

Digital Menu Application For Accessibility In Restaurants

Final Year Project Report

DT282

BSc in Computer Science International

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Abstract

Declaration

I hereby declare that the work described in this dissertation is, except where otherwise stated, entirely my own work and has not been submitted as an exercise for a degree at this or any other university.

Signed:

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<Student Name>

<Date>

Acknowledgements

Body text

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*(These are suggested contents only. You can add or modify if required)*

1. Introduction
   1. Overview of the project and the background behind it.
   2. Project Objectives
   3. Project Challenges
   4. Structure of the document
2. Research
   1. Eg. Research related to identifying the problem that this project solves, research into solution definition
   2. An overview of the technologies evaluated and selected or rejected and the rationale behind the key decisions.
3. Design
   1. Identification of a design methodology including why it was chosen
   2. Design of each of the project components eg: the UI, Network, Project Demonstration, source code layout
   3. Clearly identifying the list of features and use cases supported within the project.
4. Architecture & Development
   1. Overview of the system architecture and a diagram to represent all of the key elements within the architecture.
   2. Details of each component within the project, problems encountered and resolved, challenges overcome or worked around.
   3. Identify key development components;
   4. Identification/explanation of external APIs used versus own code ; List of classes of your code etc .
5. System Validation
   1. Testing
      1. What testing was performed, why it was selected and what are the key use cases within the project.
   2. Demonstration
      1. Identify what features can be demonstrated and show screen shots or reference a video online to show the project demonstration (for audience not at demo)
6. Project Plan
   1. Project Plan analysis and review of how it changed from the initial proposal including explanation of what changed and why, and suggestions on how to address this if the project was repeated.
7. Conclusion
   1. Analysis of the projects key elements identify the key learning obtained from the project and recommendations and suggestions for how the work can be improved on continued into the future.
8. Bibliography
9. Appendix
10. Introduction
    1. Project Background

The aim of this project is to assist individuals and businesses with flexible communication in the workplace. Ordering food through an application can be of great efficiency for both users and businesses. This application can assist users that may have anxiety in social environments to feel comfortable and enjoy their time at a restaurant without the need to interact directly with a waiter. The real-time notification interaction between users and business provides a firm bridge of communication. Kitchen staff that can see orders placed are able to determine when the order is available to be served this can be of great advantage to both customer and staff. The data from orders allows customers to keep on track of time and allows staff members to manage their business.

* 1. Project Objectives

The main objective of this project is to create an interactive order management system. By using this application users are able to receive real-time notification from restaurants.