Delivery app

Original project idea:

Every user can place an order or choose orders from the list for delivering them.  
  
  
User information  
Name Surname  
Contact details  
  
Every order has some distance from current location of the user. Programm shows the orders in his area, which can also be expanded if user want so  
  
Order information  
Addres of delivery  
Contact details  
Price  
Order detailed description(optional)  
Order status(accepted or not)  
Order type(send something or order something from somewhere)  
  
User can send several requests to different orders, but when one of the order is accepted, every other requests automatically decline.  
  
If user place an order, he can chose among the request senders only 1 person who will deliver his order  
  
Users(couriers in that case) can propose their own price for delivery and it's available for any other users  
  
Every coriers has a rating system.

For now these are general ideas and sketches, perhaps we will add something else or correct some logical inconsistencies. We also don’t want to overcomplicate the program, so we try to balance between a project in which all the knowledge acquired during the course will not be implemented and a project that we simply cannot cope with due to a large number of complications

Project description:

We creating an app for delivery where every user can place an order or deliver it other users acting as a courier.

User and courier have different interfaces. User see the map with a couriers live. He see the button for placing order. Courier sees available orders on the map(from the location that we need to deliver).

User place an order which contains his name, surname, contact info and address of delivery and proposed price for order.

How to evaluate price for the order?

Couriers deliver certain order sees the location of the order, price of the order. Receivers can see different couriers assigned to the order and chouse among them based on the time(proposed by the courier) of delivery or couriers rating.

Courier can send different request, but can deliver only one order.

After courier accepted order and user confirmed it he pays to the system the price of the order($500 for example) + charge for using the system($100). Order consider delivered when courier enters OTP to the system that user provided him. After Order is delivered system sends $500 to the courier and keeps $100.

Cancelations procedures.

If courier cancels the order, receiver gets full money back including charges.

If user cancels the order too early $500 goes to the courier.

If it takes courier too much time user can cancel with full refund.

To to close the order user shows otp(one time password assigned to his order) to the courier and courier enters it to the special field and closes the order.

After receiving the order user can rate the courier if he wants(or do it later through the orders history, but once he rated he cant change it) with additional comments. Or file the complaint to the courier and admins will take actions.

Admin can ban users based on the reports.