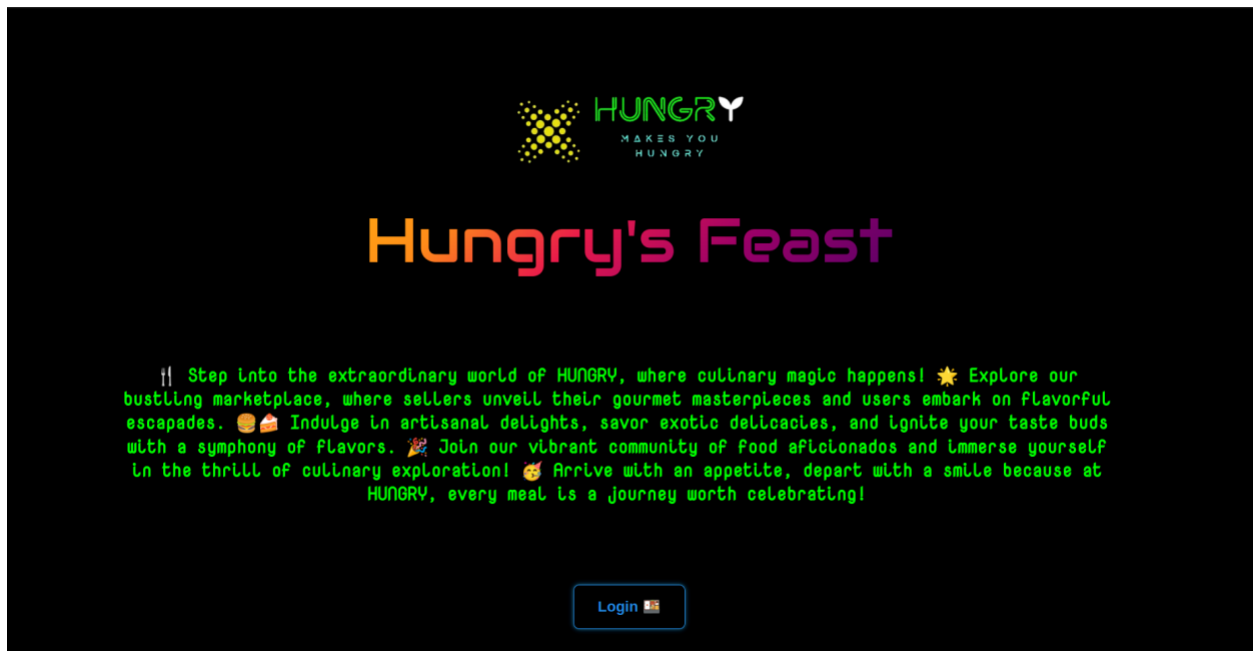


# User Manual

Hungry is a food ordering application where sellers will upload their food options and users can order.

The website is greeted with a short description of the site and how users and sellers can use it for their benefits and satisfaction.

The main page has a button named **Login** which the user/seller needs to click to login/register to provide their credentials to use the site.



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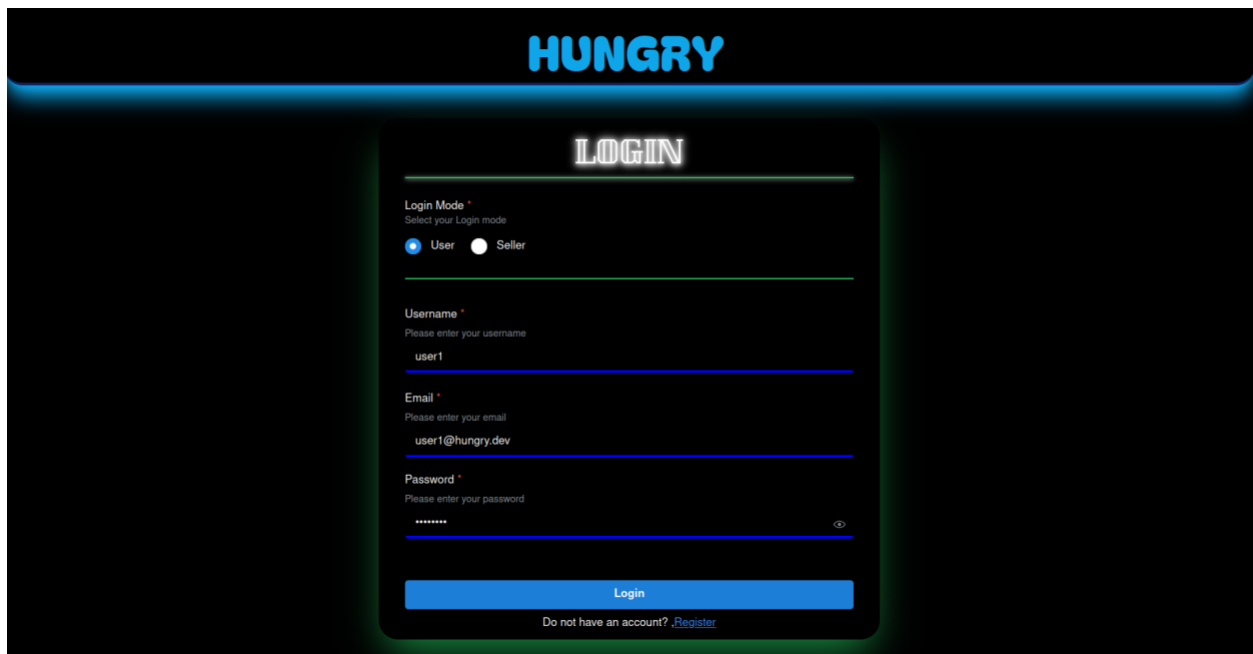
# Authentication

After *clicking* the **Login button** on the main page, the user/seller is greeted with a Login form consisting of the following sections where they need to enter their credentials:

- ❖ Mode (being seller or user), a radio button, the default value is User.
- ❖ Username
- ❖ Email
- ❖ Password

in their respective fields.

Then the user/seller needs to *click* the **Login button** to load their home page. If the user is not registered yet, the user/seller needs to *click* the **Register link** given below the login button



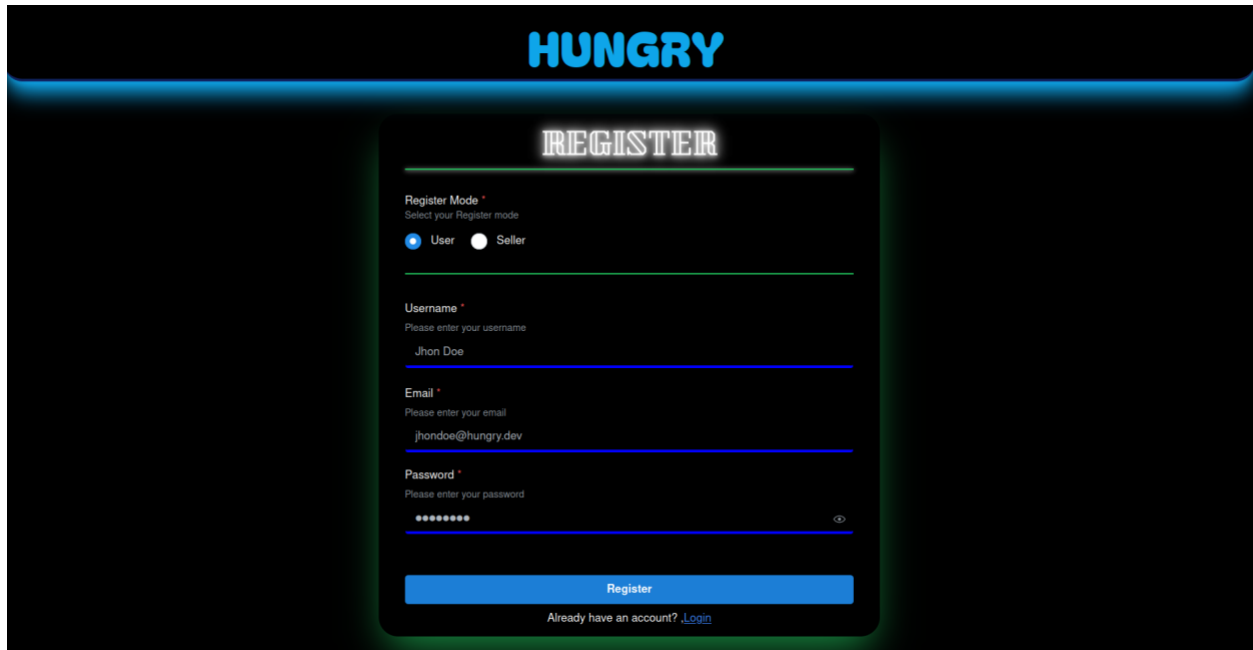
The screenshot shows a login form for a website called "HUNGRY". The form is titled "LOGIN" and is set against a dark background with a blue glow. It contains the following fields and controls:

- Login Mode \***: A label with the instruction "Select your Login mode". Below it are two radio buttons: "User" (selected) and "Seller".
- Username \***: A label with the instruction "Please enter your username". The input field contains the text "user1".
- Email \***: A label with the instruction "Please enter your email". The input field contains the text "user1@hungry.dev".
- Password \***: A label with the instruction "Please enter your password". The input field is masked with "\*\*\*\*\*" and has a toggle icon on the right.
- Login**: A large blue button at the bottom of the form.
- Do not have an account? [Register](#)**: A link located below the login button.

If the user/seller has *clicked* the **Register link**, they are greeted with a form like the login form consisting of the following sections where they need to enter their credentials:

- ❖ Mode (being seller or user), a radio button, the default value is User.
- ❖ Username
- ❖ Email
- ❖ Password

The **password** has to be **at least 8 characters** long with **at least 1 small, 1 caps 1 number, and 1 symbol**.



The screenshot shows a web interface for a site called "HUNGRY". The main heading is "REGISTER" in a stylized, glowing font. Below it, there's a "Register Mode" section with two radio buttons: "User" (selected) and "Seller". The form includes four input fields: "Username" (with placeholder text "Please enter your username" and the value "Jhon Doe"), "Email" (with placeholder text "Please enter your email" and the value "jhondoe@hungry.dev"), and "Password" (with placeholder text "Please enter your password" and a masked password "\*\*\*\*\*"). A "Register" button is at the bottom of the form, and a link "Already have an account? Login" is below it.

The website has a rule that no users can have the same username and email.

So, if the user/seller does not meet the following requirements an error message is displayed else the user/seller needs to **click the Register button** to register themselves.

Upon a successful register or login, the user/seller will be displayed a success message regarding their action.

# User


If the login mode or register mode is user, the user is greeted with this as their home page  
The above navigation bar has a logout button to logout.

## HUNGRY

Logout


Welcome user1!

### MenuCard




**French Toast : seller1**  
Buttery sweet toast.  
₹ 35

+




**Onion Rolls : seller1**  
Cheesy onion rolls on sticks.  
₹ 40

+



**Pizza : seller1**  
Sicilian pizza.  
₹ 90

+






**Burger : seller1**  
Veg treat between breads.  
₹ 65



+

### Carts

**seller1**


Grand Total : ₹ 415



Item	Quantity	Price	Total	Delete
Pizza	2	₹ 90	180	
French Toast	3	₹ 35	105	
Burger	2	₹ 65	130	



**seller2**

Grand Total : ₹ 885

Item	Quantity	Price	Total	Delete
Sandwich	4	₹ 90	360	



### Feedback

**seller1** : ★★★★★  
Good food options!

**seller2** : ★★★★★  
Foods are high quality but expensive.

+

### Order History

**seller1**

Total : ₹ 175

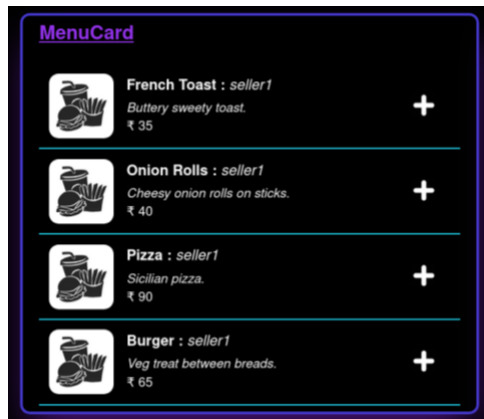
Item	Quantity	Price
French Toast	2	₹ 35
Onion Rolls	1	₹ 40
Burger	1	₹ 65

**seller2**

Total : ₹ 380

4

There are 4 sections in the user's home page:

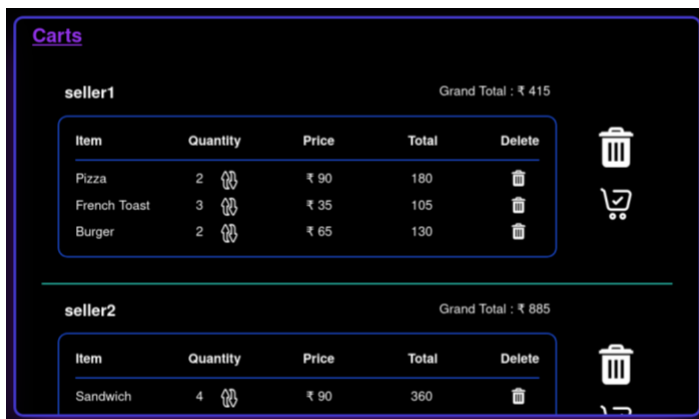
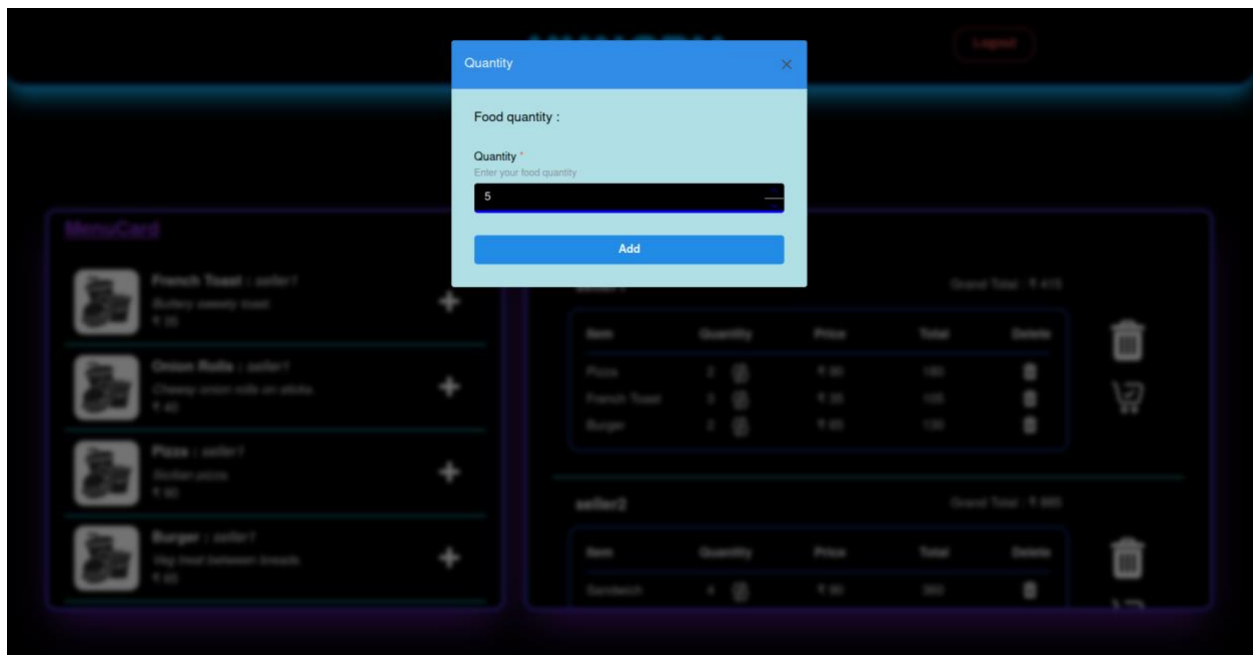


- **Menucard section:** Contains the list of all the menus given by all the sellers registered in this application. Each menu item consists:
  - ❖ Image of the food item
  - ❖ Name of the food item
  - ❖ A short description of the food item
  - ❖ Price for the food item

Each menu item has a **+** that users can *click* to add that menu to their cart. On clicking the plus symbol, the user will be prompted with a form regarding the quantity to order.



Then the user must type the amount and *click* the **Add button** to add the item to the cart. The user can *click* the **x** button at the top of the form if he/she decides not to order the food.


If the user *clicks* the **Add button** without entering anything in the quantity section, the default value 1 will be set as quantity and added to the cart.





- Carts section:** Consists of all the current carts opened by the user. *There will be only one cart to one seller at any time.* Each of the cart items has:
  - ❖ Name of the seller to whom the cart is being ordered
  - ❖ Grand total of the order
 Then the cart is properly structured to show the
  - ❖ Food item's name
  - ❖ Quantity along with a button to update its quantity
  - ❖ Price of the food item
  - ❖ Total price for that quantity of food
  - ❖ Delete button

Outside each cart, there are two buttons.

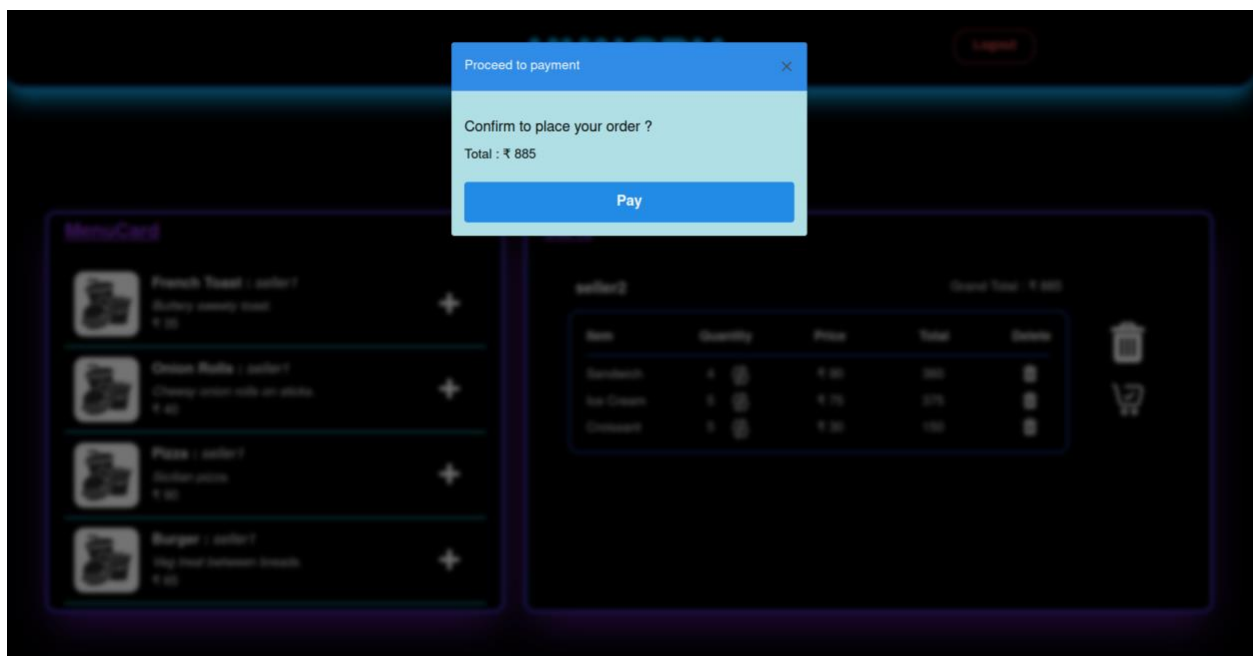
- The top 
- The bottom 

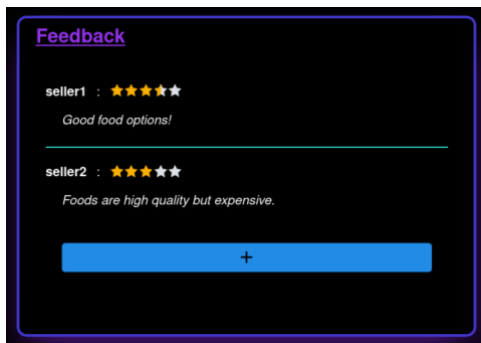
If the user wants to update to a new quantity for a particular food item, then the user needs to *click* the  near the quantity for that menu item in the cart, on *clicking* that the user will be prompted with a form regarding the new quantity. The user needs to enter the new quantity and *click* the **Update button**.

If the user wants to delete the whole cart, then the user can *click*  near that cart and the cart will be deleted.

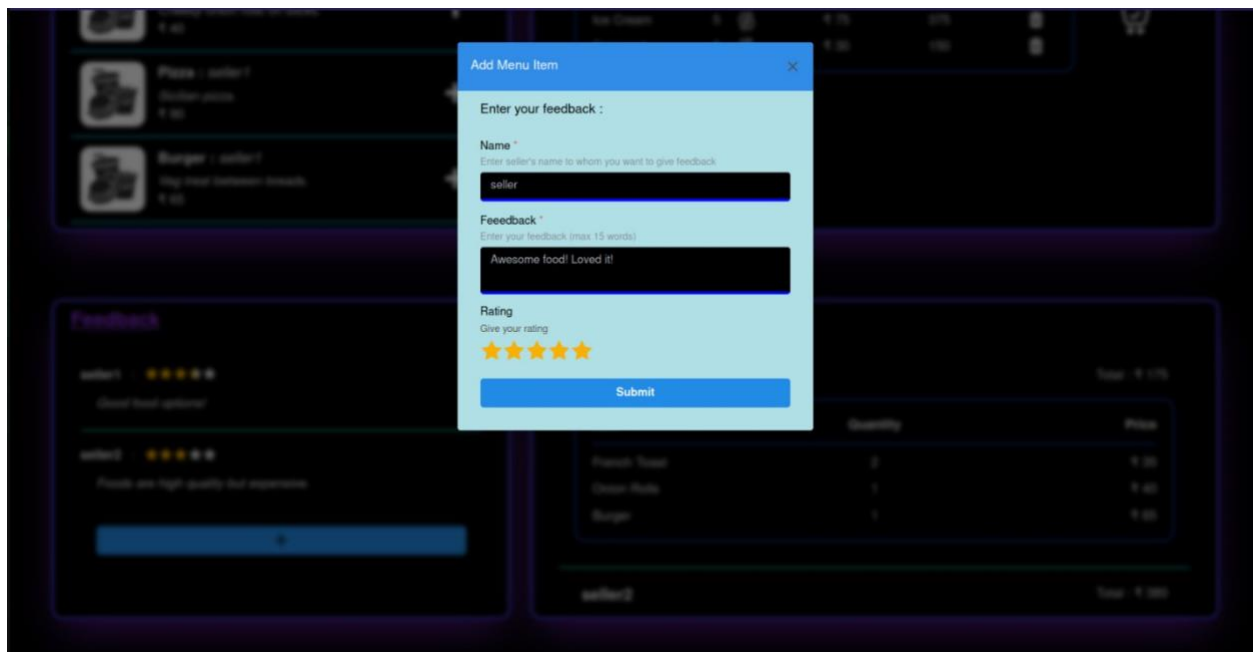
If the user wants to place the order for that cart, the user needs to  *click* and the user will be prompted with a modal showing the total grand price and a button named **Pay**. If the user *clicks* the **Pay button**, he will be redirected to a *stripe payment gateway* and after a successful payment, he will be returned to this home page.

If the user clicks the model's **x button**, the order will not be placed.





- **Feedback section:** Contains the feedback provided by the user to the sellers. Each feedback consists
  - ❖ Seller's name to whom feedback is given
  - ❖ 5-star rating to show the rating given to the seller
  - ❖ Feedback given by the user to the appropriate seller



The user can add feedback by *clicking* **+** the and the user will be presented with a model containing the feedback form. The form has a section

- ❖ For the seller's name to whom to send the feedback
- ❖ For feedback
- ❖ For rating where the user can provide a rating by *clicking* the mouse over the **stars** to give the rating. *The user can provide a rating from full or half star.*



Then when the user *clicks* the **Submit button** the feedback is sent to the respective seller.

If the user *clicks* the **x button** in the model, then the feedback is not sent.

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The screenshot shows a web interface titled "Order History". It contains two sections, one for "seller1" and one for "seller2". Each section displays a table of items ordered, with columns for "Item", "Quantity", and "Price". The total price for each seller is shown at the top right of their respective sections.

seller1			Total : ₹ 175
Item	Quantity	Price	
French Toast	2	₹ 35	
Onion Rolls	1	₹ 40	
Burger	1	₹ 65	

seller2			Total : ₹ 380
---------	--	--	---------------

- **Order History:** Contains the orders placed by the user in the past. Each order consists of

- ❖ Seller's name to whom the order was sent
- ❖ Total price of the order

Then the order consists of a structured layout of the

- ❖ Name of the food item
- ❖ Quantity of the food item
- ❖ Price of the food item

# Seller


If the login mode or register mode is seller, the user is greeted with this as their home page  
The above navigation bar has a logout button to logout.


## HUNGRY


[Logout](#)


Welcome seller1!

### MenuCard

**French Toast**  
Buttery sweet toast.  
₹ 35

**Onion Rolls**  
Cheesy onion rolls on sticks.  
₹ 40

**Pizza**  
Sicilian pizza.  
₹ 90

**Burger**  
Veg treat between breads.  
₹ 65

### Orders

user2Grand Total : ₹ 775

Item	Quantity	Price	Total
Pizza	5	₹ 90	₹ 450
Burger	5	₹ 65	₹ 325

### Users

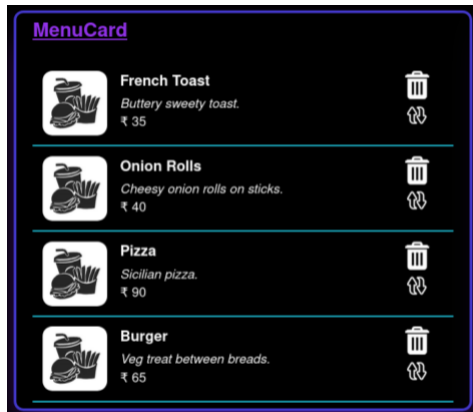
user1 :user1@hungry.dev

user2 :user2@hungry.dev

### Feedback

user1 : ★★★★★  
Good food options!

There are 4 sections in the user's home page:




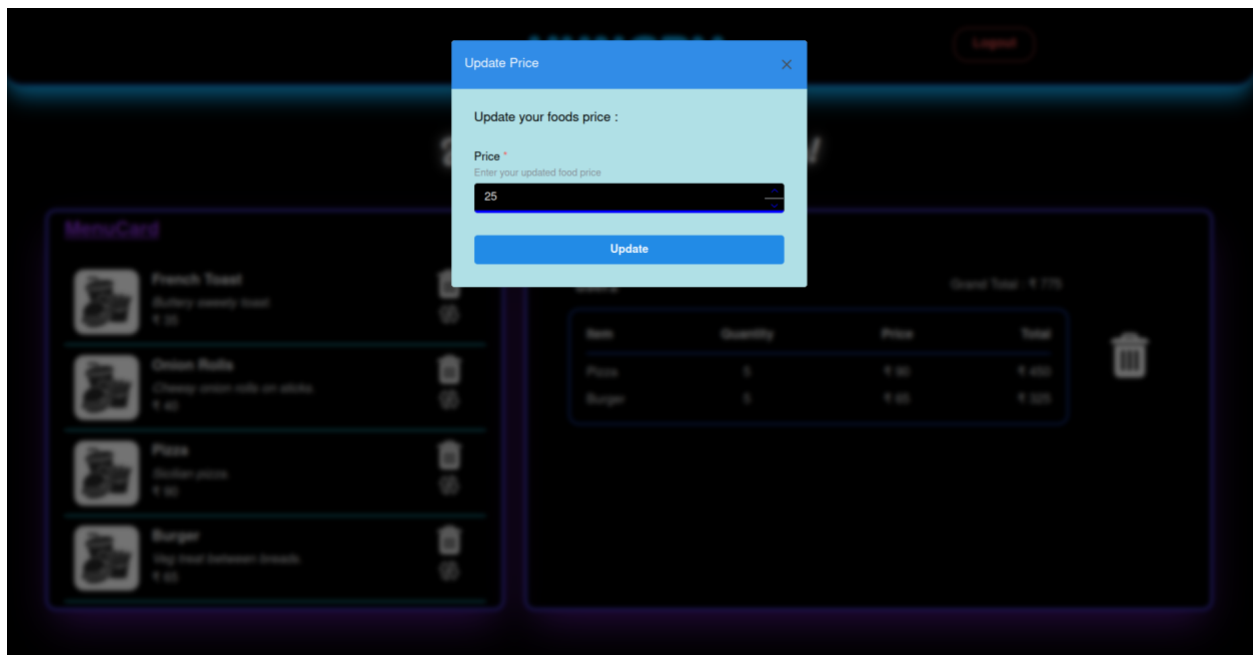
- **Menucard section:** Contains the list of all the food items provided by the seller.


Each menu item consists of the

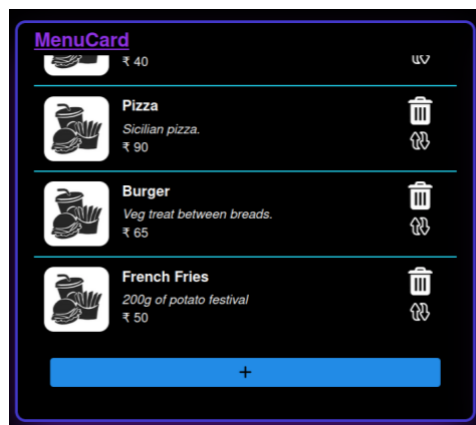
- ❖ Image of the food item
- ❖ Name of the food item
- ❖ A short description of the food item
- ❖ Price of the food item

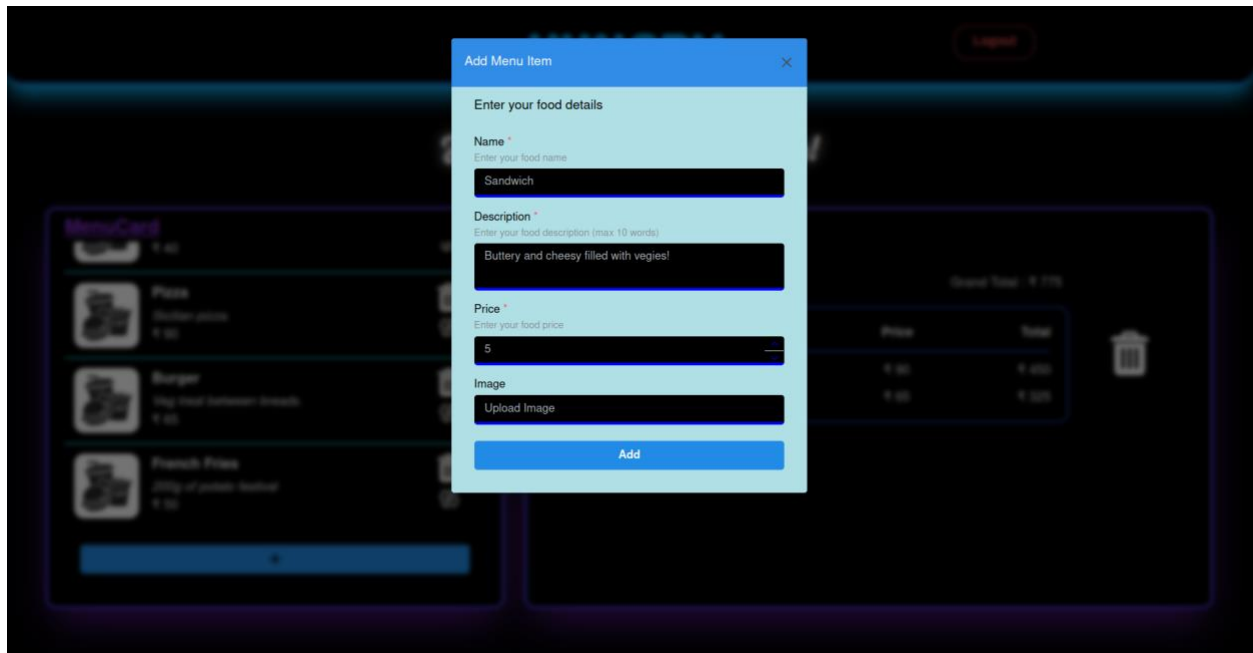
Then at the right, there are two buttons.

- When the seller needs to delete the menu item, the seller must *click*  the and the menu item gets deleted.



If the seller wants to update the price of the food, the seller must click , and the seller is prompted with a model having a section where the seller needs to update the price. The seller needs to click the **Update button** to update the price and if the seller clicks the **Update button** without adding anything in the price field a default value of 1 is set as the price.





If the seller wants to add a menu item, the seller needs to *click* the *in* **+** the MenuCard section. Then the seller will be prompted with a modal having a form to add a new menu item containing

- ❖ Name of the food item (required)
- ❖ Description of the food item (required)
- ❖ Price of the food item (required)
- ❖ Image of the food item (optional)

If the food name, description, and price are not mentioned, the seller will be prompted with error messages in each section. After filling in the details the seller should *click* the **Add button** to add the menu to the cart. If the seller *clicks* the **x button**, then the form closes and the menu is not added.



Orders			
user2		Grand Total : ₹ 775	
Item	Quantity	Price	Total
Pizza	5	₹ 90	₹ 450
Burger	5	₹ 65	₹ 325



- **Orders section:** Contains orders placed to the seller. Each order contains
  - ❖ User name who has ordered
  - ❖ Grand total of the order

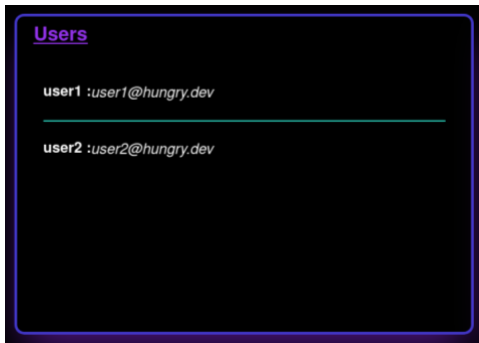
Then the details of the order are properly structured in the form of

- ❖ Name of the food item
- ❖ Quantity of the food item
- ❖ Price of the food item
- ❖ Total price for that quantity of food

For each order, there is  at the right. When the seller finishes up with the order then the seller can click  the to delete the order from the orders section.

Feedback	
user1 :	★★★★★
Good food options!	

- **Feedback section:** Contains the list of all the feedback sent to the seller from all the users. Each feedback item consists of
  - ❖ User's name of who sent the feedback
  - ❖ Rating given by the user in the format of 5 stars
  - ❖ Feedback given by the user



- **User section:** Contains a list of all the users who have ordered the food products from the seller. Each item has the
  - ❖ User's name
  - ❖ User's email