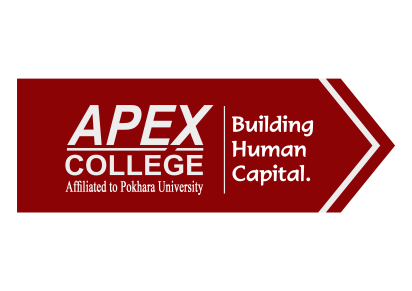
**MAJOR PROJECT PROPOSAL**

*Food On Your Budget*

*(FOOGET)*

******

PROGRAM: BCIS

POKHARA UNIVERSITY

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2019

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Subject: Project Proposal for “Food On Your Budget (FOOGET)”

*In partial fulfillment of the requirement for*

*the degree of*

BACHELOR IN COMPUTER INFORMATION SYSTEM

*Kathmandu, Nepal*

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# Abstract

This project is about creating a budget food system in a developed computerized and mobilized food ordering system. It can create a revolution in the traditional food ordering system which is being implemented in the majority of the food and beverage industry. The system created to make the browsing of food easy and convenient. The information is focused to provide information and location of the food place within a budget due to which it solves the problem of economy. The use of computerized technology has created an automatic system which has reduced manpower manual work which includes lot of paper work creating inconvenience in the process. The possible chance of human error due to manual work and operation is reduced by the use of technology. Thus, the system has created a computerized and mobilized computer system for the generation to take the food ordering tradition to a whole new level.

The system is designed to surf for food within a particular location in the range of the certain budget. In today’s generation, food has always been a hot topic to talk on. The demand of food with a proper quality has always been a factor of interest for the people. Especially, among the youngsters the food has been one of the factors they are most interested in. The problem for the young generation is the problem of economy; the application has created a budget friendly system due to which the problem of economy is solved of the young food enthusiast. The system has created a wide range of customer so that the service can be provided more easily to the customers.

This system is designed for small medium enterprise food and beverage industry. The chosen methodology for this project is throwaway prototyping methodology. This is because majority of the targeted user do not have the experience in using computerized system in food ordering procedure as they implement traditional ordering system previously. Therefore, this methodology enables developer to communicate with target user through using the prototyping, which can let target user to read the review, evaluate, visualize and learn about the system before the actual implementation of the final system.

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# List of Abbreviations

* HTML: Hyper Text Markup Language
* CSS: Cascading Style Sheet
* SQL: Structured Query Language
* FOOGET : Food On Your Budget

# CHAPTER I

## 1.1 Introduction

This project is a budget food ordering system that consists of all the information about the food and the location itself. This system is more or less a food ordering system but it also functions by allowing the viewer to place order on the basis of the request by the customer/viewer’s preference.

The system creates a filter for the budget, and creates the available result for the food on the basis of the budget hold by the user.

### 1.1.1 Features

* There in presence of interconnection between the computers in a centralized network.
* The browsing of the food conveniently.
* The website allows placing order for the food along with the service of delivery system of the order.
* The website consists of review of food and restaurants.
* The feature of notification and real time location to improve the application service.
* The variety of food that we can get in the allocated budget.

## Objectives

### 1.2.1. Academic Objectives

The following are the academic objective of the project:

* To improve skills in networking, internet technology and mobile database management system.
* To utilize the theoretical knowledge and bring it into practical form.
* For the partial fulfillment of the requirement for the degree of BCIS.
* To carryout work division in the group to build up team work strategies and get efficient effort from the group.

### 1.2.2 Specific Objectives

* To share and express our ideas and views regarding the project.
* To get customers familiar with great food experience through the context of food website.
* To provide a convenient and reliable way of service to get more happy and satisfied customers.
* The provision of good and reliable service in fair price.
* To be able to stand out from competitors in the food service industry.

## Theoretical Background of the project

### 1.3.1 Theoretical knowledge

To complete this project, we need theoretical knowledge regarding Internet technology and networking mainly about the xml Language. We also need knowledge about database management system. The database is maintained by the use of MySql database. The development of the project is done by the use of the android Studio Coding Platform .The use of the Java and xml coding in the context based coding that we are implementing in the project. So, firstly, adequate knowledge must be gained in order to start a project. Also, implementing the knowledge gained in terms of codes is a must.

### 1.3.2 Overall Representation of the project

*Fig 1.1 : Overall Representation of*

### 1.3.3 Context Flow Diagram

*Fig1.2 : Context Flow Diagram of*

### 1.3.4 Working principle of project

*Fig1.3: Working principle*

# CHAPTER II

## 2.1 Literature Review

2.1.1 Food finder – Mobile food ordering application

Over the years, technology has tremendously revolutionized the restaurant industry. Much of the innovation has been with pointof-sale (POS) operations there is a famous saying that “People eat with their eyes”. The e-Menu provides additional information about menu items and drinks than a traditional paper menu. The simplicity and ease of access of a menu are the main things that facilitate ordering food in a restaurant. A Tablet menu completely revolutionizes the patron’s dining experience. Existing programs provide an app that restaurants can use to feed their menus into iOS & Android-based tablets and make it easier for the diners to flip, swipe & tap through the menu. We aim at providing and advanced menu display using android mobile phones at restaurants with a tablet menu that would recommend dishes based on a recommendation algorithm. In addition to this, we run the app on an Android-based tablet and not on an iOS-based tablet which is a more expensive alternative. We use a cloud-based server for storing the database which makes it inexpensive and also secured. Developers of similar applications maintain that customers who seat at tables outfitted with tablets spend about 10% more than those at other tables (“people buy more when they can do so instantly, without waiting for service”). The service goes quicker. Restaurants can build their e-reputation and customer community in live. The restaurant menu has evolved from its humble beginnings on carte chalkboards and imageless print to today’s detailed, colorful displays. With the emergence of digital tablets and user-friendly touch screen technology menus can move to a whole new surface. With this electronic menu, orders can be taken correctly the first time. There is no need to run back and forth to a distant terminal because the terminal is always with the server. Every order is associated with an individual seat at the table, and orders are built one customer at a time, just like on paper, but with greater accuracy. Items can also easily be shared by the whole table, moved or modified, and noted and the cost can be calculated in real time. The Recommendation algorithm suggests dishes to the patrons based on previous orders. It makes it easier for the customer to build his/her order and also view the most popular dishes. Moreover, various dimension filters can be used according to individual preferences e.g. Price, taste, quantity, etc. Many businesses have jumped into the online marketplace and have claimed their slice of the digital pie. In fact, if a business isn’t allowing customers to access its products with a few clicks of the mouse, it’s definitely missing out on a large audience. This is precisely the reason why the majority of businesses have integrated e-commerce and m-commerce websites into their business models

# CHAPTER III

## 3.1 Hardware and Software Requirements

|  |  |  |
| --- | --- | --- |
|  | **Device** | **Purpose** |
| **Output device** | Monitor(LCD/CRT) | Allows the user to see all the action performed in the program with color |
|  | Printer | Needed to print data when the command for pint is given by user from program. |
| **Input device** | Qwerty Keyboard | Use to type in data i.e. both numerical and text data in the textboxes for entering data in database. |
|  | Mouse | Required for the making the selection in program, which have command buttons that need to be clicked as well as different fields such as textbox. |
| **Storage** | External hard disk | Used to make the backup of the data and can be used to store the program in case of small space available in computer hard disk. |
|  | USB Peripheral(Pen drive) | Use to transfer files from one computer to another computer easily and instantly which aren’t on the network |
|  | Server Storage 10GB | Makes all the different computers on the server to access the information or program |
| **Processing** | Processor (2Ghz) | Though computer have high processors. 2Ghz will make the program run more smoothly. |

### 3.1.1 Hardware Requirements

### 3.1.2 **Software Requirements**

|  |  |
| --- | --- |
| **Required Software** | **Purpose** |
| **Windows OS** | Since the entire users are friendly with windows OS the program must be designed to work on windows environment. |
| **My Sql Server 2008 Express** | This software is required in order to linked to a database created in VS(Visual Studio) |
| **Visual Studio 2010 Professional** | This software is required since whole the program is made using this software and it also consists of *server explorer* which allows us to access the database. |

# CHAPTER IV

## 4.1 Proposed Schedule

### 4.1.1 Overview

The total working time for this project is about three and half months. This project starts from mid-May, 2019 and supposed to be finished by the first week of November. The work is divided into 4 phases. The first phase is Research and analysis of problem requirement and feasibility which lasts about 10 days. The second phase is idea and concept which last about 25 days. Then, we have our proposal defense. The third phase is the most important phase which is designing and coding. This phase lasts about two and half months or more. Then we have our presentation at the end of our deadline date. With this schedule we can finish our project in time.

### 4.1.2 Gantt Chart

*Fig 4.1: Gantt chart*

## 

## 4.2 Group Organization

Major Project is one of the subjects of eight semester which needs to be done compulsorily by each and every member either single or in a group. Our group consists of three members and the work is divided between each member on the basis of field of interest and knowledge. Each member will be contributing as much as they can as per required by our project schedule and time limit. The work division is as follows:

**Problem, requirement and feasibility analysis**

* Manjita Manandhar
* Mridu Bhattarai
* Shrishej Bajracharya
* Tanuja Luitel

**Front-End Designing**

* Manjita Manandhar
* Mridu Bhattarai
* Shrishej Bajracharya
* Tanuja Luitel

**Database design and coding**

* Manjita Manandhar
* Mridu Bhattarai
* Shrishej Bajracharya
* Tanuja Luitel

# CHAPTER V

## 5.1 Cost Benefit Analysis

**Costs**

* Costs for programmers developing the program.
* Cost of training the managers, workers, who runs the application in the supermarkets.
* Cost of maintenance.
* Cost of licensing.

**Benefits**

* Replace paper bills.
* Easy to operate.
* Comparatively cheaper than other software.
* No deep knowledge about computers required for operating it.
* Easily understandable.
* Maintenance is also cheaper.

The benefits shall overcome the costs as, the benefits of the FOOGET is huge than the costs incurred in adapting it. It is widely applicable and easy to operate. FOOGET shall be overcoming the drawbacks that exited in the older system the markets have been using.

# 

# CHAPTER VI

## 6.1 Application of the project in the real world

**World**

In context of the world, fully integrated food ordering and review system are being utilized. They provide access control, advanced food marketing capabilities, and enhanced business intelligence.

Food On Your Budget System has helped to take restaurant’s to the next level by automating ordering, enriching restaurant marketing goals, and empowering to know exactly how customers are interacting through the food critics. A recent trend in Food ordering technology is the use of mobile apps for ordering.

**Nepal**

The FOOGET is not largely operated in Nepal. Although, different drivers have been forcing the implementation of Budget Food Ordering System, there seems to be minimal implementation of it. The number of restaurants using Food Ordering System is seen to have increased in number unexpectedly but the idea of budget food is a very new concept.

## 6.2 Limitations

* The system does not allow anyone except members of restaurants or the admin itself to edit the data.
* There is certain cost limitation, below that cost there might not be available food.
* The inconvenience of a customer needs to have a physical copy of the menu.
* It requires internet connection and also the user must be computer literate.

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