**Food delivery app**

* **Executive Summary**

Food delivery is an application that enables customers to browse a variety of restaurants by registering in to the application or login without registering, detect location or country, browsing the dishes offered by these restaurants , customize dishes according to their requirements and submit the order. In addition to saving their favorite orders allowing them to easily reorder in the future . The application receives the order message and sends it to the desired restaurant through a communication program between the application and the restaurant and ensures that the order reaches customer at the right time, which saves the hassle of directly contacting the restaurant, determining location, etc. allowing the customer to track the order through the GPS service. customer can pay via credit card online or pay when the order arrives.

* **Main objective**

to Create an app for ordering and delivering food .The project must be completed within three months at a cost not exceeding 15,000 $

**Objectives**

application interface is simple and easy to use

Any user can get the application as it is compatible with all versions of the Android operating system, as well as available for download on iOS for iPhone.

completely free.

Supports Arabic and English languages.

Its storage space is reasonable compared to other applications.

The application allows the customer to track the request through the GPS service. The application is light, and can be installed in just a few seconds without waiting. Show customer reviews for each restaurant

##### Deliverables

* 1. Licenses, permits and documentation .
  2. Contracting with restaurants, delivery companies, marketing companies and technology experts.
  3. Analyzing , Setting the initial specifications for the application
  4. Design
  5. Software coding
  6. Quality Assurance
  7. Hosting the app in the app stores
  8. Marketing

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##### - Milestones

Permits approved \_ Jan 13

contracting with the first restaurant \_ Jan 27 complete the Prototype\_ March 4

finishing Application tests\_ March 19 The app is available in stores\_March 27

##### - Technical requirements

1. A license for electronic applications must be obtained through the establishment of a commercial registry from the headquarters of the Chamber of Commerce, which must be carried out by the application management.
2. To design the user interface (UI/UX), we will be using Figma. This is an all-web-based platform that simplifies collaboration, as it's easy to share work and designs with anyone who might need to contribute.

-3An application be written in Java. because it must run on the Internet to take orders for its products and services on the

Internet. Java’s sandboxing and ability to build highly secure solutions helps it stand apart from others.

4- To market the application, it is possible to resort to the Internet, especially social networking sites, such as: Facebook, Twitter, Instagram, Snapchat and Linkedin, and to start creating a page on these platforms, offering some offers on delivery services, announcing the specific delivery period and other features that we offer to customers through the application The application can also be marketed through billboards scattered on roads and highways.

##### -Limits and exclusions

The application will only work with an internet connection.

Delivery will not be available from any restaurants other than those shown in the application.

The application does not sell or interfere in any way with the production or preparation of any food in restaurants, and what it offers to users is only to provide the ability to search and find local restaurants participating in the application, and these restaurants are solely responsible for complying with the laws And the regulations, applied in the country, such as those related to the preparation, , sale, marketing and safety of food.

The application does it guarantee that the menu displayed on the site matches what is actually offered to users.

Buyers are solely responsible for ensuring that the delivery addresses are correct and the application will not have any obligation or responsibility for any wrong addresses.

All possible means will be taken to ensure that the specified delivery time is met, however delivery time may be affected by factors outside our control and therefore cannot be guaranteed. We will notify the customer in the event of an unexpected delay.

##### - Reviews with customer

it is important to ask customer if :

1- the app is to easy to use 2- the service is good

3 - the order is received on time 4-this app saves time

1. there is any restaurant would he like to add
2. there is any suggestion to make the app better

**Resources**

**1-term of software programming fl- Good internet connection**

1. **Components of the application (meal list, prices)**
2. **financial resources for the following: Advertising**

**Customer acquisition (basically freebies)**

1. **Human resources such as:**

**-restaurant managers**

**- softwar designer**

**-delivery staff**

**-Legal advisor**

**-Computer systems experts**

**-Customer relationship management experts**

Risk:

|  |  |  |  |
| --- | --- | --- | --- |
| Risk | Impact | Probability | Response Strategy |
| Loss of restaurant owner support | H | L | Increasing contact with him in addition to increasing his knowledge of the project and what has  been accomplished. |
| Lack of clarity about the objectives of the project for the beneficiaries. | L | M | Conducting frequent awareness meetings. |
| Internet service interruption. | H | L | Contracting with a company that has satellite internet. |
| Delay in design delivery. | H | M | Hiring a well-known old designer. |
| Users are afraid of using the app | H | M | increasing advertising campaigns on social media and in sports activities, and showing the safety feature in the application. |
| Lack of materials and scarcity in the equipment needed for the project. | H | L | Work with the available resources and develop an alternative plan with fewer resources |
| The people involved in the project might not be in their best condition or health. | M | M | Calling alternate persons. |

**Project Charter**

**Name** : Food delivery app

**sponsor** : Communications Authority

**manager :** Eng\ Alaa

**Project team :**

* **Norhan Badran - Hager Abdelrhman - Heba Osman**

#### Hager Ahmed - Yasmin sofuin

##### Project Description

**It is an application that enables customers to browse a variety of restaurants in the city of Assiut and see the dishes offered by these restaurants, customize the dishes according to their requirements and place an order and the order will be delivered in the shortest possible time**

- **Goals**

* **application interface is simple and easy to use**
* **Any user can get the application as it is compatible with all versions of the Android operating system, as well as available for download on iOS for iPhone.**
* **completely free.**
* **Supports Arabic and English languages.**
* **Its storage space is reasonable compared to other applications.**
* **The application allows the customer to track the request through the GPS service.**
* **The application is light, and can be installed in just a few seconds without waiting.**
* **Show customer reviews for each restaurant**

### Project Constraints:

**Deadlines: The project begins in the first of January and ends in mid-March, where the preparation phase takes 2 weeks, then the contracting phase 4 weeks, then the implementation phase 2 weeks, and finally the marketing phase 2 weeks**

**Budget:**

**The project budget is 150,000 pounds: 50% at the start of implementation 25%The testing and quality phase**

**25% close the project Resources**

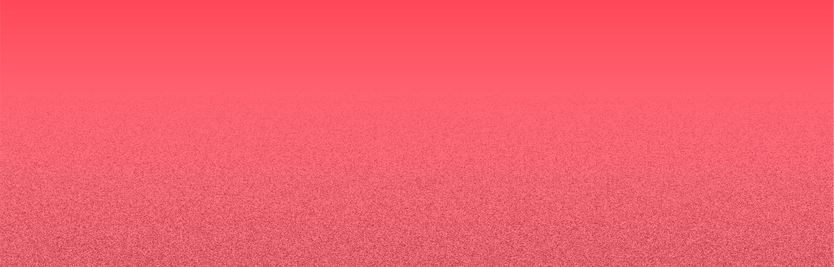
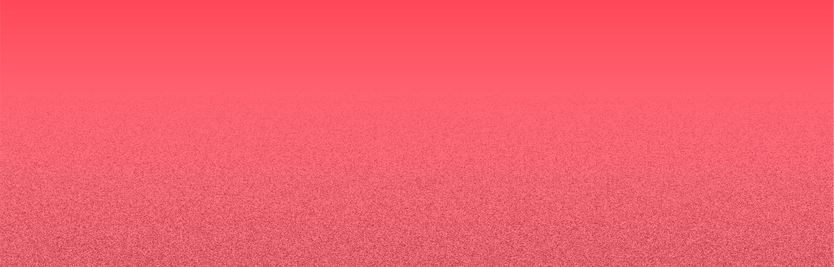
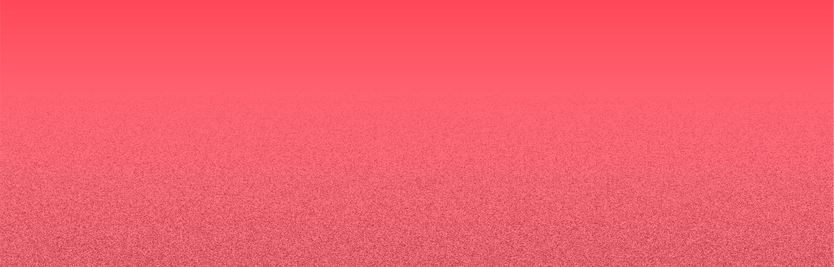
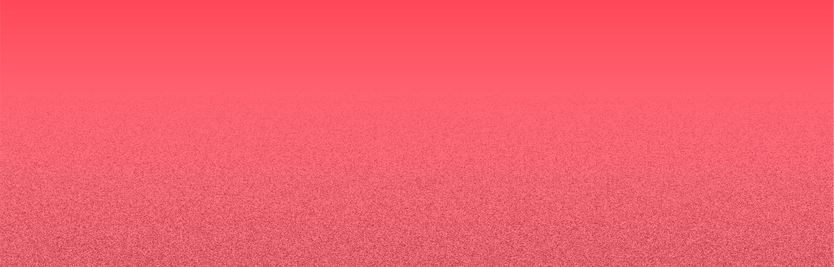
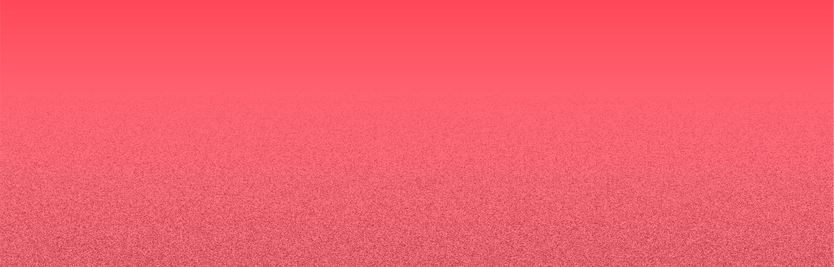
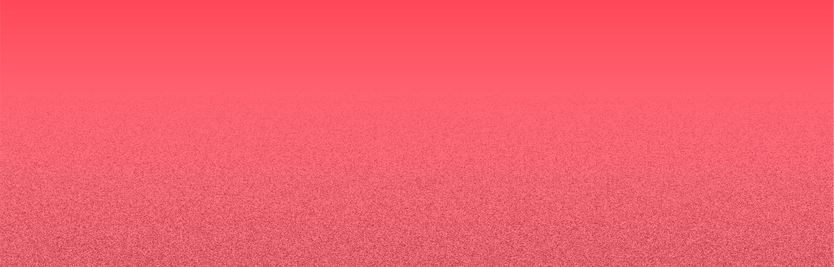
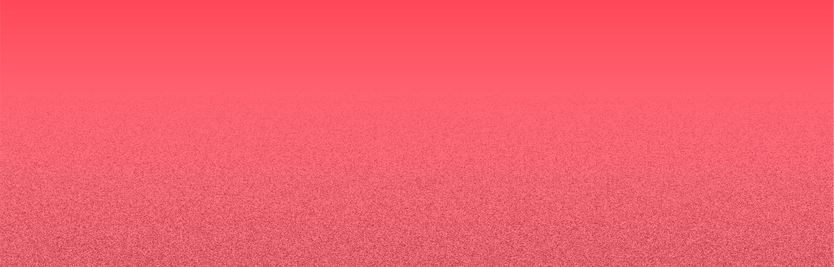
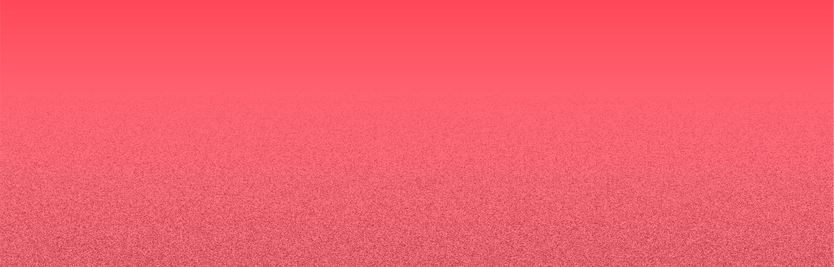
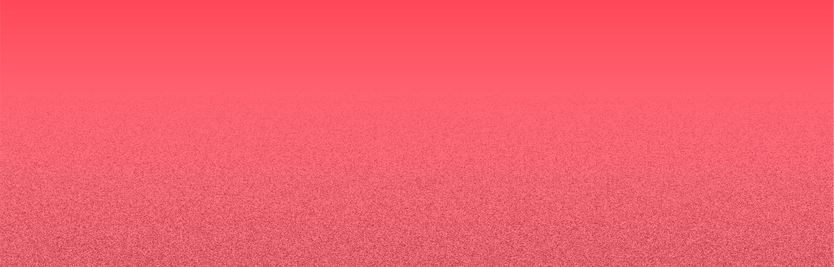
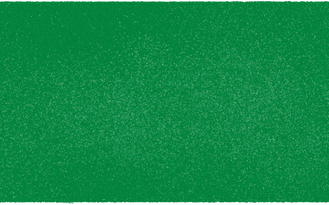
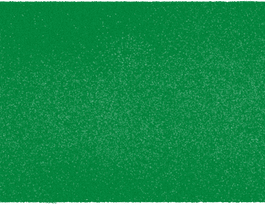
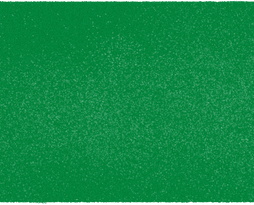
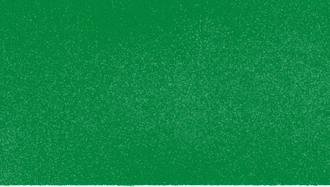
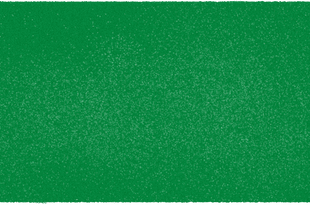
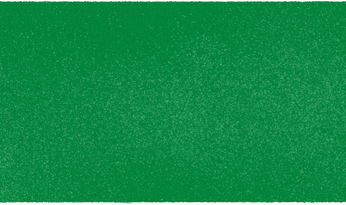
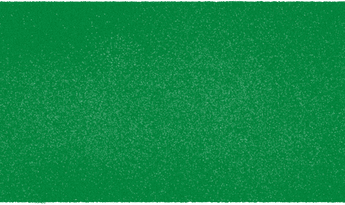
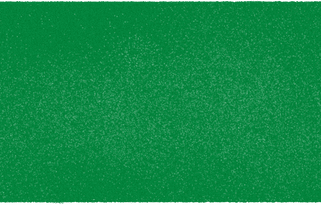
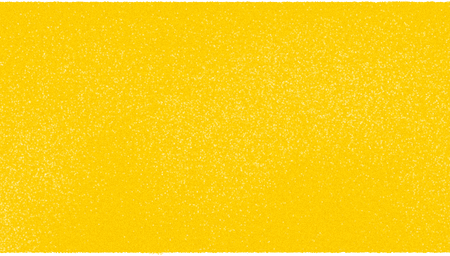
### High level risks:

1- The entry of a virus into one of the programmers’ devices and data loss. 2- Hacker penetration of one of the devices and manipulation of data.

3- Not adhering to the deadlines set in the network, and consequently, a delay in the other stages.

* + **Deliverables**
  + Licenses, permits and documentation .
* Contracting with restaurants, delivery companies, marketing companies and technology experts.
* Analyzing , Setting the initial specifications for the application
* Design
* Software coding
* Quality Assurance
* Hosting the app in the app stores
* Marketing

**WBS**



Food delivery app

**1**

**Preparation**

**2**

**Building**

**3**

**Launch**

**1.1**

**Licenses permits**

**Commercial Register Service Add**

**Documentation with the Communications Authority**

**Enable the electronic payment feature**

**1.2**

**Contracts**

**Obtaining the required services and supply**

**Offers Analysis**

**Choose Offer**

**2.1**

**analyzing**

Software Requirements Specifications (SRS)

User Experience Analysis (UX)

**2.2**

**Design**

User Interface Design (UI)

**2.3**

**software coding**

source code API or IPA

technical manual proIntot type

2.4

Quality Assurance

Stress testing

Usability Test

safety test

**3.1**

**Hosting the app in the app stores**

**3.2**

**marketing**

**Adopt a marketing plan**

**Agreement with marketing agencies**

**launch**

**WBS** Dictionary

1. **Preparation**
   1. Licenses permits
      1. Commercial Register Service Add
      2. Documentation with the Communications Authority
      3. Enable the electronic payment feature
   2. Contracts
      1. Obtaining the required services and supply
      2. Offers Analysis
      3. Choose Offer

#### Building

* 1. analyzing
     1. Software Requirements Specifications (SRS)
     2. User Experience Analysis (UX)
  2. Design
     1. User Interface Design (UI)
  3. software coding
     1. source code (API or IPA)
     2. technical manual
     3. prototype
  4. Stress testing
     1. Stress testing
     2. Usability Test()
     3. safety test

#### Launch

* 1. Hosting the app in the app stores
  2. marketing
     1. Adopt a marketing plan
     2. Agreement with marketing agencies
     3. launch

Responsibility Matrix

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | Norhan Badran | Hajer Abelrhman | Heba Osman | Hager Ahemed | Yasmin sufain |
| Licenses, permits and documentation |  | R | S | S |  |
| **Contracts** | S |  | S |  | R |
| **Analyzing** |  | S |  | R | S |
| **Design** | R |  | S |  |  |
| Software coding |  |  | R | S |  |
| Quality Assurance | S | S |  |  | R |
| Hosting the app in the app stores | R |  | S | S |  |
| Marketing | S | R |  | S | S |
|  |  |  |  |  | |
| R = Responsible  S = Supports/assists | | | | | |

Network information

|  |  |  |  |
| --- | --- | --- | --- |
| Activity | Description Preceding Activity | | Duration |
| (weeks) |
| A | Licenses, permits and documentation | None | 1 |
| B | Contracts | A | 1 |
| C | Analyzing | B | 2 |
| D | Design | B | 1 |
| E | Software coding | C,D | 3 |
| F | Quality Assurance | E | 2 |
| G | Hosting the app in the app stores | F | 1 |
| H | Marketing | G | 2 |

# Activity-on-Node Network

**0 A 1 1 B 2**

**0 0 0 0**

**2 C 4**

## 0 0

**2 2 4**

**4 E 7 7 F 9**

## 0 0 0 0

**9 G 10 10 H 12**

**0 0 0 0**

**0 1 1 1 1 2**

**2 D 3**

## 1 1

**3 1 4**

**4 3 7 7 2 9**

**9 1 10 10 2 12**

**Gantt Chart**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **Duration (weeks)** | Task Name | **ES** | **EF** | **LS** | **LF** | **FS** | **TS** | January | | | | | | | February | | | March | | | April |
| **1** | 1 | **Licenses, permits and documentation** | 7/1/2022 | 14/1/2022 | 7/1/2022 | 14/1/2022 | 0 | 0 |  |  |  |  |  | | | | | | | | | |
| **2** | 1 | **Contracts** | 14/1/2022 | 21/1/2022 | 14/1/2022 | 21/1/2022 | 0 | 0 |  | | | |  |  | | | | | | | | |
| **3** | 2 | **Analyzing** | 21/1/2022 | 4/1/2022 | 21/1/2022 | 4/2/2022 | 0 | 0 |  | | | | |  | | |  | | | | | |
| **4** | 1 | **Design** | 21/1/2022 | 28/2/2022 | 28/1/2022 | 4/2/2022 | 1 | 1 |  | | | | |  |  | | | | | | | |
| **5** | 3 | **Software coding** | 4/2/2022 | 25/2 /2022 | 4/2/2022 | 25/2/2022 | 0 | 0 |  | | | | | | | |  |  | | | | |
| **6** | 2 | **Quality Assurance** | 25/2/2022 | 11/3/2022 | 25/3/2022 | 11/3/2022 | 0 | 0 |  | | | | | | | | |  | |  | | |
| **7** | 1 | **Hosting the app in the app stores** | 11/3/2022 | 18/3/2022 | 11/3/2022 | 18/3/2022 | 0 | 0 |  | | | | | | | | | | |  |  | |
| **8** | 2 | **Marketing** | 18/3/2022 | 1/4/2022 | 18/3/2022 | 1/4/2022 | 0 | 0 |  | | | | | | | | | | | |  |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **RES** | **DUR** | **ES** | **LF** | **SL 0** | | **1** | | **2** | | **3** | | **4** | | **5** | | **6** | | **7** | **8 10** | | **11 12** | |  |
| **A** | **2** | **1** | **0** | **1** | **0** | **2** | |  | |  | |  | |  | |  | |  |  |  |  | |  |  |
| **B** | **1** | **1** | **1** | **2** | **0** |  | | **1** | |  | |  | |  | |  | |  |  |  |  | |  |  |
| **C** | **3** | **2** | **2** | **4** | **0** |  | |  | | **3** | | **3** | |  | |  | |  |  |  |  | |  |  |
| **D** | **1** | **1** | **4** | **5** | **-1** |  | |  | | **X** | | **X** | | **1** | |  | |  |  |  |  | |  |  |
| **E** | **1** | **3** | **4** | **7** | **0** |  | |  | |  | |  | | **1** | | **1** | | **1** |  |  |  | |  |  |
| **F** | **2** | **2** | **7** | **9** | **0** |  | |  | |  | |  | |  | |  | |  | **2** | **2** |  | |  |  |
| **G** | **3** | **1** | **9** | **10** | **0** |  | |  | |  | |  | |  | |  | |  |  |  | **3** | |  |  |
| **H** | **3** | **2** | **10** | **12** | **0** |  | |  | |  | |  | |  | |  | |  |  |  |  | | **3** | **3** |
| **Total Resource Load** | | | | | | **2** | | **1** | | **3** | | **3** | | **2** | | **1** | | **1** | **2** | **2** | **3** | | **3** | **3** |
| **Resource Available** | | | | | | **3** | | **3** | | **3** | | **3** | | **3** | | **3** | | **3** | **3** | **3** | **3** | | **3** | **3** |

Network information

|  |  |  |  |
| --- | --- | --- | --- |
| Activity | Description Preceding Activity | | Duration |
| (weeks) |
| A | Licenses, permits and documentation | None | 1 |
| B | Contracts | A | 1 |
| C | Analyzing | B | 2 |
| D | Design | B | 1 |
| E | Software coding | C,D | 3 |
| F | Quality Assurance | E | 2 |
| G | Hosting the app in the app stores | F | 1 |
| H | Marketing | G | 2 |

# Activity-on-Node Network

**0 A 1 1 B 2**

**0 0 0 0**

**2 C 4**

## 0 0

**2 2 4**

**4 E 7 7 F 9**

## 0 0 0 0

**9 G 10 10 H 12**

**0 0 0 0**

**0 1 1 1 1 2**

**4 D 5**

## 1 1

**3 1 4**

**4 3 7 7 2 9**

**9 1 10 10 2 12**

**Baseline Budget**

**weeks**

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **ID** | **DUR** | **TASKS** | **Budget 0** | | **1** | | **2** | **3** | **4** | **5** | | **6** | **7** | **8** | **9** | **10** | **11** | **12** |
| **A** | **1** | **Licenses** | **2** | **2** | |  | |  |  |  |  | |  |  |  |  |  |  |
| **B** | **1** | **Contracts** | **1** |  | | **1** | |  |  |  |  | |  |  |  |  |  |  |
| **C** | **2** | **analyzing** | **1** |  | |  | | **1** |  |  |  | |  |  |  |  |  |  |
| **D** | **1** | **Design** | **1** |  | |  | |  |  | **1** |  | |  |  |  |  |  |  |
| **E** | **3** | **software coding** | **3** |  | |  | |  |  | **1** | **1** | | **1** |  |  |  |  |  |
| **F** | **2** | **Quality Assuran** | **2** |  | |  | |  |  |  |  | |  | **1** | **1** |  |  |  |
| **G** | **1** | **The app is available in stores** | **2** |  | |  | |  |  |  |  | |  |  |  | **2** |  |  |
| **H** | **2** | **marketing** | **3** |  | |  | |  |  |  |  | |  |  |  |  | **2** | **1** |
| **Week Total** | | | **15** | **2** | | **1** | | **1** | **0** | **2** | **1** | | **1** | **1** | **1** | **2** | **2** | **1** |
| **Commutative** | | | | **2** | | **3** | | **4** | **4** | **6** | **7** | | **8** | **9** | **10** | **12** | **14** | **15** |

Communication Plan:

A monthly meeting with restaurant owners to obtain the necessary information. and a weekly meeting for team members to follow up on the progress of the project, the achievement that has taken place, and the risks and difficulties expected to occur in the coming period.