GDSC SMVDU PROJECT ANANTA: BETOND YOUR LIMIT

PROBLEM**: P1T2**

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Problem Statement:

Imagine entering a restaurant and seamlessly ordering your desired dishes from an intuitive digital menu. Your waiting time, often filled with uncertainty, is now transformed into an informed experience. Develop an app-based software solution that allows diners to view the restaurant's entire menu, place their order, and track their food's preparation progress in real-time. This system should provide estimations on serving time, inform the diner of their queue position, and offer an in-app payment feature. The goal is to enhance the dining experience by offering a transparent and efficient ordering process while still enjoying the ambiance of the restaurant.

Solution:

Application Features:

- Login/Registration:
  Users are prompted to register using their phone number and name.

- Dashboard:
  Display various categories of food items available with short descriptions.

- Categories:
  List various meal items with images and short descriptions within each category.

- Meal Details:
  Show a detailed description of each meal.
  Provide an "Add to Cart" option along with quantity selection.

- Shopping Cart:
  Allow users to review their selected items.
  Provide a "Proceed to Payment" option.

- Payment Integration:
  Integration of a payment gateway for secure instant payments using a suitable payment gateway.

- Realtime updates:

  Share order status (received, in preparation, ready) and estimated wait times.

Tech Stack

Frontend- Flutter For mobile application

Backend- Firebase, Java (Springboot with Hibernate and MySQL)