

COMS3002 : Software Engineering

Due on Monday August 14 2017

Daniel Holmes

Group 4 : Fast-Food Management System

Contents

Overview	3
Objectives and Goals	3
Responsibilities	3
Front-End : Garfield Moganedi and Kamogelo Khamiwa	3
Back-End : Nthikeng Letsoalo and Mohale Nakana	3
Expected Input/Output	3
Registration	3
Order page	4
Placing an Order	4
Payment page	4

Overview

We are going to build a web application to facilitate making orders at selected Fast-Food restaurants. Our application will allow users to sign-up an account, select a restaurant within a certain radius of their geo-location and upon selecting their order they may choose to eat-in at the restaurant or pick up their order. An order is consider complete after payment has been settled using a unique reference number issued when the order was placed. We will ensure that all payments are secured and customer credentials protected so that no fraudulent activities may occur.

Objectives and Goals

- Enable users to create an account using their email address to log their activity.
- Store payment credentials together with the user account
- Make online payment secure
- Login accomplished by entering username(email) and password.
- Use Geo-location to isolate near-by Fast-food restuarents.
- Restuarants menu to be displayed in-app
- Create easy to navigate menus
- A shopping basket implementation to store selected items.
- Order reciept to be generated and sent to customer for book-keeping.

Responsibilities

Front-End : Garfield Moganedi and Kamogelo Khamiwa

- HTML,CSS and JavaScript implementation of our user interface
- Aesthetic layout of Website
- Write modularized code for optimisation and reusable code.
- Incoporate restuarant menus into display
- Coherent navigation of internet application
- Ensure feasibility in user interface design so it is responsive.
- Ensure all user input is validated before passing it to the back end.
- Provide map to diplay Geo-location of selected location.

Back-End : Nthikeng Letsoalo and Mohale Nakana

- Structuring of databases(Restuarants, User Accounts) for data storage solutions.
- Logical handling of order inputs and delivering relevent output information.
- Integration of user facing elements with server logic.
- Implement data security to protect sensitive user input.
- Use open GIS services to get location information
- Implement secure payment facilities.

Expected Input/Output

Registration

- First Name

- Last Name
- Email Address
- Password

Our output will be confirmation of a registered account

Order page

- Geo-location
- Preferred location

Our output is the available options within the selected area

Placing an Order

- Selected restaurant
- Selected items
- Method of collection (Eating-in or Collecting)

Our output is the customers Order number.

Payment page

- Card number
- CVD number

Our output is the confirmation of your payment and a receipt is issued with the clients unique reference number. A map showing the directions to the location is then displayed