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
6- there is any restaurant would he like to add
7- there is any suggestion to make the app better

Resources

1-term of software programming

2- Good internet connection

3-Components of the application (meal list, prices)

4-financial resources for the following:

Advertising

Customer acquisition (basically freebies)

5-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.
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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

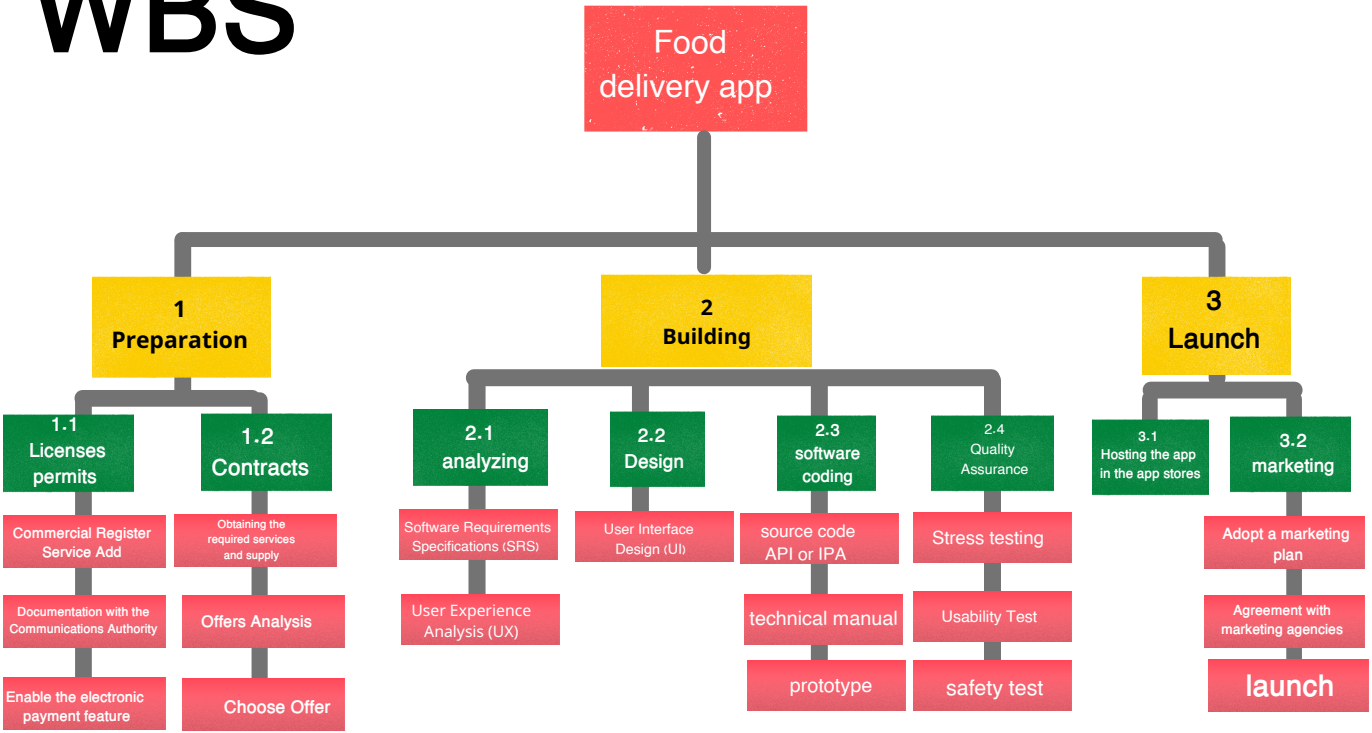
- High level risks:

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
1.2 Contracts
2.1 analyzing
2.2 Design
2.3 software coding
2.4 Quality Assurance
3.1 Hosting the app in the app stores
3.2 marketing
Commercial Register Service Add
Documentation with the Communications Authority
Enable the electronic payment feature
Obtaining the required services and supply
Offers Analysis
Choose Offer
Software Requirements Specifications (SRS)
User Experience Analysis (UX)
User Interface Design (UI)
source code API or IPA
technical manual
prototype
Stress testing
Usability Test
safety test
Adopt a marketing plan
Agreement with marketing agencies
launch

WBS Dictionary

1.Preparation
1.1 Licenses permits
1.1.1 Commercial Register Service Add
1.1.2 Documentation with the Communications Authority
1.1.3 Enable the electronic payment feature
1.2 Contracts
1.2.1 Obtaining the required services and supply
1.2.2 Offers Analysis
1.2.3 Choose Offer
2. Building
2.1 analyzing
2.1.1 Software Requirements Specifications (SRS)
2.1.2 User Experience Analysis (UX)
2.2 Design
2.2.1 User Interface Design (UI)
2.3 software coding
2.3.1 source code (API or IPA)
2.3.2 technical manual
2.3.3 prototype
2.4 Stress testing
2.4.1 Stress testing
2.4.2 Usability Test()
2.4.3 safety test
3. Launch
3.1 Hosting the app in the app stores
3.2 marketing
3.2.1 Adopt a marketing plan
3.2.2 Agreement with marketing agencies
3.2.3 launch

Responsibility Matrix

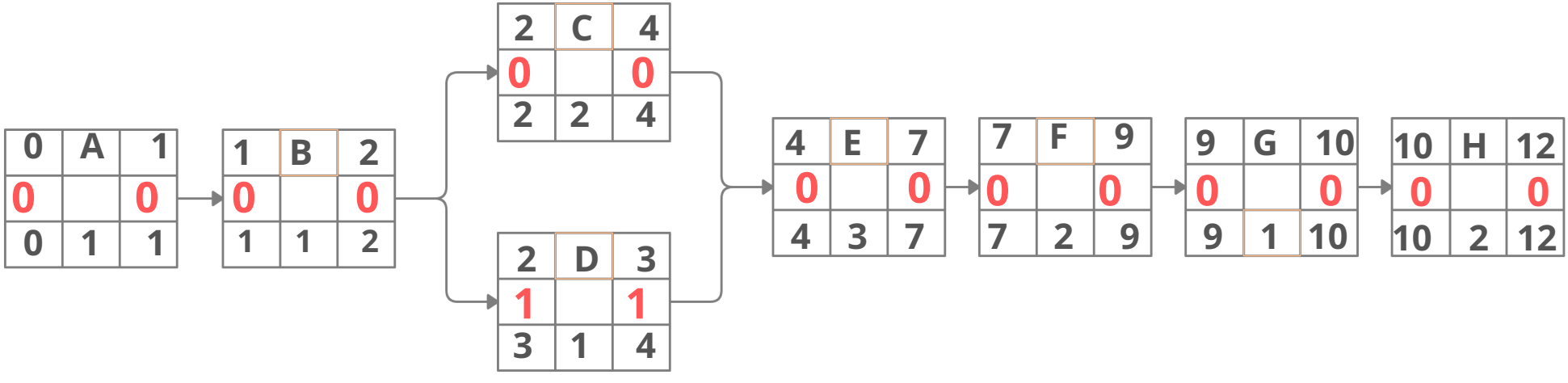
Task	Norhan Badran	Hajer Abelrhman	Heba Osman	Hager Ahemed	Yasmin sufain
Licenses, permits and documentation		R	S	S	
Contracts	S		S		R
Analyzing		S		R	S
Design	R		S		
Software coding			R	S	
Quality Assurance	S	S			R
Hosting the app in the app stores	R		S	S	
Marketing	S	R		S	S

R = Responsible
S = Supports/assists

Network information

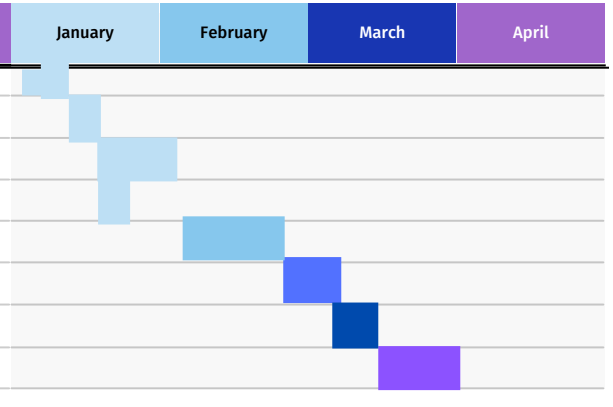
Activity	Description	Preceding Activity	Duration (weeks)
A	Licenses, permits and documentation	None	1
B	Contracts	A	1
C	Analyzing	B	2
D	Design	B	1
E	Software coding	C,D	3
F	Quality Assurance	E	2
G	Hosting the app in the app stores	F	1
H	Marketing	G	2

Activity-on-Node Network



Gantt Chart

ID	Duration (weeks)	Task Name	ES	EF	LS	LF	FS	TS
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

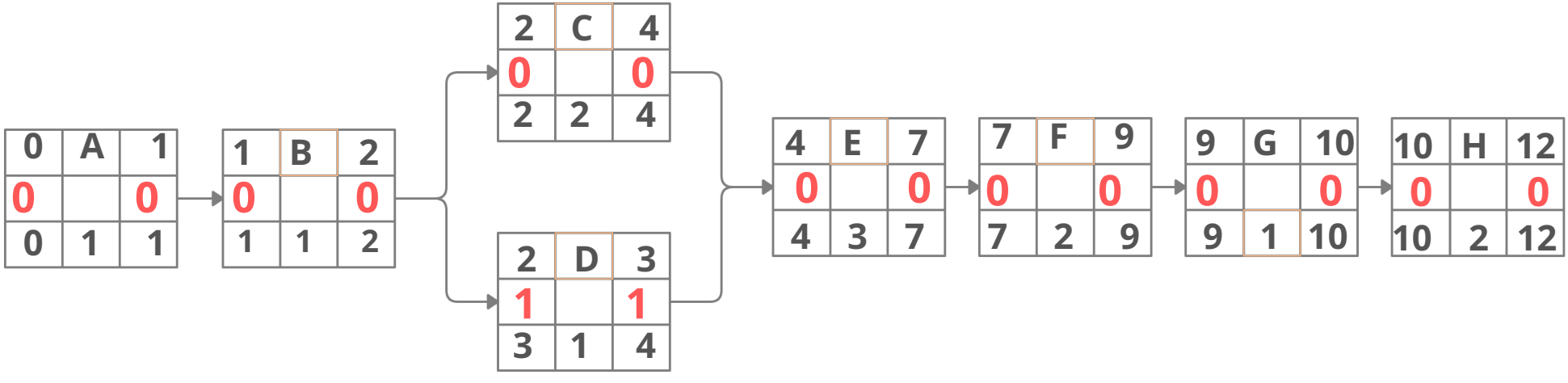


ID	RES	DUR	ES	LF	SL	0	1	2	3	4	5	6	7	8	10	11	12
A	2	1	0	1	0	2											
B	1	1	1	2	0		1										
C	3	2	2	4	0			3	3								
D	1	1	4	5	-1			X	X	1							
E	1	3	4	7	0					1	1	1					
F	2	2	7	9	0								2	2			
G	3	1	9	10	0										3		
H	3	2	10	12	0											3	3
Total Resource Load						2	1	4	3	2	1	1	2	2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



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.