5. Listing a set of constraints/limitations

Technical Constraints

This APP is designed to speed up communication between the restaurant and the customer thus we have to focus on the two major mobile platforms.

- Programming Language – Focus on Kotlin(Android) & Swift(iOS)
- Operating System/Platforms – Focus on mobile Operating System (Android & iOS)
- Specific Library/Framework – Focus on Android & iOS

Business Constraints

This project begins with setting budgets and schedules, and we are also aware of the need to comply with legal requirements and protect the privacy of our customers. Business constraints are similar to technical constraints because they are unchangeable decisions.

- Schedule – Time Frame for Application deliverable.
- Budget – Disburse of Developing Application
- Software Restrictions – Government Regulation & User Privacy

Other Constraints

The team members' abilities, project engagement, and the equipment we use can influence the outcome of the final project.

- Resource – Team Member & Equipment(Computer)

6. Determining development process model/methods

After some group meetings we decided the basic blueprint and goals of the application, and ultimately decided to use the phase development and focus on iterative development. We will be in the first version to provide customers with a complete application experience, and in the follow-up version, we will handle the main bug fixes.

If there are an excess budget and time, we will decide whether to make incremental development and add new features to meet customer needs based on customer feedback.