These interfaces are meant for print outs only. There’s not much interaction using proto.io. The explanation of screens given below.

# Customer Interface

1. Customer places order by mentioning their order reference number in the text box and sends the request for the order, they can view their order and then call for the waiter who will place the order. [CScreen1, CScreen2]

# Waiter Interface

1. Table Status [WScreen1]
   1. Red: Empty
   2. Blue: Table order received when they clicked ‘call waiter’
   3. Yellow: ‘Edit Order’ request from the table
   4. Green: Table served
2. Taking orders [WScreen 2]:
   1. Click table 2: See their order summary, confirm to place order.
      1. Confirming order: Click ‘Place order’ that leads to ‘Pay’ and execute payments. Turns the table 2 button green.
   2. Click table 3:
      1. Editing order: click ‘Edit order’ that leads to ‘menu’. Tick/Untick options and press ‘Check out’. Leads to order summary and then waiter confirms it and places order leading to steps mentioned in part a(i).

[Menus in pdf files]

* 1. Payment: Can be done in cash or by card. With card they can swipe it and the waiter can print receipts for the customer.

# Kitchen Interface

One screen with Order Status and 2-4 Screens with Order details. I tried keeping it very simple like the orders that have been served they are not visible anymore so as to keep minimum confusions in a busy environment.

List of colour codes:

1. Nothing ordered: white
2. canceled order/empty tables: red
3. Getting prepared: yellow
4. Order edit: orange
5. Order sent/table served: blue and sky blue
6. Table being served: grey