A CUSTOMIZABLE SNACK ORDERING AND DELIVERY APP
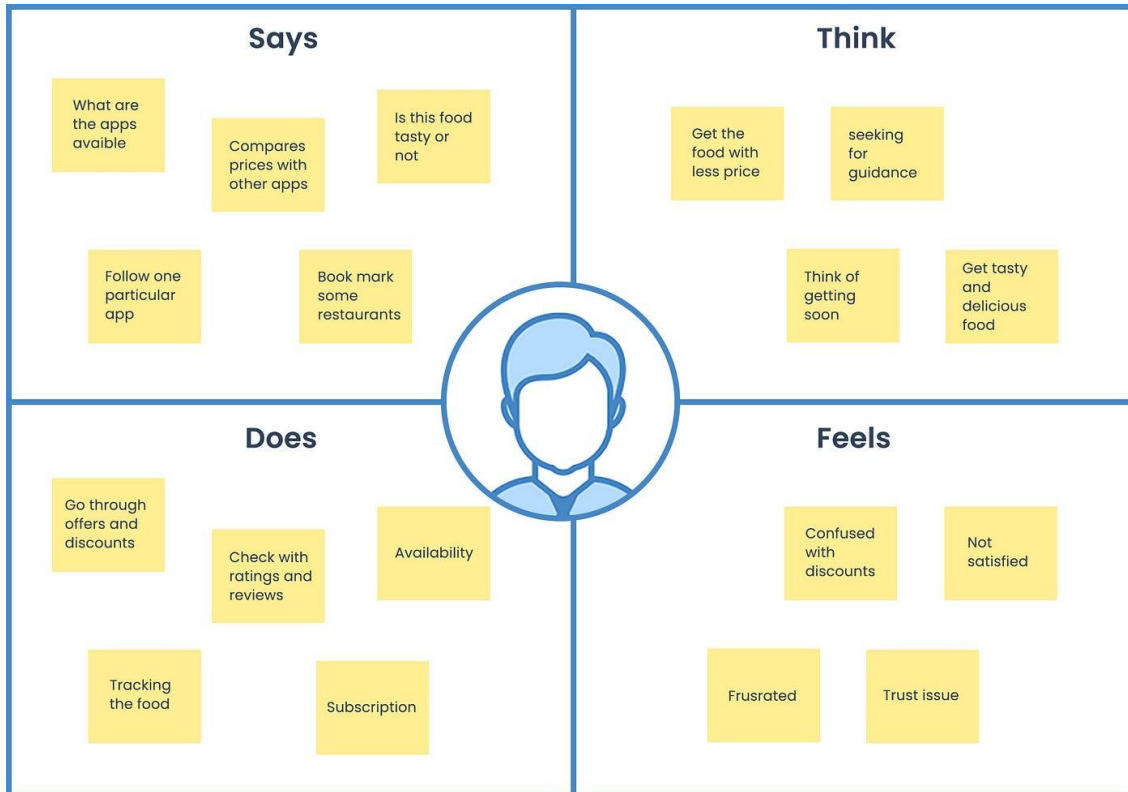
1. INTRODUCTION

1.1 OVERVIEW

A project that demonstrates the use of Android Jetpack Compose to build a UI for a snack squad app. Snack Squad is a sample project built using the Android Compose UI toolkit. It demonstrates how to create a simple e-commerce app for snacks using the Compose libraries.The user can see a list of snacks, and by tapping on a snack,and by tapping on the "Add to Cart" button, the snack will be added to the cart. The user can also see the list of items in the cart and can proceed to checkout to make the purchase.
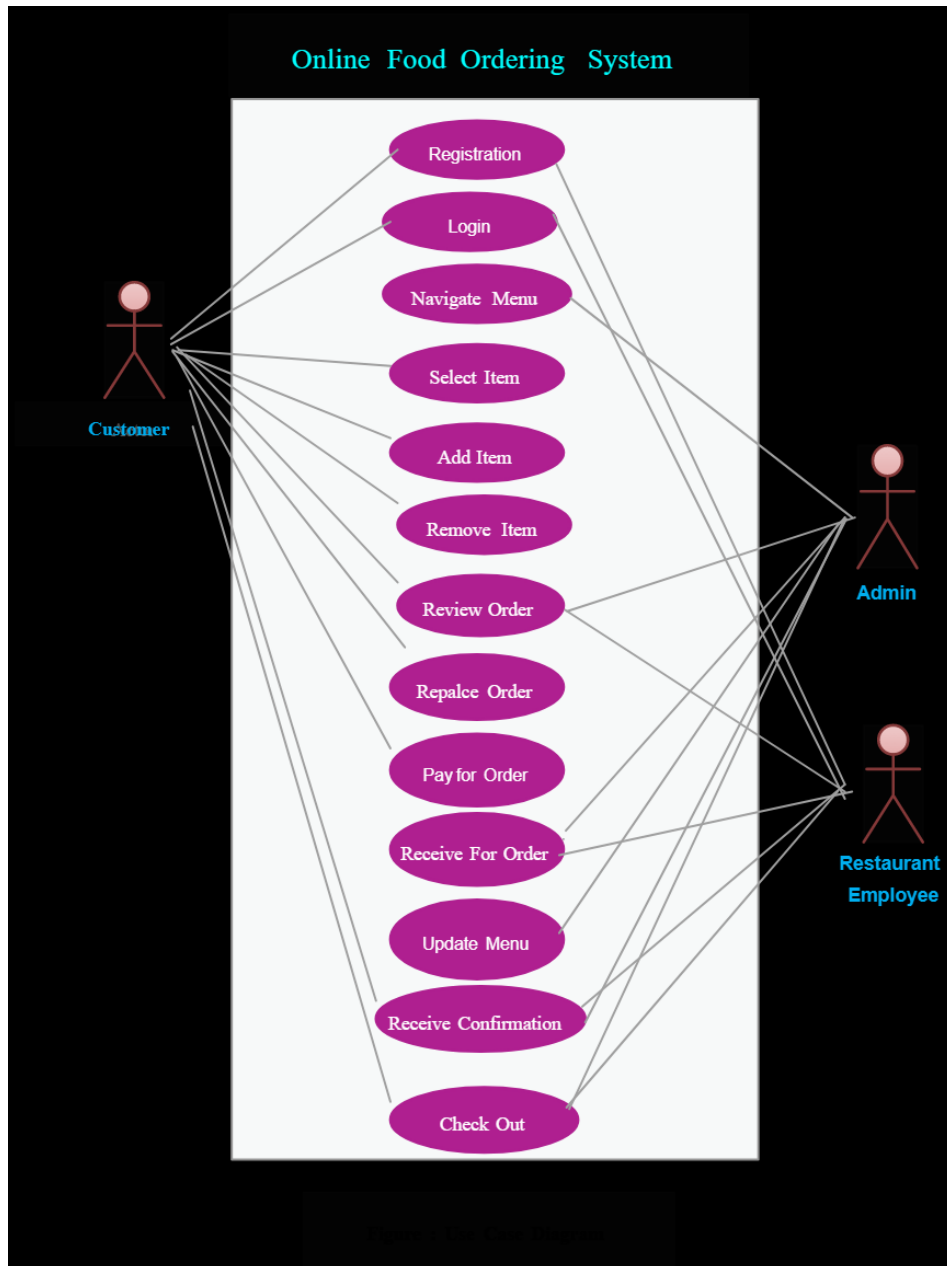
1.2 PURPOSE

It allows people to place orders ahead and avoid wasting time in line and users can order from in-seat so if they want more snacks during the movie they don't have to go outside to the concessionary. Movie Snacks is designed to help busy workers and parents with young children place orders without investing time in line or having to get early to the movie theater to order.

2. PROBLEM DEFINITION & DESIGN THINKING
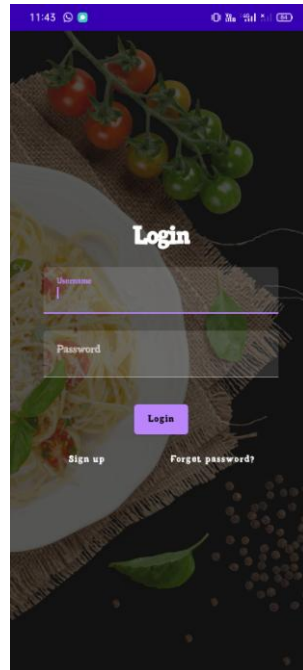
2.1 EMPATHY MAP

Says

- What are the apps avaible
- Compares prices with other apps
- Is this food tasty or not
- Follow one particular app
- Book mark some restaurants

Think

- Get the food with less price
- seeking for guidance
- Think of getting soon
- Get tasty and delicious food

Does

- Go through offers and discounts
- Check with ratings and reviews
- Availability
- Tracking the food
- Subscription

Feels

- Confused with discounts
- Not satisfied
- Frusrated
- Trust issue

2.2 IDEATION & BRAINSTROMING MAP

Online Food Ordering System

- Registration
- Login
- Navigate Menu
- Select Item
- Add Item
- Remove Item
- Review Order
- Repalce Order
- Pay for Order
- Receive For Order
- Update Menu
- Receive Confirmation
- Check Out

Customer

Admin

Restaurant Employee
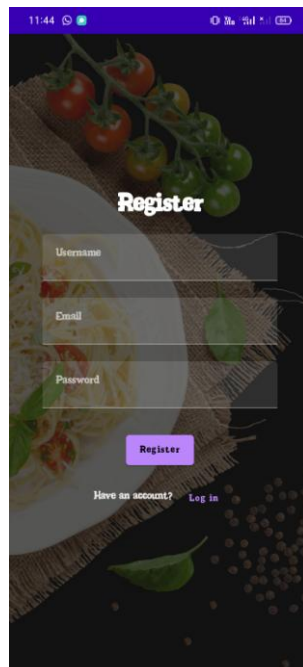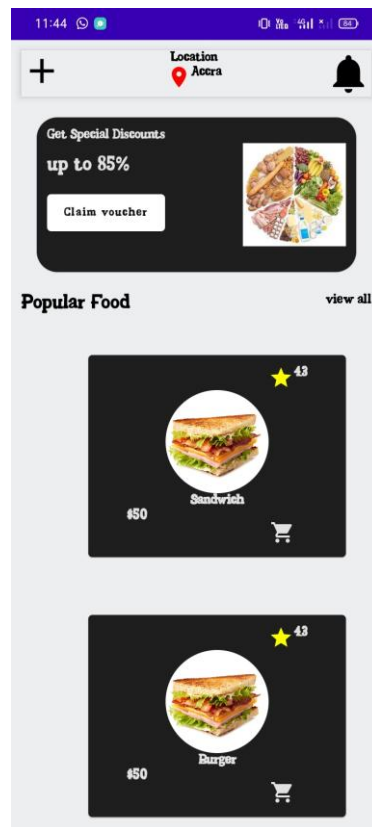
3. RESULT

LOGIN PAGE

REGISTERATION PAGE

ORERDING PAGE

4. ADVANTAGES & DISADVANTAGES

4.1 ADVANTAGES

Seamless Process: From a customer's point of view, the most beneficial point of ordering food online is the seamless process. Online food ordering gives customers the freedom and choice to place an order at virtually any time, from anywhere, saving the time and resources typically spent on travelling to pick up a meal. It also gives the customers the advantage of reordering the favorite order in the easiest and hassle-free manner.

Minimal Contact: Since the outbreak of COVID19, social distancing and minimizing human contact has been the talk of the entire globe. Minimal contact helps people protect themselves and others from the spread of the virus. Online ordering accommodates minimal contact or contactless delivery most easily and lets the person enjoy their favorite meal without the worry of transmitting or catching the virus.

Extra Perks & Options: Many renowned restaurants and diners offer enticing promotions to only keep their current customers happy and drum up more sales and revenues. Online ordering also opens the doors to limitless dining options and allows the customers to browse various cuisines curated under the guidance of expert chefs and professionals.

Psychological Connection: The connections that the restaurants built with the customers during these times can continue on the other side of the pandemic as well. It has been seen and observed in surveys that food delivery outlets and apps meeting the needs of the people are also having positive psychological effects on them.

4.2 DISADVANTAGES

Price:

One of the major drawbacks of online food ordering systems is price. When food is ordered for more than one person, the cost is usually equal to eating at a good restaurant every night. Many food ordering systems cost more than $ 20 per person per day. Even more expensive for some other food ordering systems. For individuals with a limited food budget, online food ordering systems are often too expensive.

Limited menu:

Another disadvantage for food ordering systems is menu choices. Most food ordering systems have a limited number of meals. The menu changes every few weeks or months, but if you stick to the system for more than a few months the menu items will come back again and again. You should also eat the food provided for that week. If you do not want to eat that particular food, you may have to order another food from another place or eat food you do not like.

Preparation:

The preparation factor may be a disadvantage to food ordering systems. Most food ordering systems give frozen food. They are usually easy to prepare, but they usually take more than an hour to cook because the food is frozen. To avoid long cooking times, you can remove the food from the freezer the day before. However, remember to eliminate food from the freezer to reduce cooking time.

Quality of food may be suffer:

One problem with the food ordering system is that the quality of the food served is often worse than eating at a restaurant. Often, food has to be fed over long distances, and over time, precious vitamins can be lost. Also, food from the ordering system is often served in plastic packaging, which may not be very appealing to your eyes compared to the food neatly placed on your plate in a restaurant.

Food may get cold:

Due to the long ordering distances, your food may also be cold once it is finally delivered to your home.You need to reheat it or eat it cold.

5. APPLICATION

There's no doubt that in the past few years, social media has contributed a lot to online marketing. It is one of those unpretentious viewpoints which improve customers' decisions. With social media integration, customers can easily share photos or videos of their favorite dishes with friends and family. It would also make your online food ordering app noticeable on social media and can easily attract customers regularly.

6. CONCLUSION

Our project is only a humble venture to satisfy the needs to manage their project work. several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the school. The objective of software planning is to provide a frame work that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updatedregularly as the project progresses.

7. FUTURE SCOPE

Easy use of customer

✓ Computerized Entry Of Details.

✓ User Friendly Interaction between User and System.

✓ Easy access to any stage.

✓ Security Provided.

Lot of time is getting saved.

✓ Easy backup of data.

✓ Easy access for exotic & authentic product.

8. APPENDIX

A. SOURCE CODE

```xml
<?xml version="1.0" encoding="utf-8"?>

<manifest xmlns:android="http://schemas.android.com/apk/res/android"

    xmlns:tools="http://schemas.android.com/tools">


    <application

        android:allowBackup="true"

        android:dataExtractionRules="@xml/data_extraction_rules"

        android:fullBackupContent="@xml/backup_rules"

        android:icon="@drawable/fast_food"

        android:label="@string/app_name"

        android:supportsRtl="true"

        android:theme="@style/Theme.SnackOrdering"

        tools:targetApi="31">
        <activity

            android:name=".AdminActivity"

            android:exported="false"

            android:label="@string/title_activity_admin"

            android:theme="@style/Theme.SnackOrdering" />
        <activity

            android:name=".LoginActivity"

            android:exported="true"

            android:label="SnackSquad"

            android:theme="@style/Theme.SnackOrdering">
            <intent-filter>

                <action android:name="android.intent.action.MAIN" />
```

```xml
                <category android:name="android.intent.category.LAUNCHER" />

            </intent-filter>

        </activity>

        <activity

            android:name=".TargetActivity"

            android:exported="false"

            android:label="@string/title_activity_target"

            android:theme="@style/Theme.SnackOrdering" />

        <activity

            android:name=".MainPage"

            android:exported="false"

            android:label="@string/title_activity_main_page"

            android:theme="@style/Theme.SnackOrdering" />

        <activity

            android:name=".MainActivity"

            android:exported="false"

            android:label="MainActivity"

            android:theme="@style/Theme.SnackOrdering" />

    </application>


</manifest>
```