**Plan & Execution Progress**

1. **Analysis & Define the APP**

*1.1 Determining target customers*

In the very beginning, we just want to focus on the college student who does not have enough dining time during the weekdays. After some research, we found that the office employees also have the same situation. We decided to focus on those two user group.

*1.2 Analyzing customers’ needs*

Based on the life experience of ourselves and our friends around us, we agreed that sometimes it takes too much time to eat in a restaurant. We all hope there is a way to save the dining time in the future.

*1.3 Analyzing markets scale*

We will use the Twin Cities as our first marketing target as there are enough restaurants in this area and we are familiar with it. Based on the data we collected so far, restaurants area driving force in Minnesota’s economy.

*1.4 Listing deliverables*

In the early days of the project, we wanted to provide an APP that customers could spend less time in the restaurant. Later on, we found that in addition to less time spent by our customers, the turn-over rate in the restaurant was relatively higher, achieving a win-win situation.

*1.5 Listing constraints*

Setting constraints is not an easy task since the constraints directly affect the overall project's outcome. Later, we decided to start from several general directions: schedule, budget, software restrictions.

*1.6 Determining project methodology*

Initially, we chose phase development as our development methodology, and then we decided to use the Agile method because, in addition to being more compliant with our conditions: regularly meetings, provide questions and solutions, and being more flexible.

*1.7 Listing tools*

According to research, Android and iOS have a market share of 99% worldwide so that we will be developing on Android Studio and Xcode, and later complemented by some tools such as Sketch, ProcessOn, to help improve development.

1. **Developing the APP**

*2.1 Designing logic & core function*

The core function we designed is to interact with the needs of our customers, so at the client end, we designed: ordering, paying, and requesting service. At the restaurant end, we designed: waiters, kitchens, and managers.

*2.2 Designing process & user experience*

At the beginning of the design process, only the features we want to achieve listed, and later found that we can integrate the information we already know into flowchart and DFD and use it to express our design easily.

*2.3 Designing logo & user interfaces*

We use Sketch for Logo and interface design, interface design is based on our process design.

*2.4 Writing code*

We did not write the program, but if the project is carried out, we will focus on the two main mobile platform: Android, and iOS.

*2.5 Testing and debugging*

Based on the above, we did not write the program, so there is no way to test, but if the project is real, we will conduct black box and white box tests to ensure that our APP works well.

1. **Delivery the APP**

We did not write the program, but we were confident we were able to deliver the perfect APP experience on time, based on the completion rate of our own set of tasks.

1. **Maintenance the APP**

Maintaining an APP can provide a good user experience, but based on the budget and time constraints, we expect to maintain this APP for about a month.

Conclusion

The waiting time for customers to eat in the restaurant is a waste for those who are in a hurry. If you add up the unnecessary waiting time, you can also find that the total is quite impressive. We set up this project is to provide customers can easily use the portable device to complete in the nearby restaurants and have easier and faster dining experience. According to current trends, many things in life are gradually evolving to e-commerce, and people are increasingly dependent on mobile phones. Mobile phones are enough to satisfy people's food, clothing, housing, and transportation. In this regard, food is the most crucial part, so we have broad prospects in the area of food and beverage development during a major shift in business model.