

SPARKPLUG

Case-2

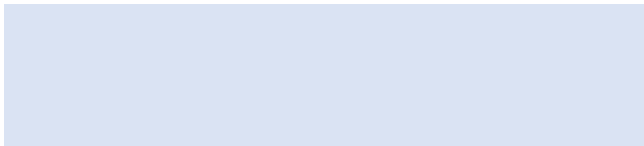
SOLUTION PROPOSED
BY LOCALHOST: 5000

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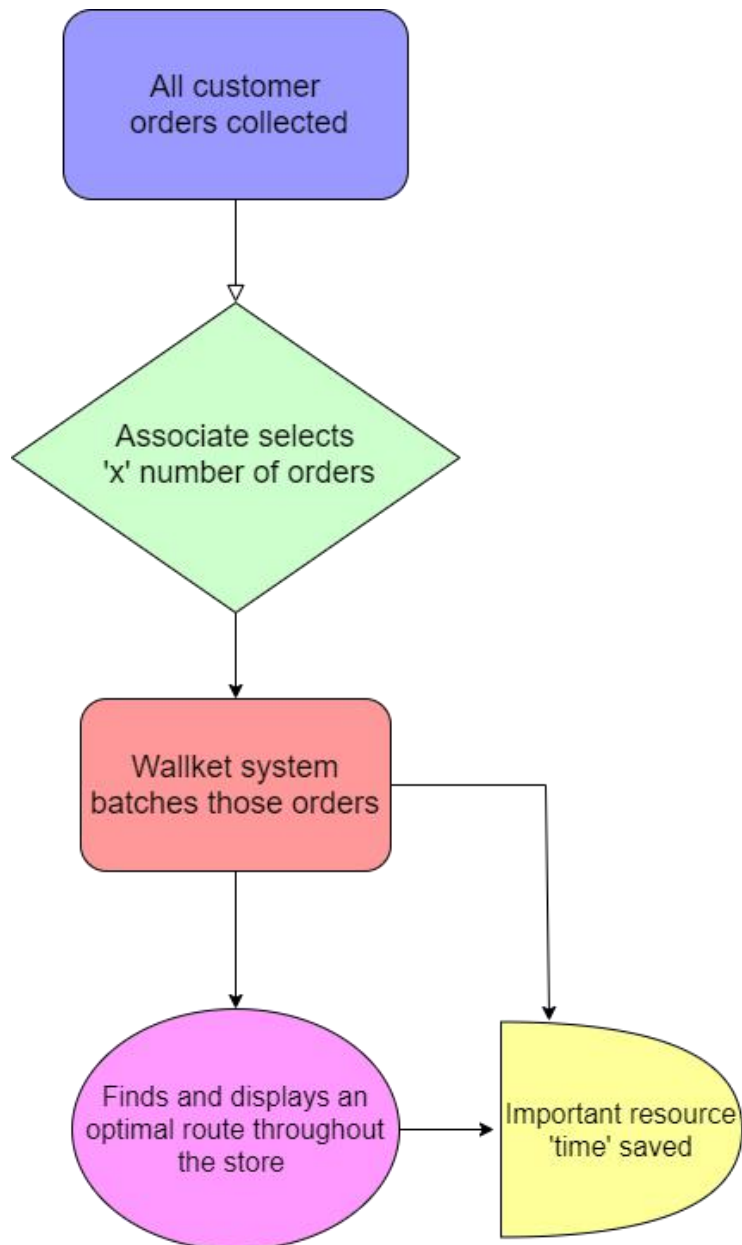
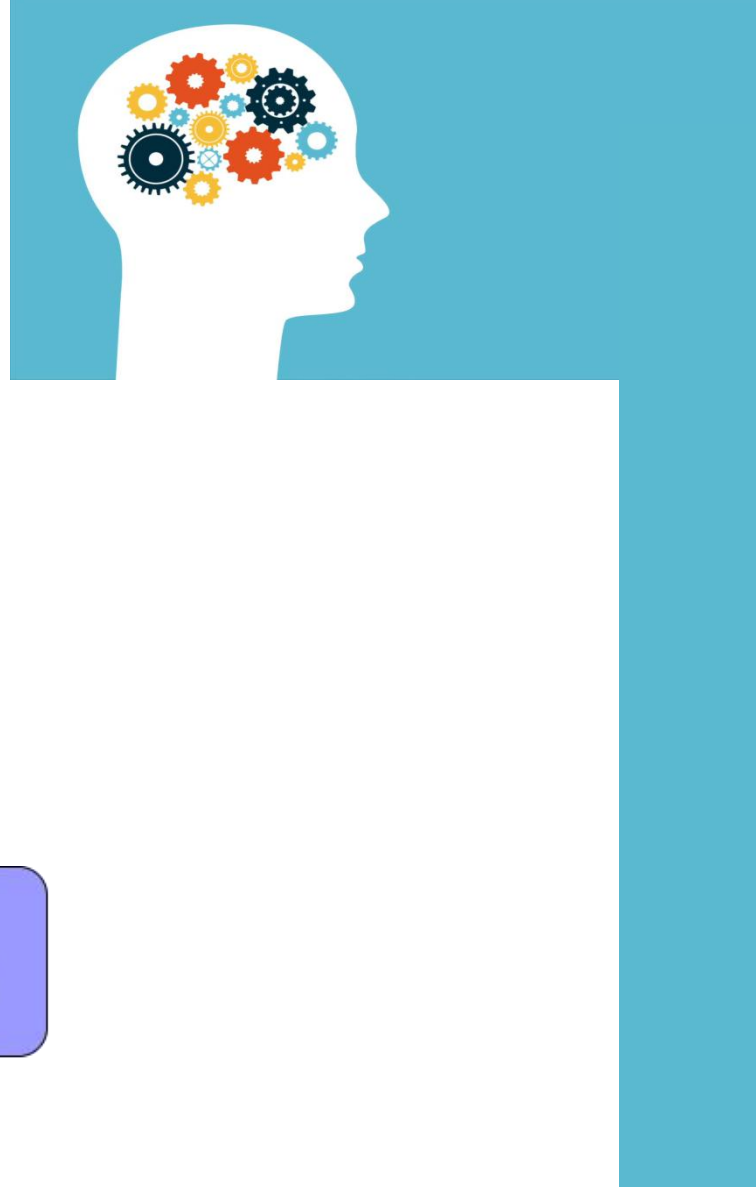


Problem



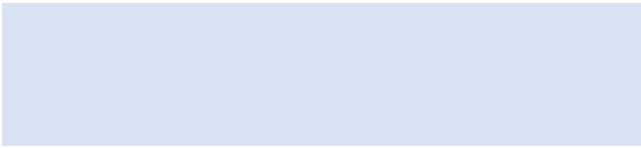
Online orders are fulfilled by Walmart Brick and Mortar stores. The process of individually fulfilling each customer order increases the time and cost involved in delivering the order due to the typical size of Walmart stores. The associate picking up the orders generally has to take a whole big trip throughout the store just to collect the products from a single order and this causes a lot of time and cost wastage.

Solution: The smart Wall-ket system





Plot of our project



We've successfully created a smart python based Wall-ket system. This system simplifies the job of the Walmart associate picking up the orders. All he has to do now is to select 'x' number of orders from the suitable Walmart database and our system will show a map of that particular Walmart store along with the shortest path throughout the store that covers all the orders and saves a lot of time for the associate, everything very quickly and efficiently.

For this, the map of the Walmart store should once be pre fed to the Wall-ket system and never again until required. We have used Dijkstra's shortest path finding algorithm to make the visual path over the map because it is reliable and efficient.



Explanation

Language/Library:

We majorly used the python's pygame library to solve this problem because it gives us multiple options to create an interactive system to help the Walmart associate.

```
base.py x
1 import pygame
2 import sys
3 import ast
```

Store Items record:

We divided the items in the store according to their types and their locations in the store(in the form of coordinates).

```
sub_categories = {
    "Eggs": "Meat and Poultry",
    "Fresh Cut Chicken": "Meat and Poultry",
    "Fresh Cut Chicken Legs": "Meat and Poultry",
    "Frozen Nuggets": "Frozen",
    "Tide Detergent 2kg": "Home Items",
    "Coca cola 1L bottle": "Soft Drinks",
    "Red bull Energy Drink": "Soft Drinks",
    "Britania eggless cakes": "Bakery",
    "Large size cello tape": "Stationary",
    "Classmate 200 pages register": "Stationary",
    "Reynolds blue gel pens": "Stationary",
}
```

```
categories = {
    "Meat and Poultry": (1, 1),
    "Soft Drinks": (1, 19),
    "Alcohol and spirits": (4, 6),
    "Home Items": (9, 4),
    "Stationary": (16, 6),
    "Sea Food": (13, 14),
    "Bakery": (11, 14),
    "Frozen": (20, 11),
    "Grocery": (20, 16),
    "Florist": (10, 1)
}
```

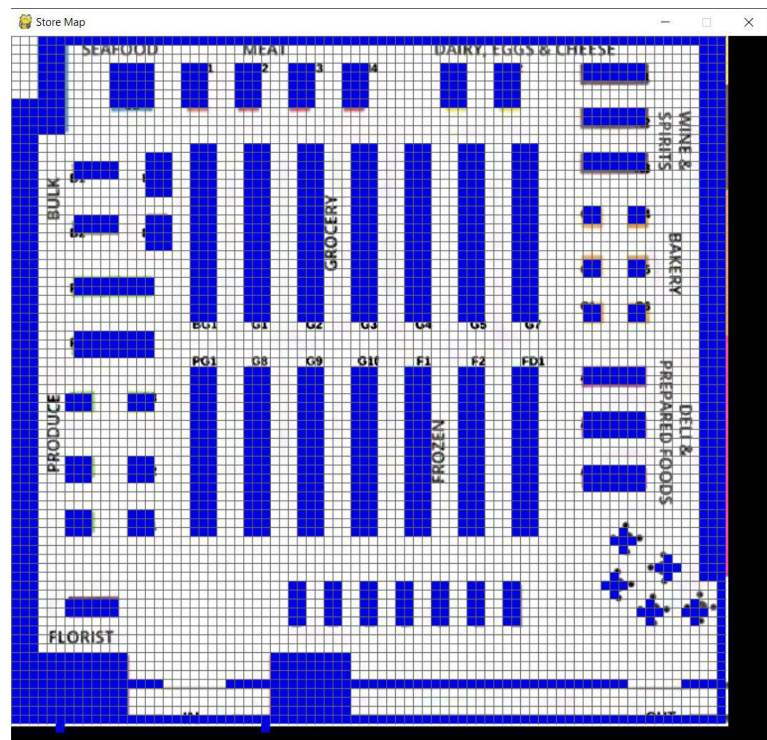
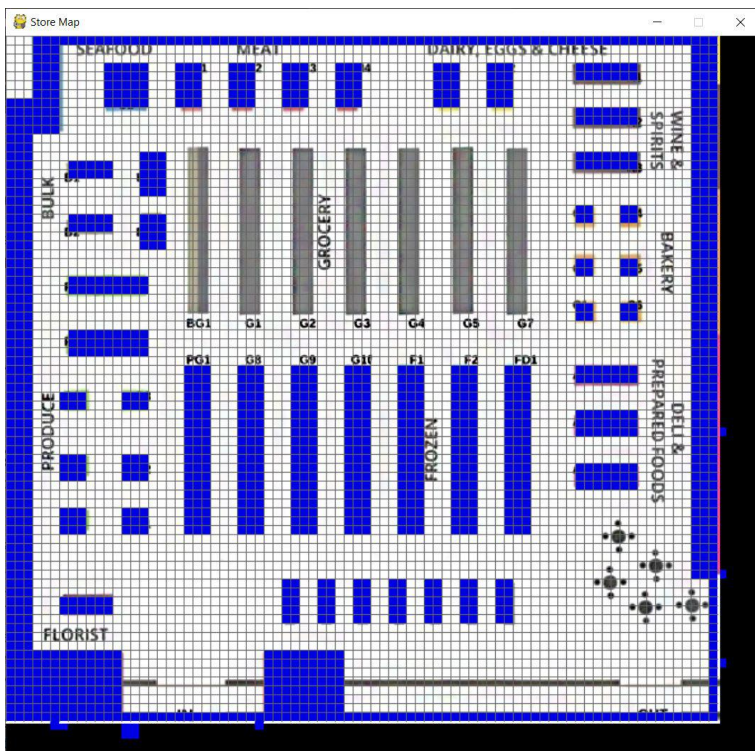



Making the map:

With our system, feeding the store map is as simple as making a maze on the screen with a few clicks. All that's required is putting boxes (by clicking) on the Walmart store map at those positions that have the aisles and shelves.

It looks something like this; the left picture shows a map that is being fed and the right picture shows a map that is fully fed.

As we click on different coordinates on the screen, they are stored in a separate text file of the project.

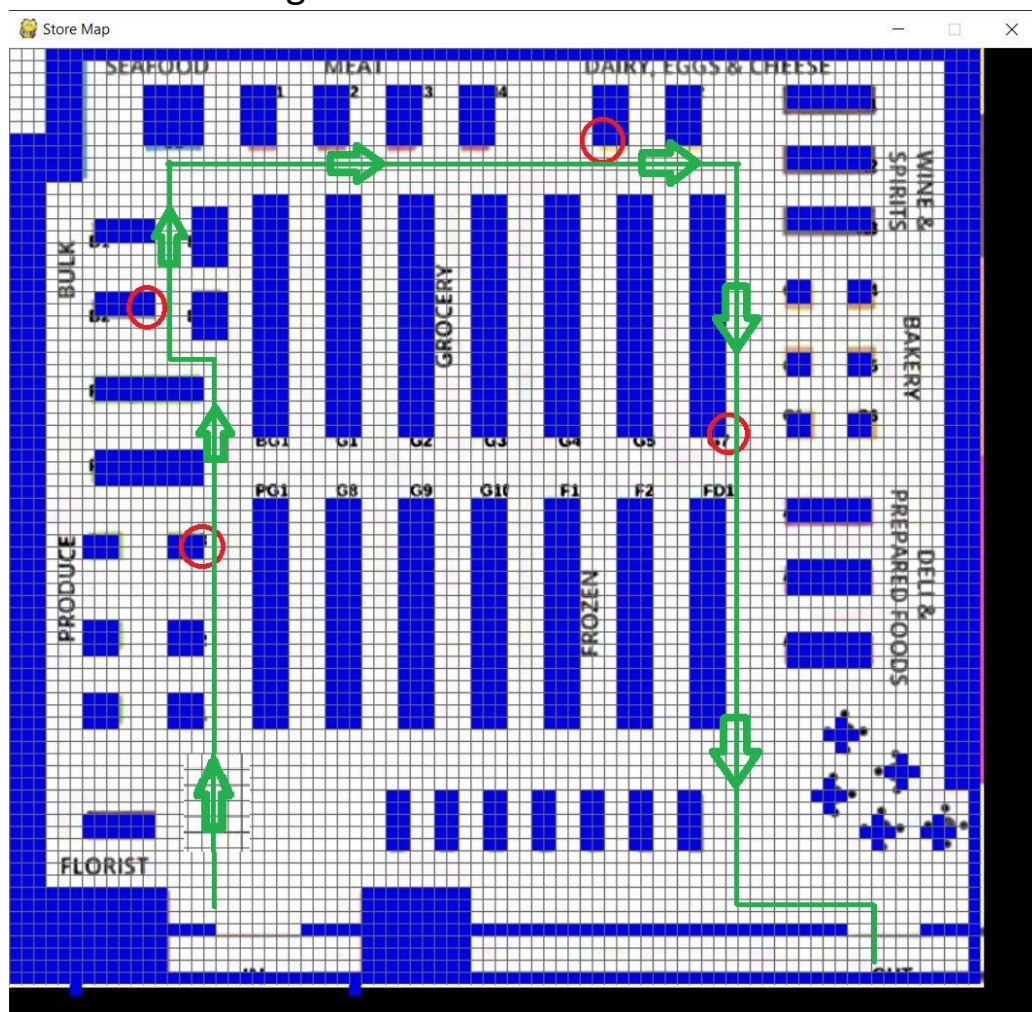




Path Finding:

As the Walmart associate selects some orders from the Walmart database, our smart Wall-ket system calculates and shows the most efficient path to cover all the orders and save a lot of time.

End result looks something like this.



Here In the above picture, the red markers show the products from the batched order and the green line shows the shortest path that the associate should take

Future Avenues



- *We plan on building a headset system for the Walmart associate which will give directions through speech, so that he/she can use both the hands while the Wall-ket system guides them through the way.*
- *We can also deploy a local indoor GPS system to track and monitor the positions of the Walmart associate throughout the store, just to make sure there is no funny business going on.*