

# UNIVERSITY OF VOCATIONAL TECHNOLOGY Faculty of Information Technology Department of Multimedia and web Technology B.Tech in Multimedia and Web Technology

## **E-Restaurant**

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## **1. INTRODUCTION**

Computers have become part of life for accessing almost any kind of information. We live in an age full of technology, it is very difficult for any organization to survive without the use of technology. In today's age of fast food and take-out in many restaurants have chosen to focus on quick preparation and speedy delivery of orders rather than offering a rich delivery.

I propose an Online Food Ordering System for a restaurant (E-restaurant). This allows people to order foods that placed on web page, it is entered into the data base and then retrieved this allows restaurant employees to quickly go through the orders as they are placed and produce the necessary items with minimal delay and confusion. And also any restaurant(E-restaurant) can subscribe and use the application.

## 2. BACKGROUND

A Case study looks at the problem of setting up a restaurant. In existing system there are few problems:

- For placing any orders customers have to visit hotels or restaurants to know about food items and then place order and pay. In this method time and manual work is required.
- While placing an order over the phone, customer lacks the physical copy of the menu item, lack of visual confirmation that the order was placed correctly.

• Every restaurant needs certain employees to take the order over phone or in-person, to offer a rich dining experience and process the payment. In today's market, labor rates are increasing day by day making it difficult to find employees when needed.

Hence, to solve this issue, what I propose is an "Online Food Order System, originally designed for Cafeterias, Food restaurant or Take-Out, but this system is just as applicable in any food delivery industry. For that restaurants wants to subscribe and get the service from us.

The main advantage of my system is that it greatly simplifies the ordering process for both the customer and the restaurant and also greatly lightens the load on the restaurant's end, as the entire process of taking orders is automated.

## **3. AIM**

Online ordering system will be a web based application whose main language of programing will be PHP. Its main aim is to simplify and improve the efficiency of the ordering process for both customer and restaurant, minimize manual data entry and ensure data accuracy and security during order placement process. Customers will also be able to view product menus and their ingredients and be able to have a visual confirmation that the order was place correctly.

## 4. OBJECTIVES OF THE PROJECT

- To increase efficiency and improve services provided to the customer through better application of technology in daily operations.
- To be able to stand out from competitors in the food service industry.
- To enable customers to order custom meals that aren't in the menu

- To ensure correct placement of orders through visual confirmation
- Improve efficiency of restaurant's staff
- Increase speed of service, sales volume and customer satisfaction

## **5. METHODOLOGY**

There are several software development methodologies we had learned during the past few years. The most used software development methodology is ASD (Agile Software Development). We hope to follow the ASD method for the development of Entire system development.

### 5.1. Agile Software Development

The agile SDLC (Software Development Life Cycle) model is a combination of iterative and incremental process models with a focus on process adaptability and customer satisfaction by rapid delivery of working software product.

Agile Methods break the product into small incremental builds. These builds are provided in iterations. Each iteration typically lasts from about one to three weeks. Every iteration involves cross-functional teams working simultaneously on various areas like planning, requirements analysis, design, coding, unit testing, and acceptance testing. At the end of the iteration, a working product is displayed to the customer and important stakeholders. The agile model believes that every project needs to be handled differently and the existing methods need to be tailored to best suit the project requirements. In agile the tasks are divided into time boxes (small time frames) to deliver specific features for a release. An iterative approach is taken and working software build is delivered after each iteration. Each build is incremental in terms of features; the final build holds all the features required by the customer.

### 5.2. Sharing the work loads

Within agile approach the steps of web development are mostly simultaneous. All team members, from decision -makers to designers and content creators should organize meetings during the early stages of web development. Understanding of project requirements on all stages by all team members reduces the need for constant emails, calls and meetings throughout the entire process. Due to agile approach work that took 4-6 months can now be accomplished much faster. These are the above steps of our plan for the relevant project.

#### **1.Project planning**

MLC.Sanjeevani M.H.F.Hishma N.Shanthini

#### **2.Requirements gathering and documentation.** M.H.F.Hishma

**3.Analysis** MLC.Sanjeevani

**4.System Design** M.H.F.Hishma

**5.Coding** N.Shanthini

**6.Testing (Code, unit, system, user acceptance testing)** MLC.Sanjeevani

**7.Deployement** N.Shanthini

## **6. REQUIREMENTS**

## **6.1. User Requirements**

## **6.1.1. Functional Requirements**

- Functional requirements define the capabilities and functions that a system must be able to perform successfully. The functional requirements of this online ordering system include:
- The system shall enable the customer to view the products menu, create an account, login to the system and place an order.
- The customer shall specify whether the order is to be picked up or delivered.
- The system shall display the food items ordered, the individual food item prices and the payment amount calculated.
- The system shall prompt customer to confirm the meal order.
- The system shall provide visual confirmation of the order placement.

## **6.1.2.** Non-Functional Requirements

A non-functional requirement is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviors. Some of the non-functional requirements include:

- Maintainability- easy to maintain.
- Performance/ response time- fast response.
- Usability by target user community- easy to use.
- Expandability- needs to be future proof or upgradable.
- Safety- should be safe to us.

## 6.2. System Requirements

These consist of the hardware and software components of a computer system that are required to install in order to use the software efficiently.

## **6.2.1. Software Requirements**

- Operating system: Windows XP / windows 7
- Technology: PHP
- Database: MySQL
- Tool: Dreamweaver

## 6.2.2. Hardware Requirements

- Processor: Intel dual core or above
- Processor Speed: 1.0GHZ or above
- RAM: 1 GB RAM or above
- Hard Disk: 20 GB hard disk or above
- USB flash disk (At least 2GB)

## 7. TIME FRAME

Task	1 <sup>st</sup> Week	2 <sup>nd</sup> Week	3rd Week	4 <sup>th</sup> Week	5 <sup>th</sup> Week	6 <sup>th</sup> Week	7 <sup>th</sup> Week	8 <sup>th</sup> Week	9 <sup>th</sup> Week	10 <sup>th</sup> Week	11 <sup>th</sup> Week	12 <sup>th</sup> Week	13 <sup>th</sup> Week	14 <sup>th</sup> Week
Submission of project proposal														
Problem definition (System Investigation)														
System Analysis														
System Design														
System Development														
System Implementation														
System Testing														
Submit the final project														

## 8. REFERENCES

- 1. <u>https://www.sitebuilderreport.com/inspiration/restaurant-websites.</u>
- 2. <u>https://www.business.com/articles/restaurant-website-design/</u>