

# Restaurant Table Booking Application

## “Taboo”

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### Project Description.

Application “Taboo” is created on the purpose of solving problem of reservations in the restaurants, choosing certain tables and time that is suitable for user.

For best user experience application offers possibility to look for nearby restaurants. From map, or from the list of restaurants. After selection of restaurant User can choose the most comfortable table and make a reservation on specified time and date.

The system can be used in restaurants and clubs for booking tables. The system can also be used as software to promote various restaurants.

### Specification.

Application is written primally for Android users. Android minimal API 23. Used technologies : Android SDK, Google API(Google Maps, Google Login), Picasso, MVC.

### Features:

#### Restaurant:

- **Authentication:** Log into application using Google account. Google account because this will simplify procedure of registration and most of time provide reliable information about user (Name, email, phone number). Created user

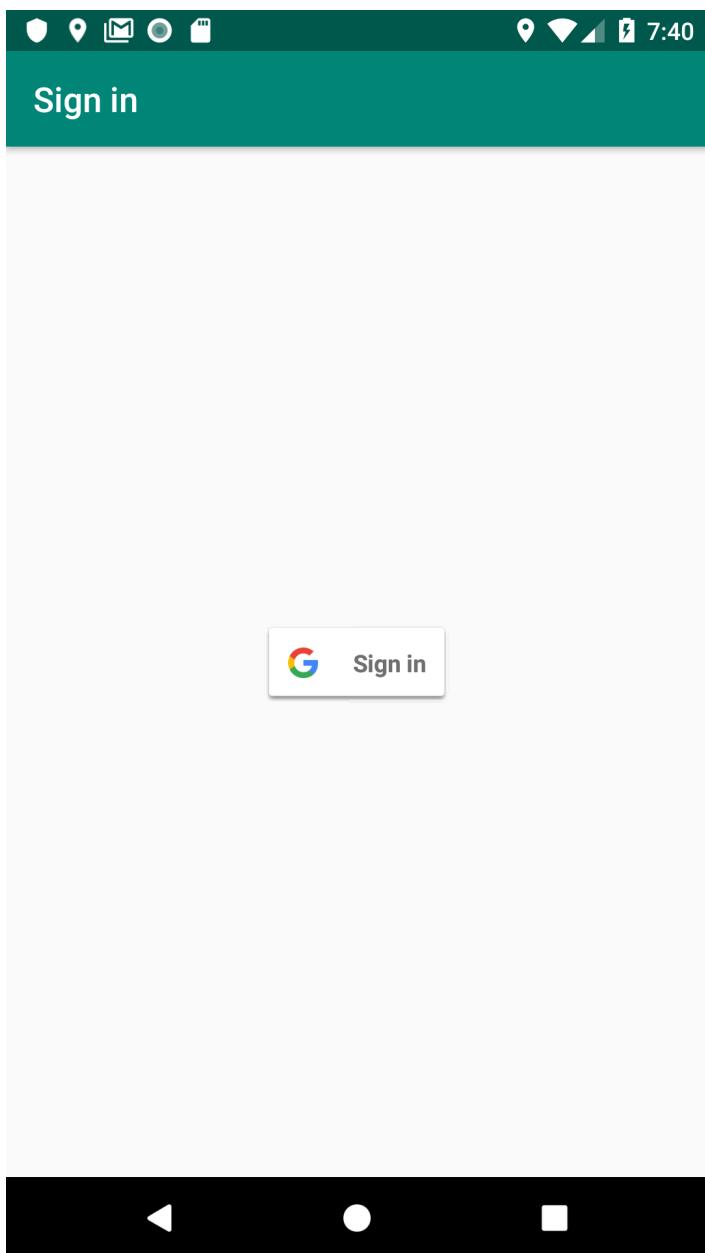
account will be used for contact, validation of reservation and history of reservations.

- **Home:** Looking nearby restaurants via map depending on the location.
- **View Tables:** User can look for the available tables and their placement.
- **Make order:** time, date and duration

#### **Profile:**

- **Profile:** Basic information about user profile (Name, phone number).
- **Bookings:** Here, user is shown current bookings.
- **Cancel Booking:** User can cancel their booked tables whenever necessary.

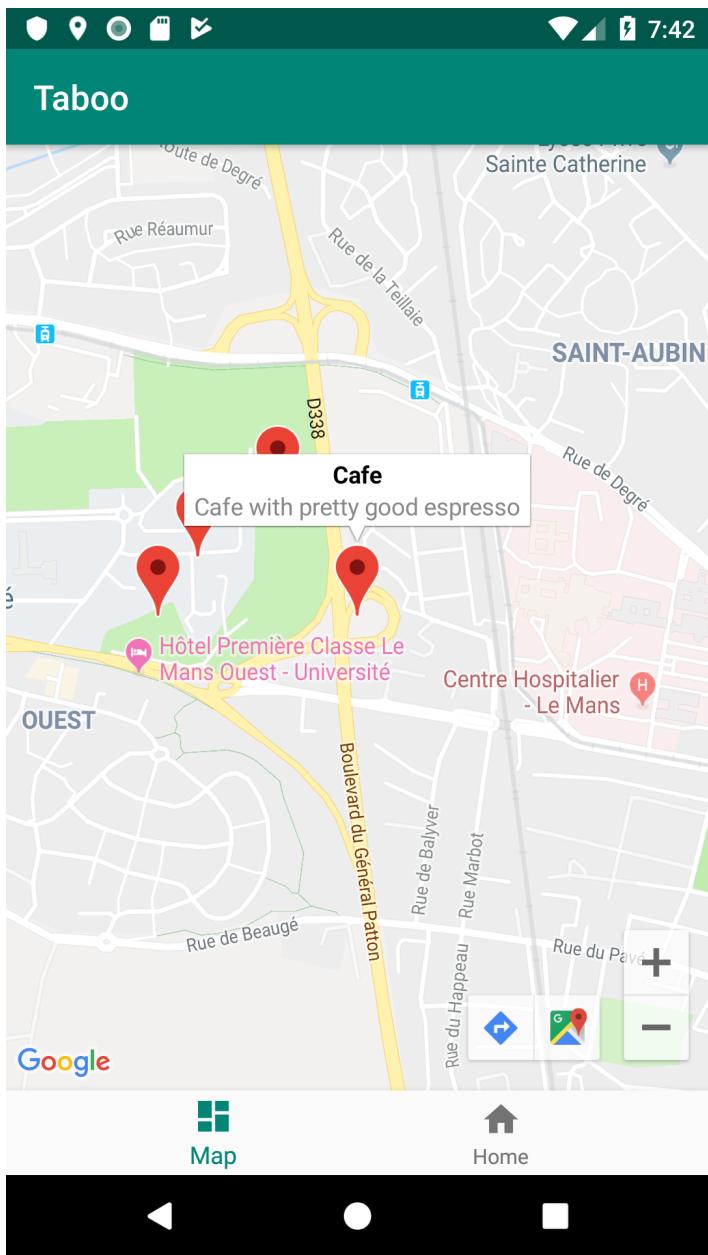
## Welcome Screen.



Show user invitation message and ask him to authorize with Google account.

After successful authentication Map Screen is opened (the default option of 2 available tabs in application).

## The Map screen.

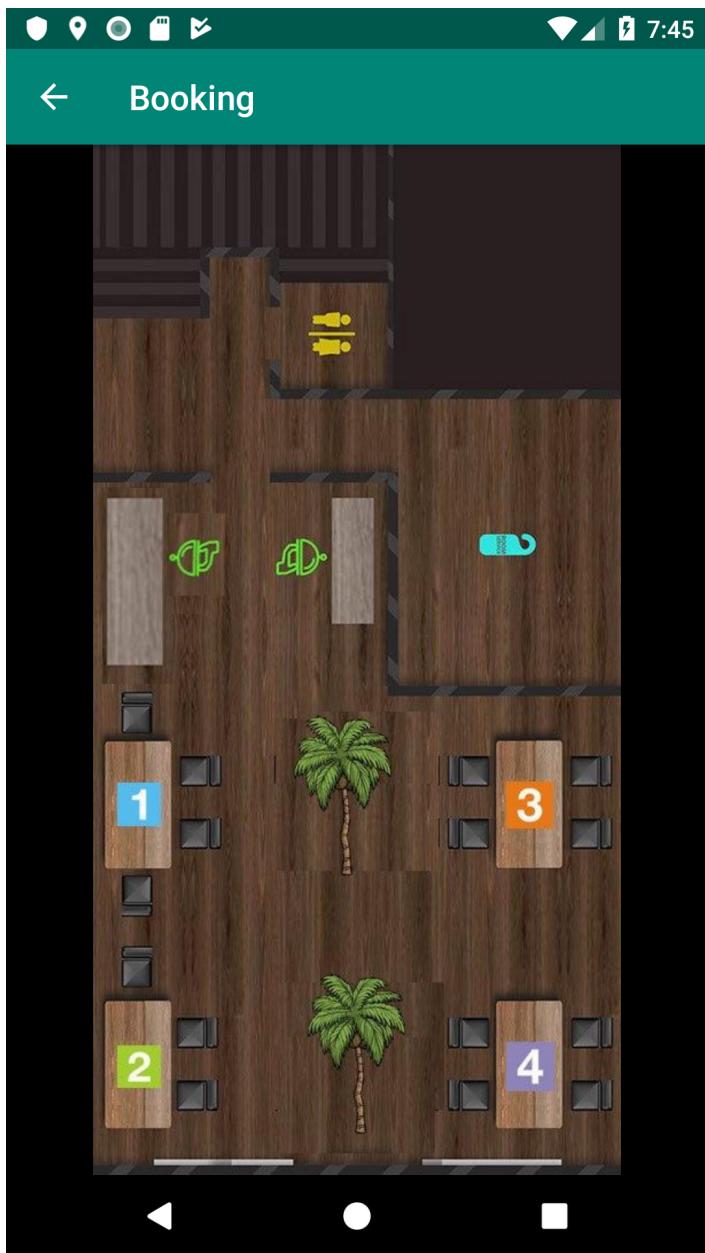


The screen that is opened by default on application loading (after login).

Expectedly mostly used activity of application, where user can search for restaurants nearby, relatively to user current location.

On clicking available markers user can read short description of place (small info about it). After that user can go to the table-booking screen to select time and places for reservation.

## Table-booking screen.

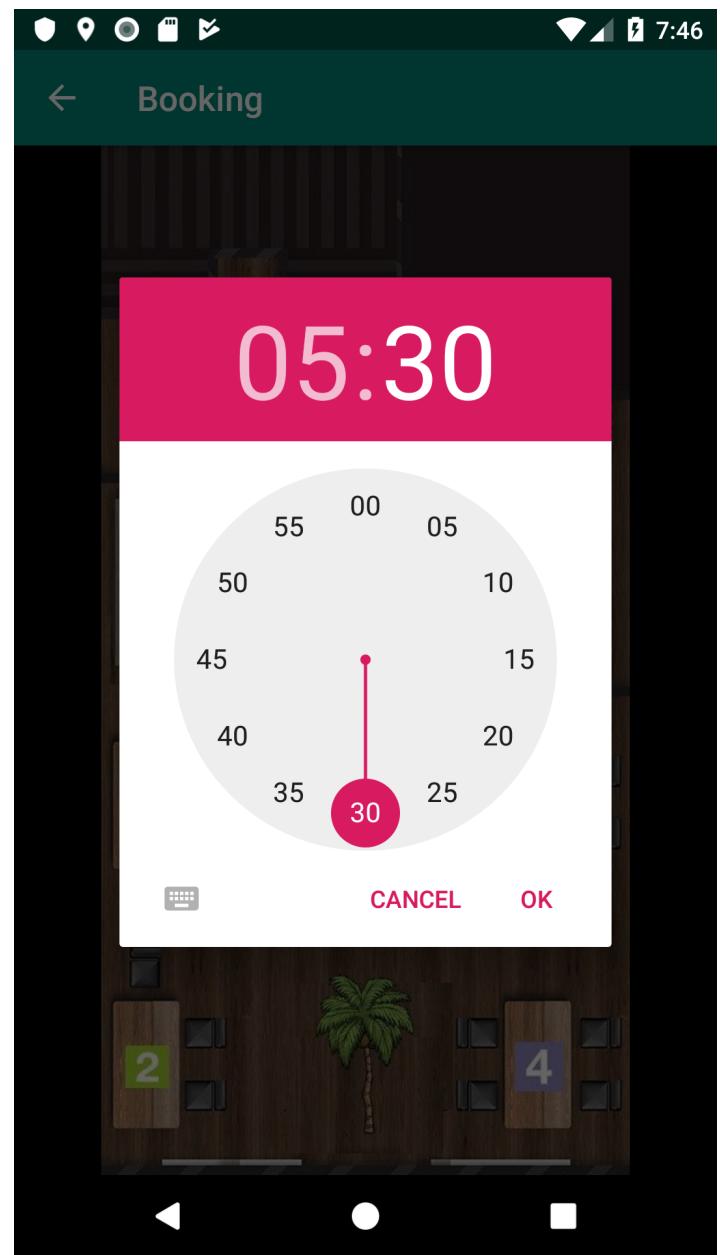
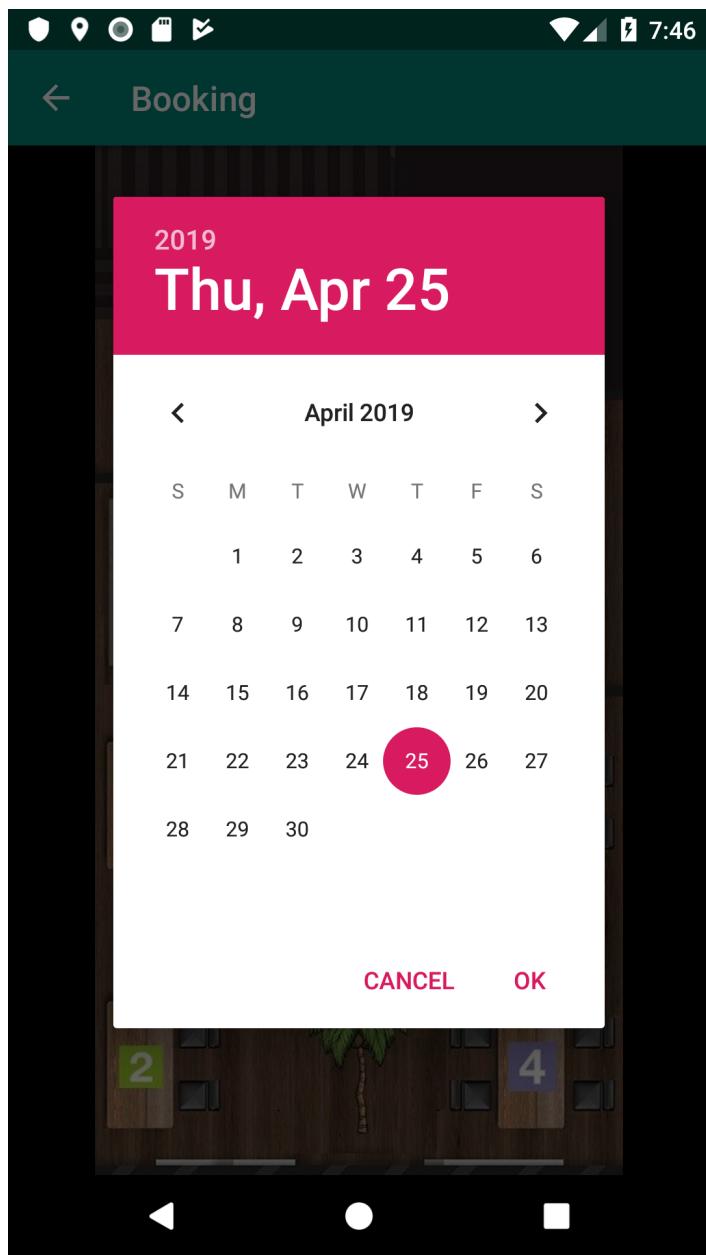


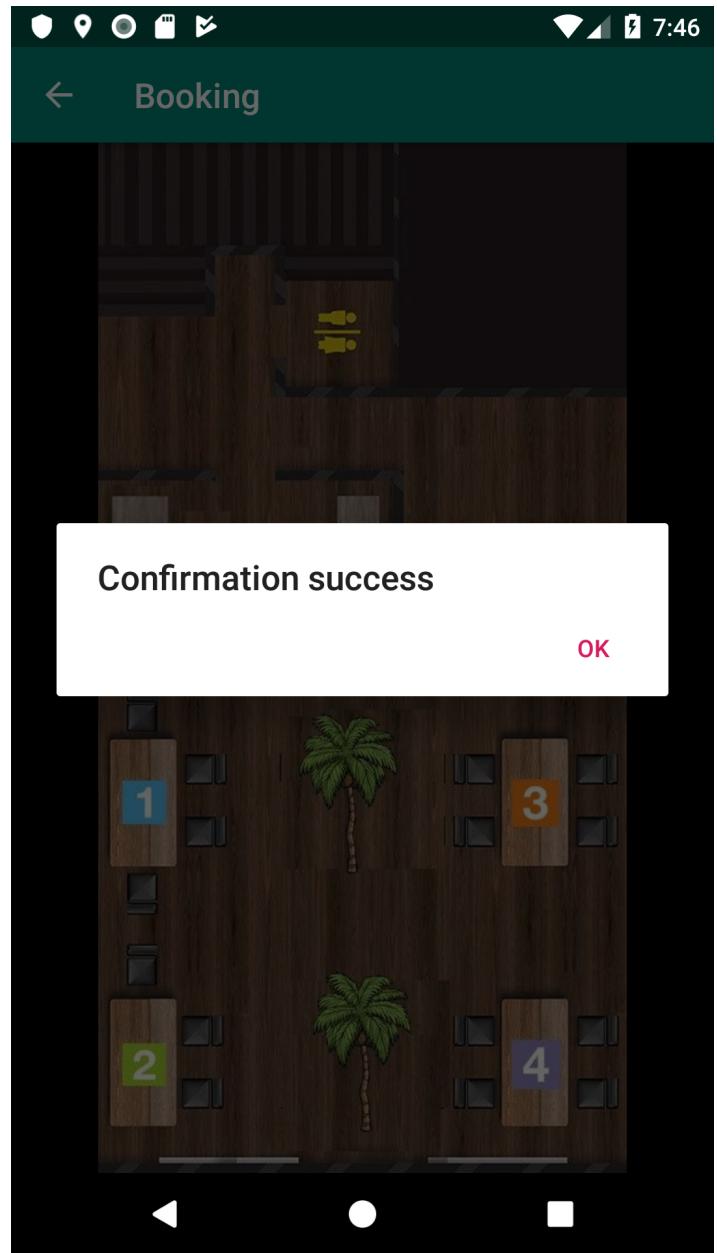
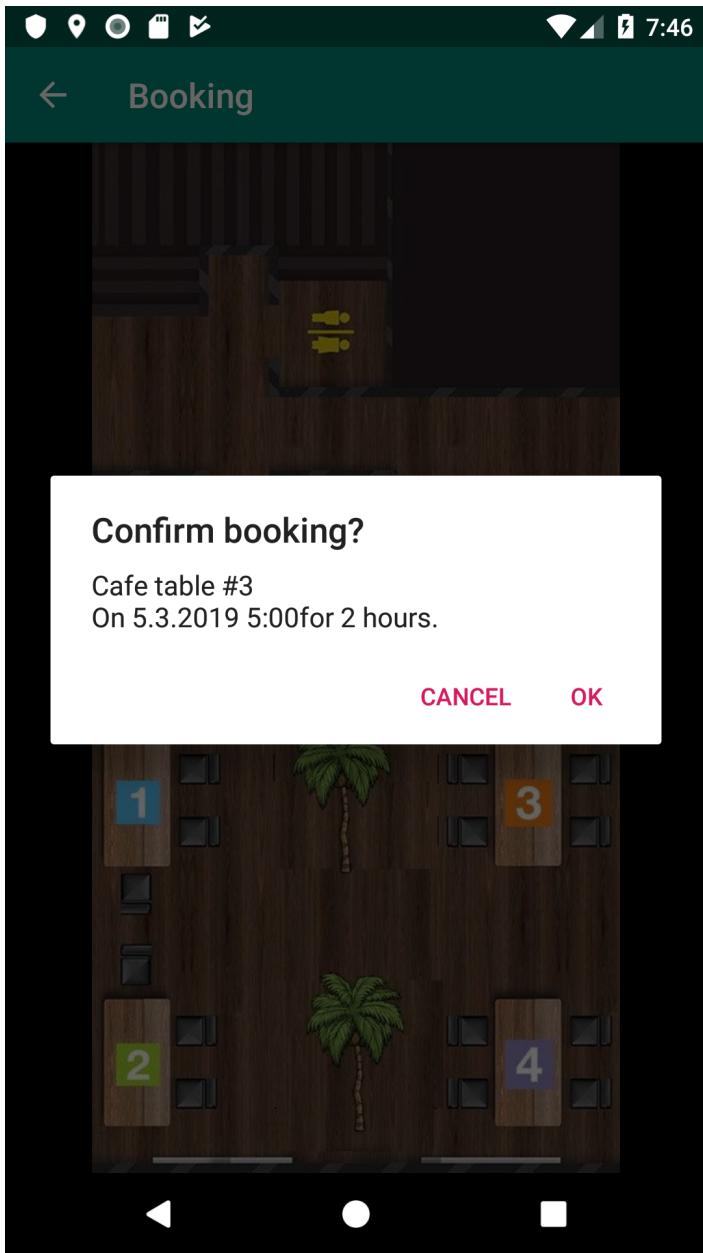
The main screen application, because there happens the reservation itself.

On the screen user can choose tables and get info about entrance, windows and other remarkable places (like scene, bar, etc).

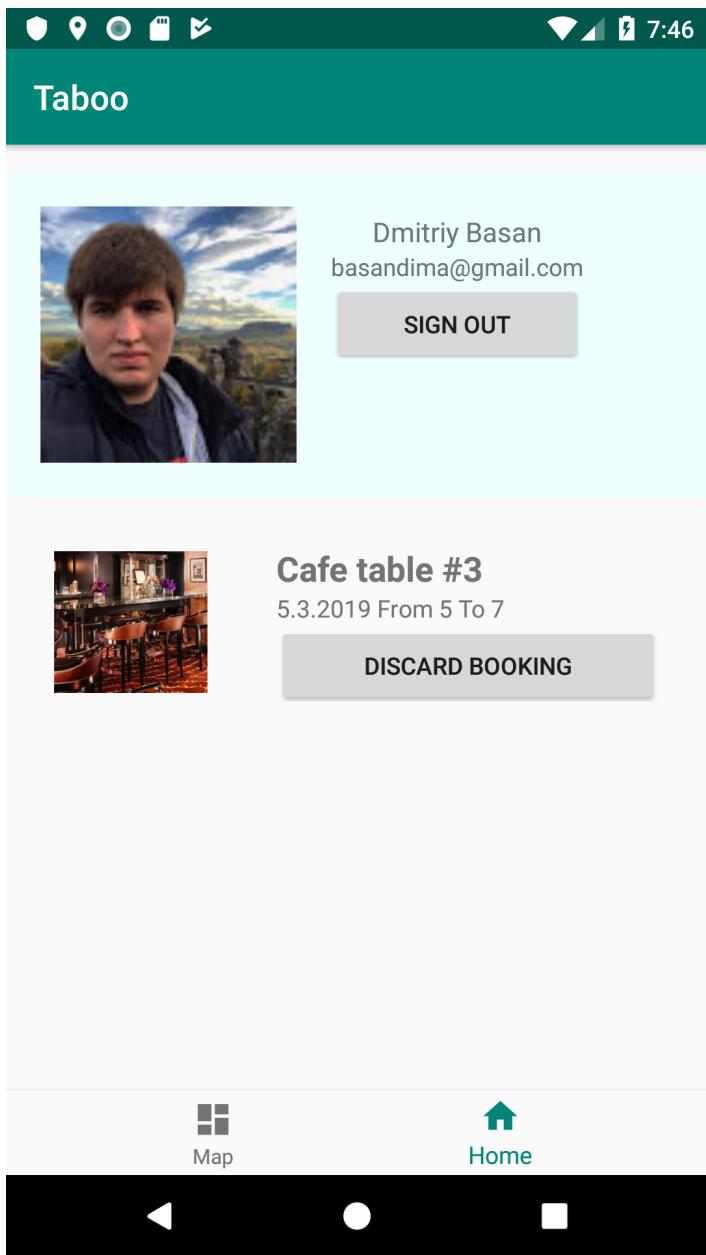
User can select day, time, duration of visit and make reservation.

If reservation created successfully, user will get notification with booking confirmation.





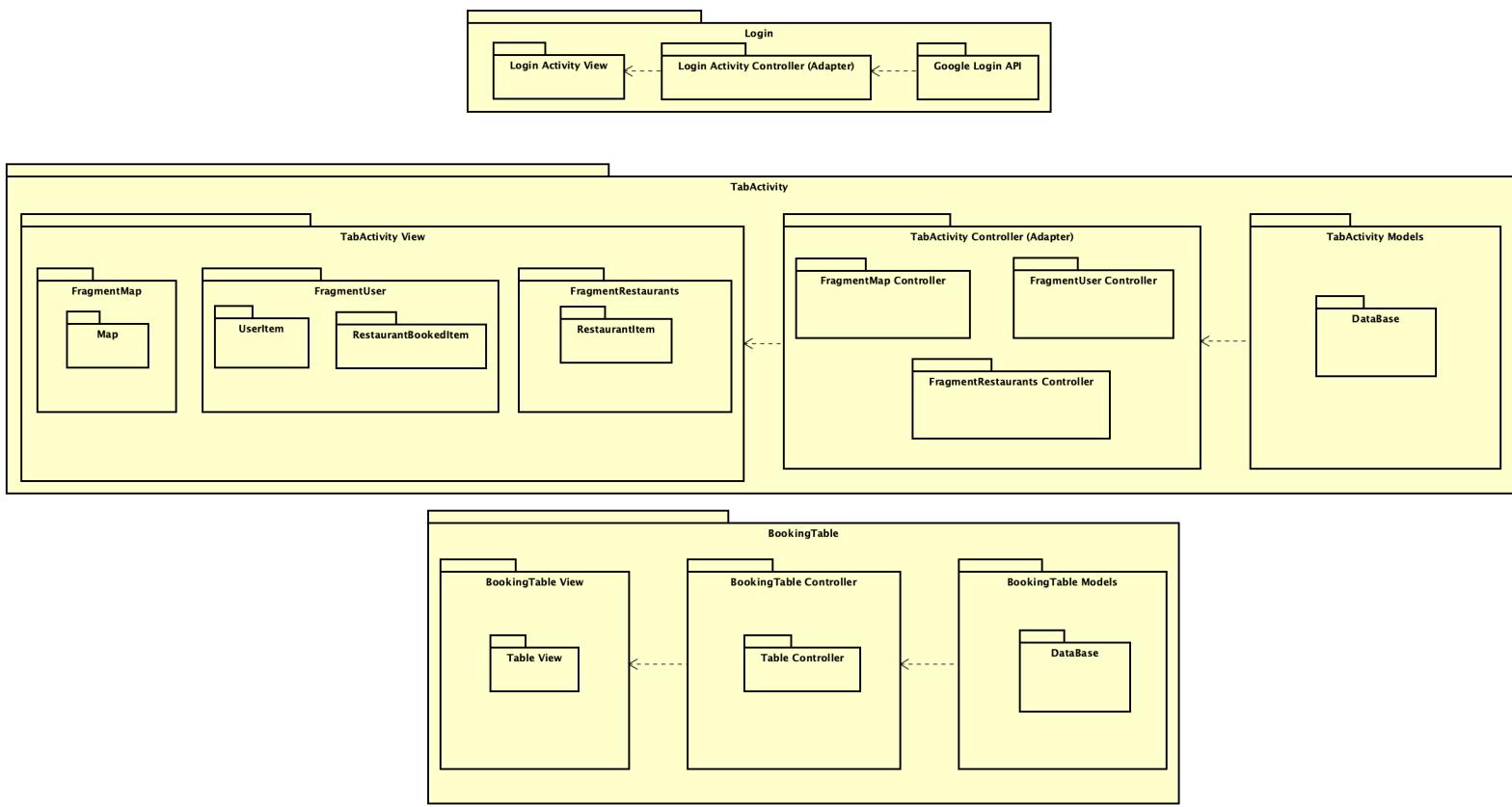
## Profile Screen.



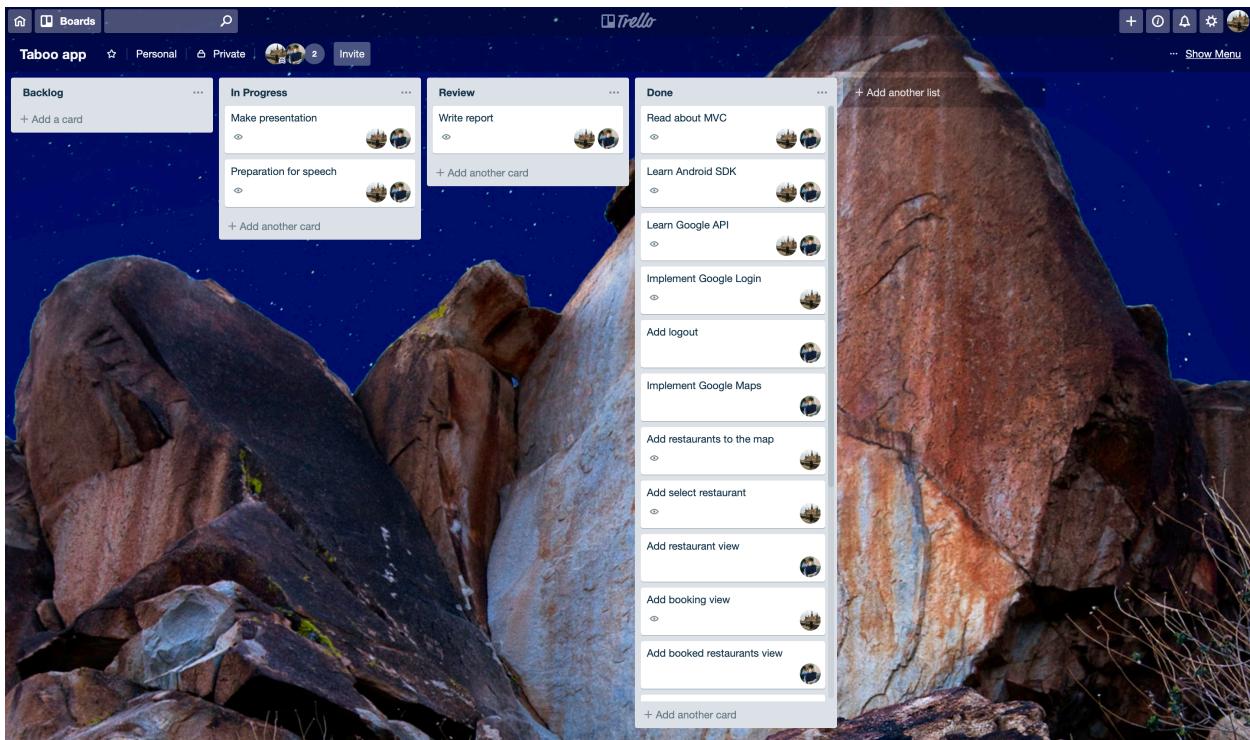
Just screen that shows basic info about User (Name, Phone Number) and their (his or her) current reservations with time and duration.

Each reservation can be deactivated/canceled.

# MVC



# Trello



## Work Breakdown

Activity	Dmytro	Serhii	Total
Preparation for developing	50	50	100
Connect Google SDK	60	40	100
Adding view	50	50	100
Look over architecture	40	60	100
Work with map	70	30	100
Work with Google API	20	80	100
Fix errors/bugs while developing	60	40	100
Write report	30	70	100
Make presentation	70	30	100
Preparation for speech	50	50	100
Global work done	50	50	100

# **Conclusion**

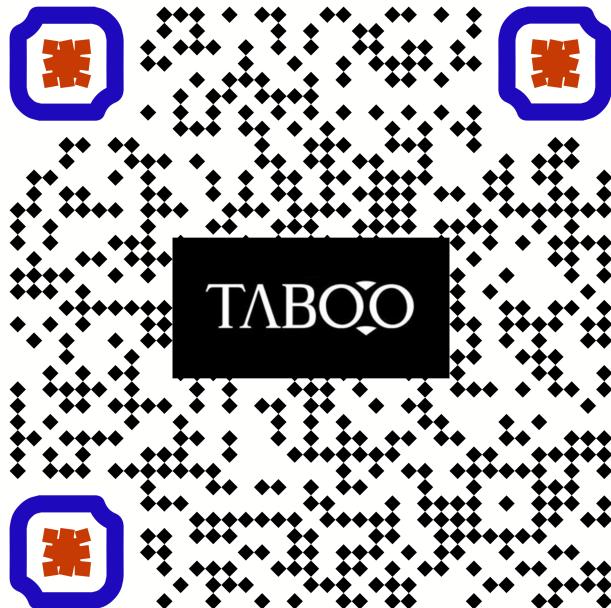
In process of developing this app was learned general approaches for mobile application design. Especially android app. We have learned Android SDK, Google SDK, Google API(Auth, Maps), worked with pictures via Picasso and used MVC pattern for application design. During project development we have practiced with life-cycle of development mobile apps: User-Stories, Mockups, Prototyping and Coding.

We used Activity components(LoginActivity, TabActivity, BookingActivity) which include Fragments like MapFragment or UserFragment. For working with views we used Adapters.

For task management and team communication we used tools: Trello and GitHub. All the development was done in the IDE Android Studio.

## **GitHub:**

<https://github.com/HealthD/AndroidApp>



## **Trello:**

<https://trello.com/b/mjmoJh4r/taboo-app>

