

HandyEat | Project Plan

Team info:

Team name: E.W.C

Team member: Shilong Wang (Will), Yu Chen (Yu), Hsiang Teng (Eric)

App Name: HandyEat

Goal:

HandyEat will be created for easier and faster dine-in restaurants experience. This app allows customers to seat, eat and make payments themselves right on their mobiles. It also helps restaurants to improve their table usage.

Project Schedule:

1. Analyze & Define App

1. Determining target customers
2. Analyzing user's needs
3. Analyzing market's scale
4. Listing possible deliverables
5. Listing a set of constraints/limitations
6. Determining development process models/methods
7. Listing all potential tools

———— MIDTERM REVIEW ————

2. Developing Process

1. Designing App's logic and core functionality (may involve API)
2. Designing process and user experience (may involve flowchart)
3. Designing logo & user interfaces
4. Writing code (won't really do it)
5. Testing and debugging

———— PRESENTATION ————

3. Final Report :

1. Introducing software design and functionality
2. Describing every milestone or stage from scratch
3. Listing each team member's task and meeting log
4. Listing and analyzing tools used in this App development
5. Summarizing this whole software development

	1. Analysis & Define the App		2. Developing Process	3. Final Report
Shilong Wang	Discuss together (But Yu Chen will write the draft)	Midterm Review	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
Timeline	10/2 - 10/24	10/25-10/31	11/1 - 11/28	11/29 - 12/12

Each Member's Tasks:

1. Analysis & Define the App

Date	10/2 - 10/10	10/11 - 10/16	10/17 - 10/24
Yu	1.1, 1.2, 1.3, 1.4	1.5, 1.6, 1.7	Slack Time
Will			
Eric			
Total	22 Days (3 Weeks)		

2. 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)		

3. 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)		