**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 groups.

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. We will also use Google Play and App Store as our main publishing platform.

1. **Maintenance the APP**

Maintaining an APP can provide a good user experience, we will use scrum method for maintenance. When we collect feedback from users, we will organize a meeting, and then release newer versions with the bug fixed.