

# **Super Grocery - Project Proposal**

## **Desktop Application**

### **INTRODUCTION:**

Our Grocery Store desktop application, named “Super Grocery”, will be a GUI-based application that aims to serve the store clients and assist them to order groceries online instead of having to visit the grocery store physical location. It will also allow the user to choose between pickup or delivery; If they choose curbside pickup of their orders, they will receive an order number that identifies them once they arrive at the store. On the other hand, if they choose delivery, they will be asked to input some personal information including a method of payment and the delivery address. The objective of the application is to facilitate store clients in their grocery shopping, specifically for those clients who may have difficulty shopping in person, and also this application will serve as a safer option in the circumstances similar to the COVID-19 outbreak.

### **PROJECT BACKGROUND:**

Previous section has briefly described our project application, here we will provide more extensive explanation about the project application functionality. Please note that the specific features will be further explained in the next section.

When the user first accesses the GUI, they are presented with the main page, which offers simple instructions on how to use the application, therefore facilitating the task for those clients who may not have experience with the computer operation. They will also have access to a menu which separates the different food categories (organizing various options this way will help the shopping session go faster for them). In each of those pages, application user will be given the checkout option which then leads to the Delivery or Pickup page.

1. The pages on the different food categories will allow them to add certain items of their choice to their cart. The categories we have chosen are:
  - a) Meats & Alternatives,
  - b) Fruits & Vegetables,
  - c) Grain Products,
  - d) Dairy Products,
  - e) Drinks, and
  - f) Dessert & Pastries.

2. The checkout page allows the users to see all the items they have selected, and the quantity (how many of each item are in their cart). It will also show the individual item price in the order, as well as the total amount client have to pay. If the client has opted to delivery of their order than an additional amount “Delivery charges” will be added to their order.
3. The page for pickup or delivery will be separated into two tabs (one for each). The pickup tab allows the user to choose a specific date for which they will come to the store to pickup their order, and it gives back a unique order number to identify the customer. On the delivery tab client will be asked for the theirs information (first name, last name, address, phone number or email and payment method) and it lets the user know when they should receive their order (based on what day of the week they are placing the order).

## **SOLUTION AND APPROACH:**

This section will explain more details about the specific features that we are going to implement in our project application. We tried to use as many tools as possible from the ones we have learned during the past semesters.

### **Main Page**

The main page contains instructions (using labels and images) on how to access the different pages of our application. It also includes a link to Canada’s food guide (<https://food-guide.canada.ca/en/>) to help our application users make better decisions on their daily nutrition. Moreover, it will specify that we are using a Menu to organize our different food categories.

### **Food Category Pages**

These pages will contain panels (if necessary) to group the different sub-categories, as well as pictures for each item and their respective price (using labels). Each article will have the option to be added to the client’s cart, the application user can also decide on the quantity they want to add in their order (cart). They will also have a “Checkout” button that allows the user to see all the items currently in their cart and decide if they want to proceed to checkout.

### **Checkout Page**

This page contains a ListBox to show all the current items that are in the client’s cart. The application user will be able to edit the ListBox by increasing or decreasing the quantity of each

item. Once they are satisfied with their order, they can click on another button (Proceed to Checkout) to move on to the Deliver/Pickup page.

### **Delivery / Pickup Page**

This page will be separated into two tabs (one for each, delivery or pickup). It will also use the DateTimePicker (in the Pickup tab) so the user can choose on which day they will come pickup their order. The delivery tab will use textboxes and labels to allow the user to enter their personal information so that their order transaction can be processed. It will also provide the user with an estimate for the shipping date.

For both tabs, once the order has been processed, a confirmation code will be provided to the application user.

### **Miscellaneous (Other elements)**

The GUI will also contain a clock with the current time and use the concept of MDI to organize the different pages.

## **WHO WILL TAKE OWNERSHIP OF THE APPLICATION?**

This application is designed to be used by anyone who is old enough to make their online orders. In other words, application is built in a very user-friendly fashion, allowing most people to use it, even if they have very basic knowledge about the computer operation. We believe everyone should have an equal opportunity to use this application at their own convenience, and we aim to connect with a larger group of people, no matter their educational background.

## **ADDITIONAL DOCUMENTS:**

Canada Food Guide (<https://food-guide.canada.ca/en/>)

## **TEAM MEMBERS:**

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