

CS253 PROJECT **QUICK CRAVE**

**PRESENTATION BY:
GROUP - 9(CACHE ME IF YOU CAN)**

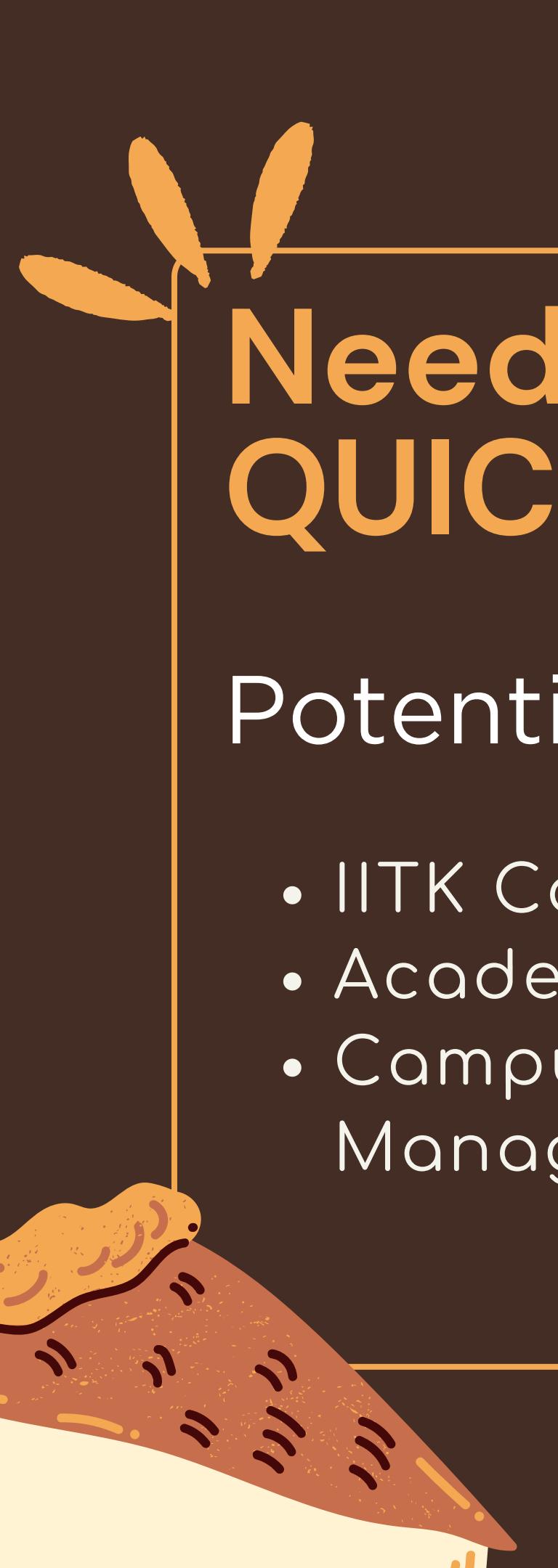
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Introduction to Quick Crave

- Quick Crave is an intelligent ordering and canteen management system for the IIT Kanpur campus.
- For staff and students, Quick Crave provides a simple means of menu browsing, ordering, reservation booking and tracking.
- For canteen managers, Quick Crave helps in monitoring orders and planning during peak periods





Need of **QUICKCRAVE**

Potential Users

- IITK Campus Junta
- Academic Staff & Faculty
- Campus Canteen Managers



01 *Limited Visibility of Food Options*

- Students struggle to know what food items are available across different campus canteens
- No centralized way to compare menus, prices, and availability
- Difficulty discovering new food options or special offers



02 *Operational Inefficiencies for Canteens*

- Paper-based order management is prone to errors
- Difficult to track sales patterns and optimize inventory
- Limited tools for analyzing customer preferences and trends
- Inefficient discount and promotion management

Major Requirements

Food Ordering System

- **Menu Browsing:** Comprehensive food discovery interface with search and filtering options
- **Detailed Food Information:** Food cards showing images, prices, ratings, and dietary indicators (veg/non-veg)
- **Cart Management:** Ability to add/remove items, adjust quantities, and review before checkout
- **Order Placement:** Simple checkout process with delivery/pickup options
- **Payment Integration:** Secure payments through Razorpay (evident in the razorpayController.js file)

Personalised User Experience

- **Profile Management:** Provides customizable settings and preferences.
- **Favourites:** Favourites system for quick reordering of preferred meals
- **Digital Wallet:** Enables seamless cashless transactions and allows users to add, manage, and use credits within the app.
- **Order History:** Comprehensive order history with detailed status tracking.
- **Reservation:** Provides a functionality to book tables in a particular canteen at a particular time and user can specify any requirement which he needs.

Major Requirements

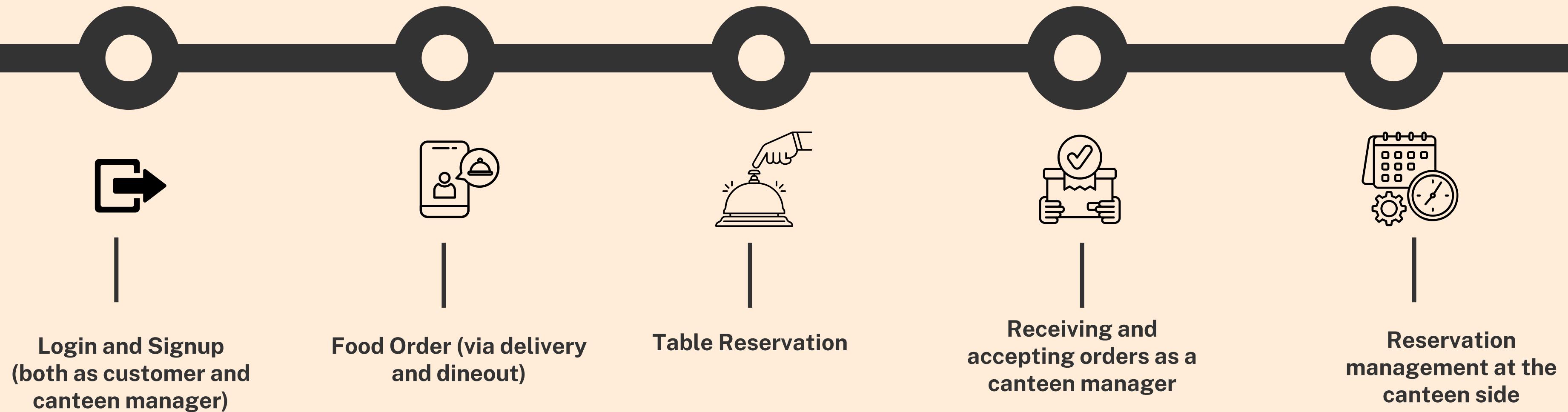
Menu and Inventory Management System

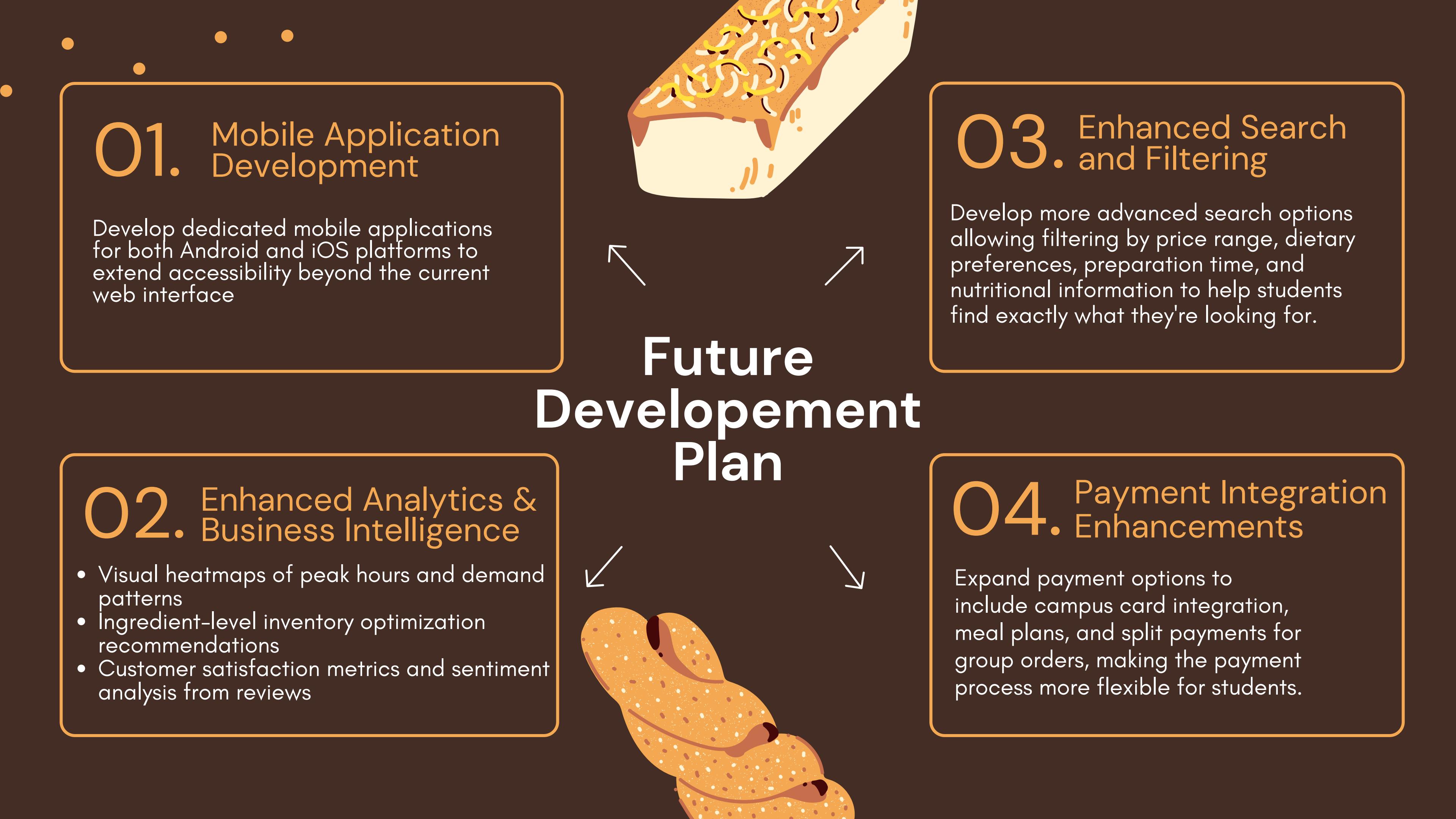
- **Menu Item Management:** Add, edit, and remove food items with images, descriptions, and pricing
- **Category Organization:** Group menu items into logical categories for better navigation
- **Price and Discount Controls:** Set regular prices and apply temporary discounts or promotions
- **Dietary Classification:** Mark items as vegetarian or non-vegetarian with appropriate indicators
- **Trending Items Analysis:** Visualize popular menu items through the trending section

Customer & Business Insights

- **Order & Sales Analytics:** Track daily, weekly, and monthly sales to monitor business growth and performance.
- **Popular Items Tracking:** Identify best-selling dishes and customer favorites to plan inventory and promotions.
- **Customer Feedback & Rating:** View customer reviews and star ratings to assess satisfaction and improve service quality.
- **Customer Communication Logs:** Access order notes for resolving queries, customizations, or complaints effectively.

Software Demonstration





Future Development Plan

02. Enhanced Analytics & Business Intelligence

- Visual heatmaps of peak hours and demand patterns
- Ingredient-level inventory optimization recommendations
- Customer satisfaction metrics and sentiment analysis from reviews

01. Mobile Application Development

Develop dedicated mobile applications for both Android and iOS platforms to extend accessibility beyond the current web interface

03. Enhanced Search and Filtering

Develop more advanced search options allowing filtering by price range, dietary preferences, preparation time, and nutritional information to help students find exactly what they're looking for.

04. Payment Integration Enhancements

Expand payment options to include campus card integration, meal plans, and split payments for group orders, making the payment process more flexible for students.

Lessons LEARNT

Real-Time Data Handling

Implementing live order tracking and reservation updates helped us learn how to manage real-time databases and ensure smooth synchronization.

Importance of User-Centric Design

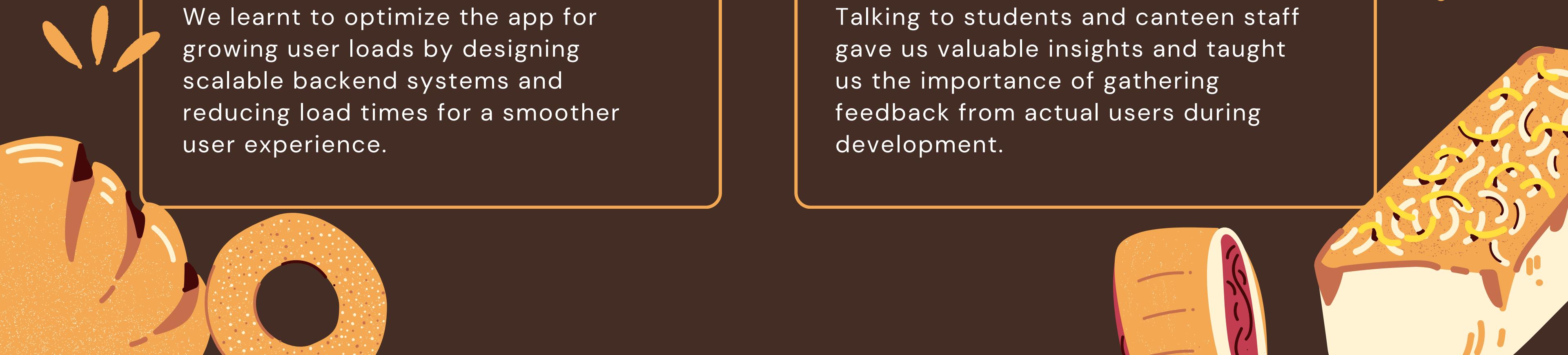
Designing separate, intuitive interfaces for students and canteen managers taught us how essential it is to understand and prioritize user needs.

Ensuring Scalability and Performance

We learnt to optimize the app for growing user loads by designing scalable backend systems and reducing load times for a smoother user experience.

Collaboration with Stakeholders

Talking to students and canteen staff gave us valuable insights and taught us the importance of gathering feedback from actual users during development.



The TEAM



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Quick Craving!!!