

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 experience at nearby restaurants. This mobile app allows customer to seat themselves, order meals and make payment right on the phone.

Project Schedule:

1. Analysis & Define the App

1. Targeting user group
2. Analysis user's demand
3. Analysis market
4. Setup and confirm main goal
5. List our limitations/constrain
6. Choose developing methodology
7. List all the tools we need

— — — — MIDTERM REVIEW — — — —

2. Developing Process

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

— — — — PRESENTATION — — — —

3. Final Report:

1. Describe software design and functionality
2. Describe every milestone or stage from scratch to finish
3. List and describe each team member's task and meeting log
4. Summarize and analysis the tools we used
5. Conclusion and final thoughts for the whole project

	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)		