it adds many of its own features. While Git is a command line tool, GitHub provides a Web-based graphical interface. It also

provides access control and several collaboration features, such as a wikis and basic task management tools for every project.

The flagship functionality of GitHub is “forking” – copying our project repository from one team leader’s account to another. This enables our team members to take a project that they don’t have write access to and modify it under your own account. If anyone makes changes and like to share, they can send a notification called a “pull request” to the team leader. Team leader can then, with a click of a button, merge the changes found in that team member’s repository with the original repository.

wsl100624 Final Report To-Do		Latest commit d0db216 3 days ago
Final Report	Update design and functionality	3 days ago
Meeting Log	First Meeting Log	20 days ago
Midterm Review	Merge branch 'master' of https://github.com/wsl100624/610Project-Hand...	27 days ago
Milestone1 - Analysis and Define	Step 1-3	16 days ago
Milestone2 - Developing	Add restaurant UI	3 days ago
README.md	Final Report To-Do	3 days ago

Trello

Trello is our main project management tool. It is a collaboration software that helps members to discuss a project in real-time with very good drag-and-drop capabilities.. It is an easy-to-use web application that were designed to facilitate project delivery and make it more efficient.

While using Trello, we can set more realistic milestones and deadlines, tie up and automate interdependent assignments, and keep all of other team mates focused on each milestone of this project. It's a reasonably lightweight, flexible, and focused on collaboration tools.

The screenshot shows a Trello board for a project named "HandyEat". The board is organized into three columns: "To Do", "Doing", and "Done".

- To Do:** Contains two cards: "Testing Method" and "Final Report Final".
- Doing:** Contains two cards: "Final Report Draft" and "Meeting on 12/9".
- Done:** Contains a list of completed tasks: "Basic schedule for the whole project (Finished on 10/2)", "Each Member's task in detail", "Draft of Group Project Plan", "Group Project Plan (Due on 10/10)", "Analysis & Define the App 1.1-1.7 (Due on 10/23)", "Midterm Review (Due on 10/31)", "Will & Eric: 2.1-Design logic and core functionality (11/1 - 11/7)", "Presentation", and "Will: 2.3-Design logo & user interfaces (11/15 - 11/22)".

The board is titled "HandyEat" and has a status of "ECW" and "Team Visible".

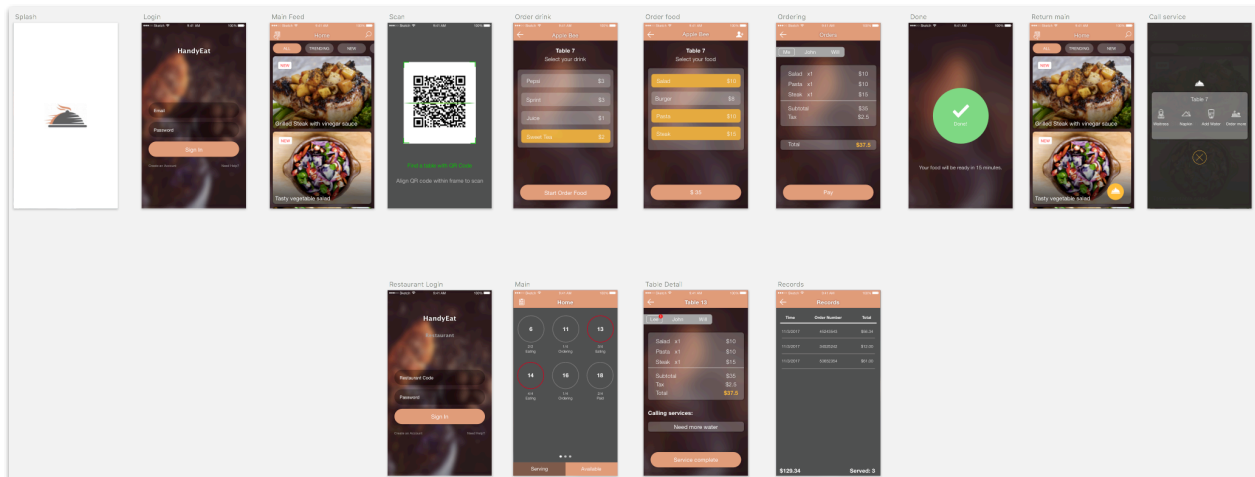
Every card on a Trello board has to be in a list, so before making any cards, we set up the workflow for our board as To Do, Doing and Done. The best thing about cards is that they allow us to talk about the task at hand. We can mention any teammates in a comment by typing “@” and their username. Then all pertinent communication stays with the task, and anybody can pick up the work from there.

Sketch

Sketch is a design tool entirely vector-based and focused on user interface design. It's easy to pick up and costs a fraction of the price of Photoshop. And because it comes with 7 days free trial, I can finish our app's UI and logo design without any cost.

Because of its simplicity, anyone with little to no training can learn Sketch. On top of that, it's perfect for today's need for designing for multiple devices. As a result, we found Sketch far more approachable because it doesn't get in the way of producing simple designs.

Sketch comes preloaded with a number of user interface templates for iOS. The iOS and Material Design templates are particularly comprehensive. They'll be a great starting point for any designer, beginners and experts alike.



Studied API

Firestore

We planed to use Firestore as our backend server, which also act as our datastore. The biggest features on Firestore is Realtime Database. It's a database that lets you store and sync data between your users in realtime.

We found this feature is very useful for our app is because restaurant-end may change food's picture or price frequently. Based on the size of these image, we really need a database that can change and store data instantly. The connection between app and Firestore is WebSocket, instead of normal HTTP calls. According to research, WebSockets are much faster than HTTP. Developer doesn't have to make individual WebSocket calls, all of our data syncs automagically through a single WebSocket as fast as our network can carry it.

Stripe

Stripe is a credit card processing system which enables you to receive payments from your customers, without the need to set up a Merchant account with your bank.

We decided to integrated Stripe in our app is because it's user-friendly API. The documentation is clear and concise. If we sign up an account, the documentation is customized to our profile. Because different account come with different tokens. So we can literally copy and paste any code in directly to IDE and then see the result instantly. Additionally, Stripe supports several programming languages. These features will increase the efficiency of our app's development process.

Nexmo

We plan to use Nexmo on a daily basis to send Promo and Transactional SMS to our Client's customers. When user create an account or send invitation to friends, we will also need Nexmo to generate verification code and send text messages. The real time APIs enable a seamless connectivity between our systems and Nexmo.

