

Group 6
Taylor Bauer
Megana Chinalachaigari
Ryan Pierce
Tommy Nguyen
Mitch Simmons

Initial Project Description

Project Name

Piggy? - We are still finalizing a name once we figure out final project goals and possible target audiences (local bars or an app for a specific bar etc.)

Project Synopsis

Productivity app for professional and home bartenders to manage and easily update bar inventory, quickly retrieve cocktail recipes, and automatically generate quantities for liquor ordering.

Project Description

We are undertaking this project because local bar owners have expressed frustration with the current landscape of behind-the-bar management apps. While there are a variety of liquor inventory apps on the market, few do it with a professional bartending context in mind: they are missing features like automatic order reporting and quick updating of current stock. Many at-home cocktail apps have recipe functions but are not robust (or, importantly, fast) enough to be realistically deployed during a busy shift behind a bar.

As a group, we are uniquely positioned to develop this application. Two of our members are currently employed as bartenders locally, and we plan on leveraging their proximity to local bar owners and managers throughout development to seek feedback and ideas about the project. Another member has extensive experience in retail management and will have valuable insight into the needs of users who will be tracking inventory with our app.

By the end of the project, we plan to deliver a working app for tablets and phones that has functionality to track and easily update liquor inventory, create and quickly search for cocktail recipes, and automatically generate liquor orders based on current inventory and user-defined pars.

Project Milestones

The first of milestones our team has established is being able to figure out a project timeline. As of now, we have not been able to fully identify what components we need to make this application. We are stuck between identifying if we want to stick with a MacOS operating system

development, or rather switch to something easy to develop on a Windows platform as well. However, roughly, by midOctober, we will have project details of project functionality and components established. By the end of October we would like to have created our data charts (backend and frontend) charts and gantt chart. By November, we will have talked with people in the industry (along with our team members who are involved as bartenders or management) to be able to identify key features within the project to start working on. By MidNovember, we would like to have the database schema established and find our initial design completed. By the end of the semester, it'd be nice if we can start coding our backend and start designing and implementing our frontend development. First semester would set us up for design, dataflow, and a rough idea to implementation. By the time of the second semester, we should start implementing the full backend and front end (finish by February). As of March, we can start to store data within databases and access info from outside within the app (the recipes on demand). This would include a minimally viable mobile/web application with user registration, as well as an established database of account data. March will ensure a full frontend development and testing features to make sure the application is running smoothly. April will allow us to make sure the app is functioning and can create a logo design. We would like to deploy the app online by the end of April or early May to follow deadlines.

Project Budget

We will need access to Mac OS for all team members (3 already have) in order to be able to develop the app using Swift. Therefore, budget will be put into finding rentals for two other members. As of now we are debating spending approximately \$40-50 for two people per month to rent a mac. Another option would be purchasing a used Mac online for about \$270 a piece. If we choose to do otherwise, then we will save money on the Macs (since we may plan to develop on different OS platforms). The remaining money will depend on maybe \$100 for developer fees. Visual work for logo design which could be anywhere from \$20-\$50.

Work Plan

Taylor - Designer and back-end developer

Ryan - Back end

Tommy - Front end

Mitch - Back End/Front end

Megana - Mainly front end - but backend development for the database set up component

Last Notes

We would like to note as a team that this project plan is extremely tentative. And due to a few circumstances leading to this initial project description, we have had to limit our face-to-face interactions and could not do much planning. This is still a true plan that is subject to change as we understand our budget restrictions and possible adaptations to develop an App on a different

OS. Additionally, this could change the way our initial setup runs. However, the milestones should be fine (beyond regular changes in any group), since they are more so development goals as they are specific components of our project.

Thank you!