**CS300 - Software Engineering**

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**Project Assignment 0**

**PROJECT DESCRIPTION**

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**Brief Description and Motivation**

The food menus are an indispensable part of every restaurant, from high-end ones to street food stalls. Most customers depend on the menus to make their dish choices. Nonetheless, there exists some limitations with the ordinary menus which only contain plain text and 2D images. For example, there are times that people order food and receive dishes that are not like they imagined.

Therefore, with that motivation, the authors' idea is to develop an application that brings Augmented Reality (AR) to food menus. Such application enables customers to see realistic virtual 3D models of dishes with detailed information about the ingredients included and how the plate is presented. In addition, there are also visualized ratings and reviews for each dish that customers can take into account when making decision. Moreover, the application of AR can lend some visual interest to food menus which can result in more customers attracted to the restaurants.

**Target Users and Environment**

The application is Android-based and its main target users are customers of restaurants. The diners may be provided with a mobile device by a waiter or waitress when they want to order food. Some instructions can be delivered if necessary.

**Key Features**

At current time, there are 5 key features of the augmented reality food menu application:

1. Visualize foods in interactive 3D object.

2. Visualize ratings and reviews for particular food

3. Order food directly through the application

4. Customize (add toppings, edit size, etc.) some specific dishes such as pizza

5. Social networks (provide share as well as tweet functionality)