

Team No. 10

Team Members

- DeRon Sutton
- Aaron Gearhart
- Dawson Frick
- Chris Hardin
- Matt Chapman

Project Name

JayDash

Project Synopsis

This will be a mobile app to allow students to order food from KU Dining without waiting in line, from the convenience of their phone.

Project Description

- *Why is the project being undertaken?*

Our project is being undertaken to improve the efficiency of ordering food at KU Dining facilities. Every day during peak hours, such as lunchtime, students and faculty pack the DeBruce Center and The Underground, causing them to waste time in line. We want to create another way for students to order food and get in and out of high-traffic areas faster. This also has potential to help out faculty workers, because orders would come up on screen and they could just have them ready for pick up, and when you check out all you have to do is show some proof of purchase, which would reduce the amount of people that stand in line to pay.

- *Describe an opportunity or problem that the project is to address.*

Students forming into large lines which eventually overwhelms the dining staff and slows down overall efficiency. This will also allow for more social distancing in the case of a pandemic because there will be less people waiting for their food.

- *What will be the end result of the project?*

The end goal of our project is to design an app for both the students and the dining staff that will help dining operate more efficiently and prevent congestion within KU dining facilities.

Project Milestones

First Semester (Fall 2020)

1. Use Diagrams for Front and Back End Completed
2. Tasks established for each team member – With Descriptions
3. Video Presentation Completed

Second Semester (Spring 2021)

1. Use front end and back end diagrams to implement our design on a mobile device
2. Add functionality to our design and begin testing
3. Add connections between client side and dining side for seamless experience

- *Estimated completion date for each milestone.*

First semester (Fall 2020)

- A) Tasks established for each team member – With Descriptions – October 16th
- B) Use Diagrams for Front and Back End Completed - October 23rd
- C) Video Presentation Completed – October 26th

Second Semester (Spring 2021)

- A) Use front end and back end diagrams to implement our design on a mobile device (March 15th)
- B) Add functionality to our design and begin testing (April 15th)
- C) Add connections between client side and dining side for seamless experience (May 10th)

Project Budget

- *Hardware, software, and/or computing resources*

Software:

Flutter

React

Hardware:

Cellphone/Tablet (iPhone/iPad, although we have these)

- *Estimated cost*

Nothing for right now

- *Vendor*

Nothing for now

- *Special training (e.g., VR)*

Learn Dart (language for Flutter)

- *When they will be required*

