A Mini Project Synopsis on

Grab Eat – Online Food Ordering System

T.E. - I.T Engineering

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Academic year: 2022-23

CERTIFICATE

This to certify that the Mini Project report on **Grab Eat – Online Food Ordering System** has been submitted by Mihir Shrivas (20104081), Bhushan Patil (20104094), and Mayur Shinde (20104062) who are the students of A. P. Shah Institute of Technology, Thane, Mumbai, as a partial fulfillment of the requirement for the degree in Information Technology, during the academic year 2022-2023 in the satisfactory manner as per the curriculum laid down by University of Mumbai.

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Date:

ACKNOWLEDGEMENT

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ABSTRACT

The Grab-Eat Online Food Ordering System described in this application has been designed to fill a specific niche in the market by providing small restaurants with the ability to offer their customers an online ordering option without having to invest large amounts of time and money in having custom software designed specifically for them.

The website, which is the only component seen by the restaurant customers, is then built dynamically based on the current state of the system, so any changes made are reflected in real time. Visitors to the site, once registered, are then able to easily navigate this menu, add food items to their order, and specify delivery options with only a few clicks, greatly simplifying the ordering process. Back in the restaurant, placed orders are promptly retrieved and displayed in an easily readable format for efficient processing.

This application reduces the amount of time & avoids errors while entering the data. It also provides error message while entering invalid data. It also allows to quickly and easily managing an online menu where customers can browse and use to place orders with just few clicks.

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INTRODUCTION

The Grab-Eat online food ordering system sets up a food menu online and customers can easily place the order as per they like. Also with a food menu, online customers can easily track the orders. The management maintains customer's database, and improve food delivery service. The Restaurant management systems motivate us to develop the system. There are various facilities provided so that the users of the system will get service effectively. Also, the system considers Restaurants as well as Mess facility to the customers. Again, the idea comes that mostly mess users are person who are shifted for various reason in new cities. So, they are interrelated. Increasing use of smart phones is also considered as a motivation, so that any users of this system get all service on single click. Another motivation can be considered as the system will be designed to avoid users doing fatal errors, users can change their own profile, users can track their food items through GPS, users can provide feedback and recommendations and can give ratings, it will give appropriate feedbacks to Restaurants/Mess service providers.

Purpose:

- The purpose of an online ordering system is to make it beneficial for the customer and the business so that they can stay connected while serving customers their favourite dishes.
- With Food Aggregators increasing their commission every quarter, it is unsustainable for the restaurant to manage their restaurant while depending on food delivery orders.
- The online ordering market is expanding and especially, the online food ordering segment is growing at a very rapid pace. Food Delivery is the preferred way for customers to enjoy food these days.

Problem Definition:

- The challenge encountered by the existing system serve as a major drawback to the realization of efficiency & customer satisfaction.
- The existing system they prefer a big restaurants for delivery food.
- Customers have to make in long queues before placing their orders especially during peak.

OBJECTIVES

- The primary objective is to learn and implement a real time application on database for online ordering system.
- To provide food anytime-anywhere.
- To make ordering food online, easier and faster process.
- To design a system that will able to accommodate huge amount of orders at a time.
- To concentrate on taking orders, streamlining the orders to a specified restaurant
- To provide users with options of restaurants and foods which they didn't know existed.

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SCOPE

- Can be used to order food.
- Can be used to browse menus of different restaurants.
- Can be used to avail various offers.
- Can be used to compare prices of similar foods.
- Can be used to place multiple orders at the same time.

Chapter No: 2

Literature Review

Given below are the research papers used for our analysis whilst considering various approaches.

- Paper [1] : Along with customer feedback for a restaurant a design and execution of wireless food ordering system was carried out. It enables restaurant owners to setup the system in wireless environment and update menu presentations easily. Smart phone has been integrated in the customizable wireless food ordering system with real- time customer feedback implementation to facilitate real- time communication between restaurant owners and customers.
- Paper [2] : The research work aims to automate the food ordering process in restaurant and also improve the dining experience of customers. Design implementation of food ordering system for restaurants was discussed in this paper. This system implements wireless data access to servers. The android application on user's mobile will have all the menu details .Kitchen and cashier receive the order details from the customer mobile wirelessly. These order details are updated in the central database. The restaurant owner can manage the menu modifications easily.
- Paper [3] : The purpose of the study was the application is based on user's requirement and is user cantered. All issues related to all users which are included in this system are developed by this system. If people know how to operate android smart phone wide variety of people can use the application. This system will solve the various issues related to Mess service. To help and solve important problems of people implementation of Online Food Ordering system is done. It can be concluded that, based on the application: Orders are made easily by this system.

Chapter No: 3

PROPOSED SYSTEM

Features & Functionality:

- Feature 1: Allows the customers to follow a particular restaurant and get notifications whenever the concerned restaurant updates the menu and provides deals/offers.
- Feature 2: Check order history.
- Feature 3: Place multiple orders.
- Feature 4: Cancel an order.

Chapter No: 4

REQUIREMENT ANALYSIS

The structure of the system can be divided into three main logical components. The first component must provide some form of menu management, allowing the restaurant to control what can be ordered by customers. The second component is the web ordering system and provides the functionality for customers to place their order and supply all necessary details. The third and final logical component is the order retrieval system. Used by the restaurant to keep track of all orders which have been placed, this component takes care of retrieving and displaying order information, as well as updating orders which have already been processed.

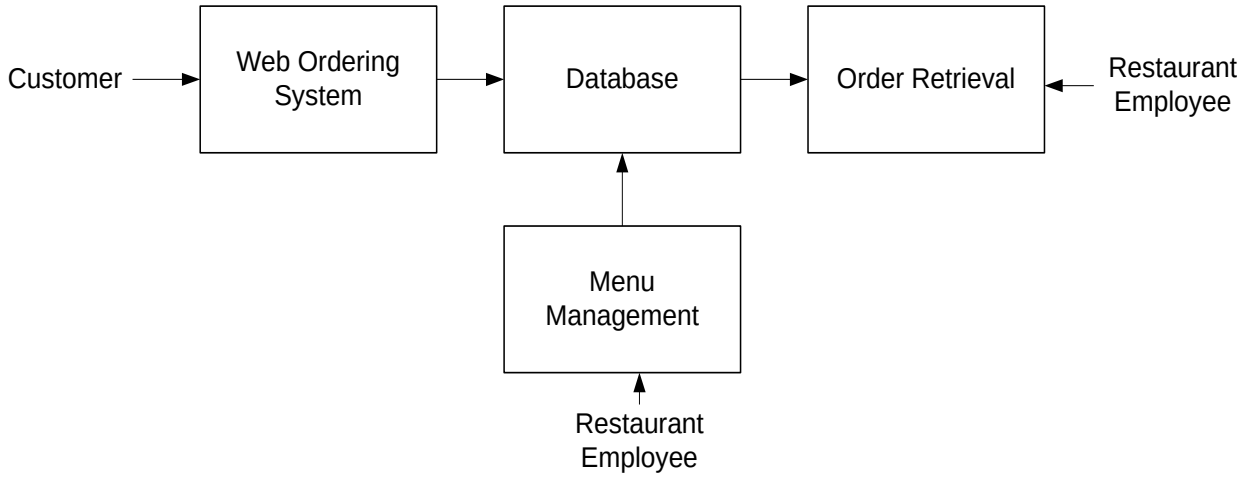

Figure 1: Requirement Analysis

Functional Requirements:

As can be seen in the system model diagramed above, each of the three system components essentially provides a layer of isolation between the end user and the database. The motivation behind this isolation is twofold. Firstly, allowing the end user to interact with the system through a rich interface provide a much more enjoyable user experience, particularly for the non-technical users which will account for the majority of the system's users. In addition, this isolation layer also protects the integrity of the database by preventing users from taking any action outside those which the system is designed to handle. Because of this design pattern, it is essential to enumerate exactly which functions a user will be presented and these functions are outlined below, grouped by component.

Chapter No: 5

PROJECT DESIGN

- Use Case Diagram

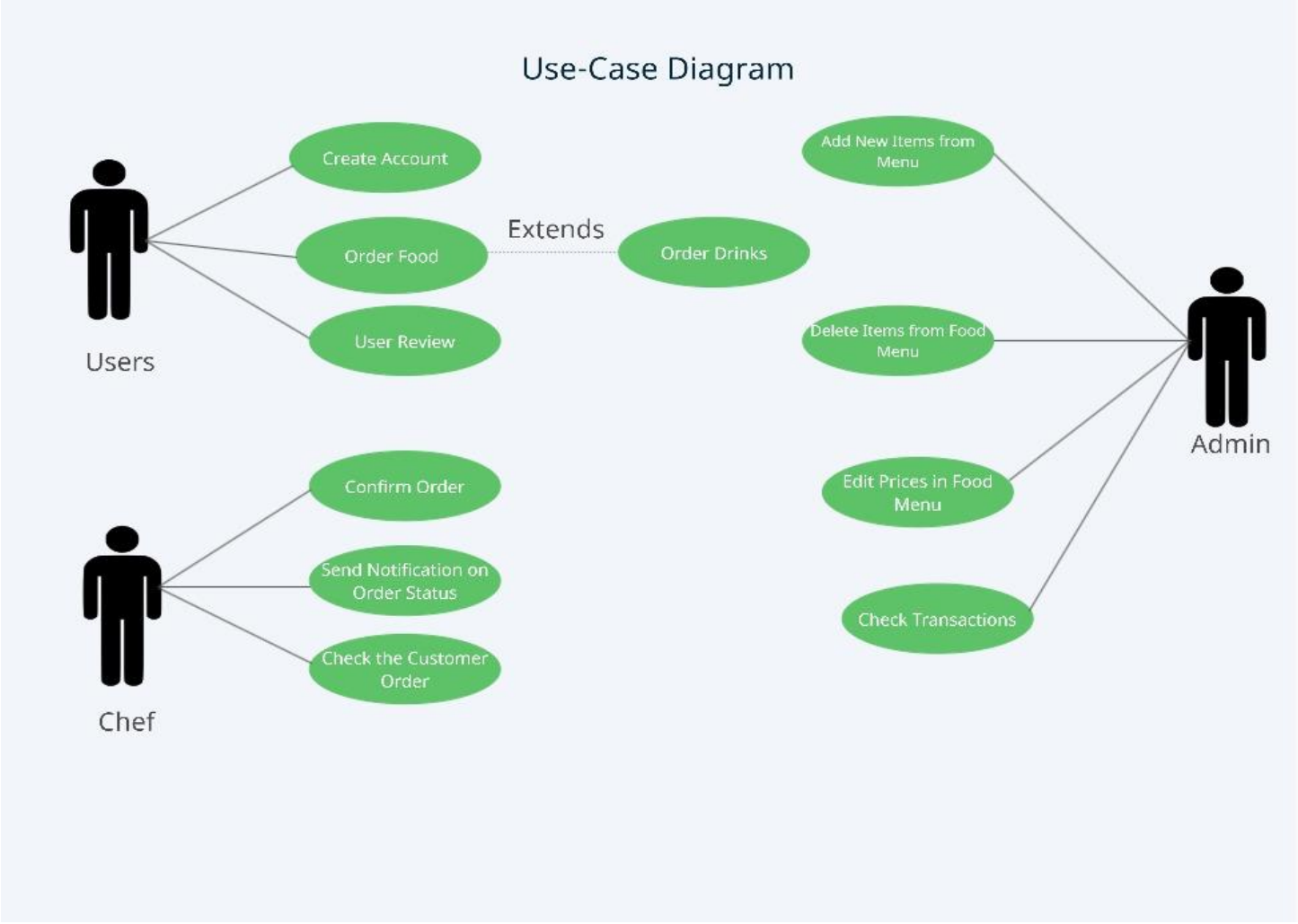

Figure 2: Use Case Diagram

- DFD (Data Flow Diagram) Diagram

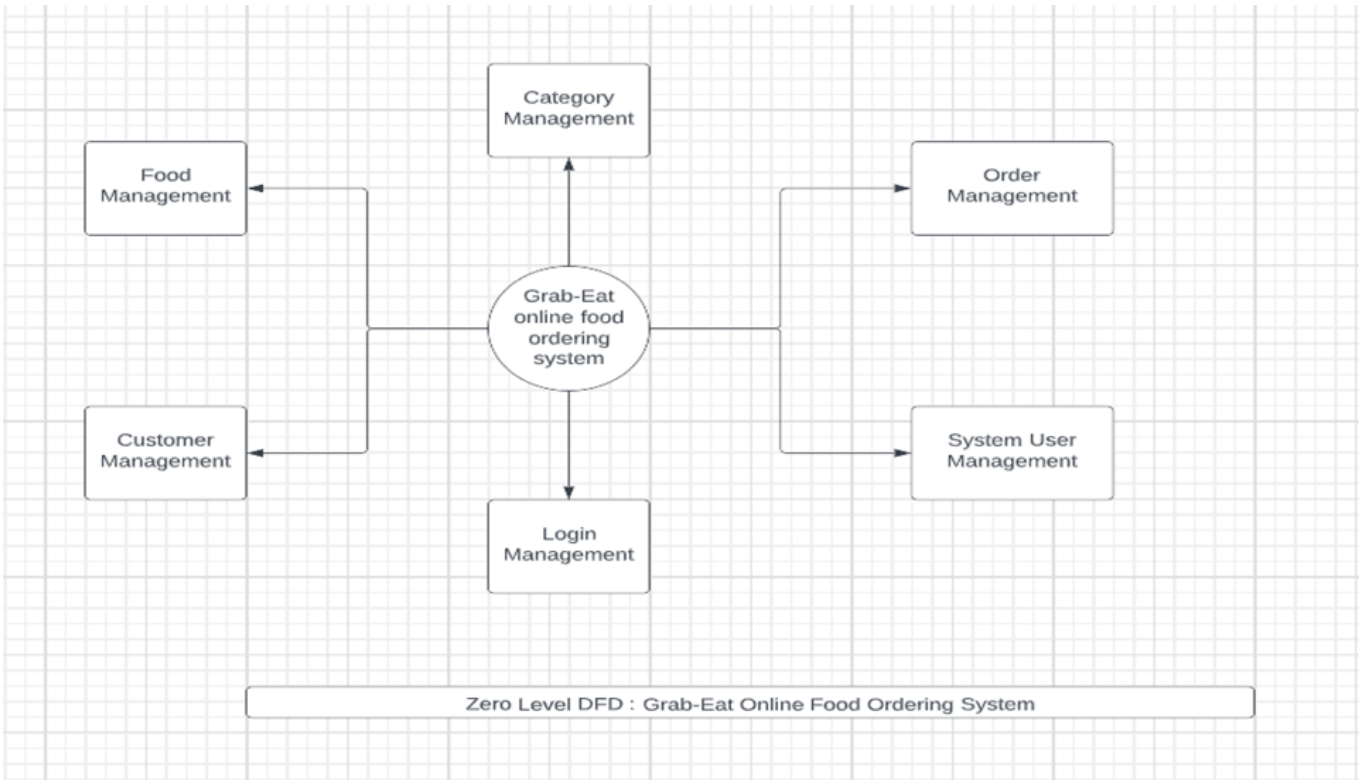

Figure 3 : Level 0 DFD

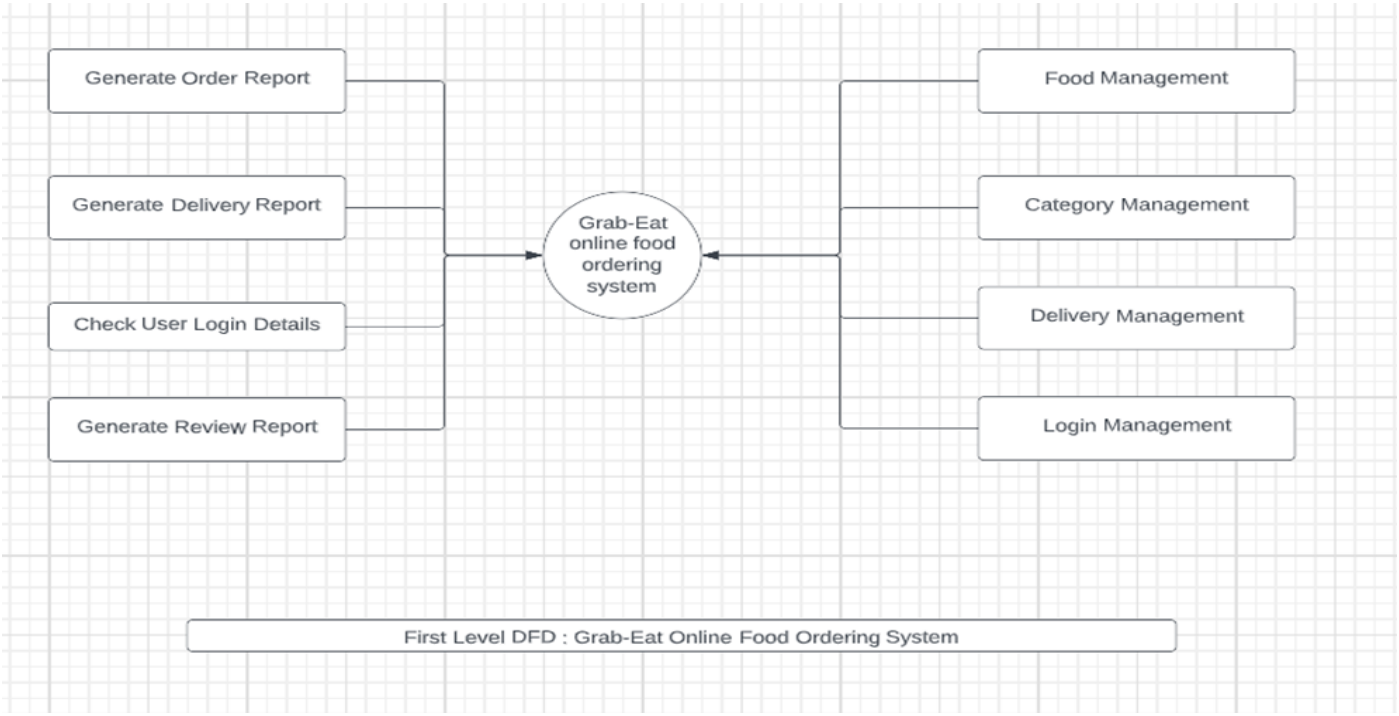

Figure 4 : Level 1 DFD

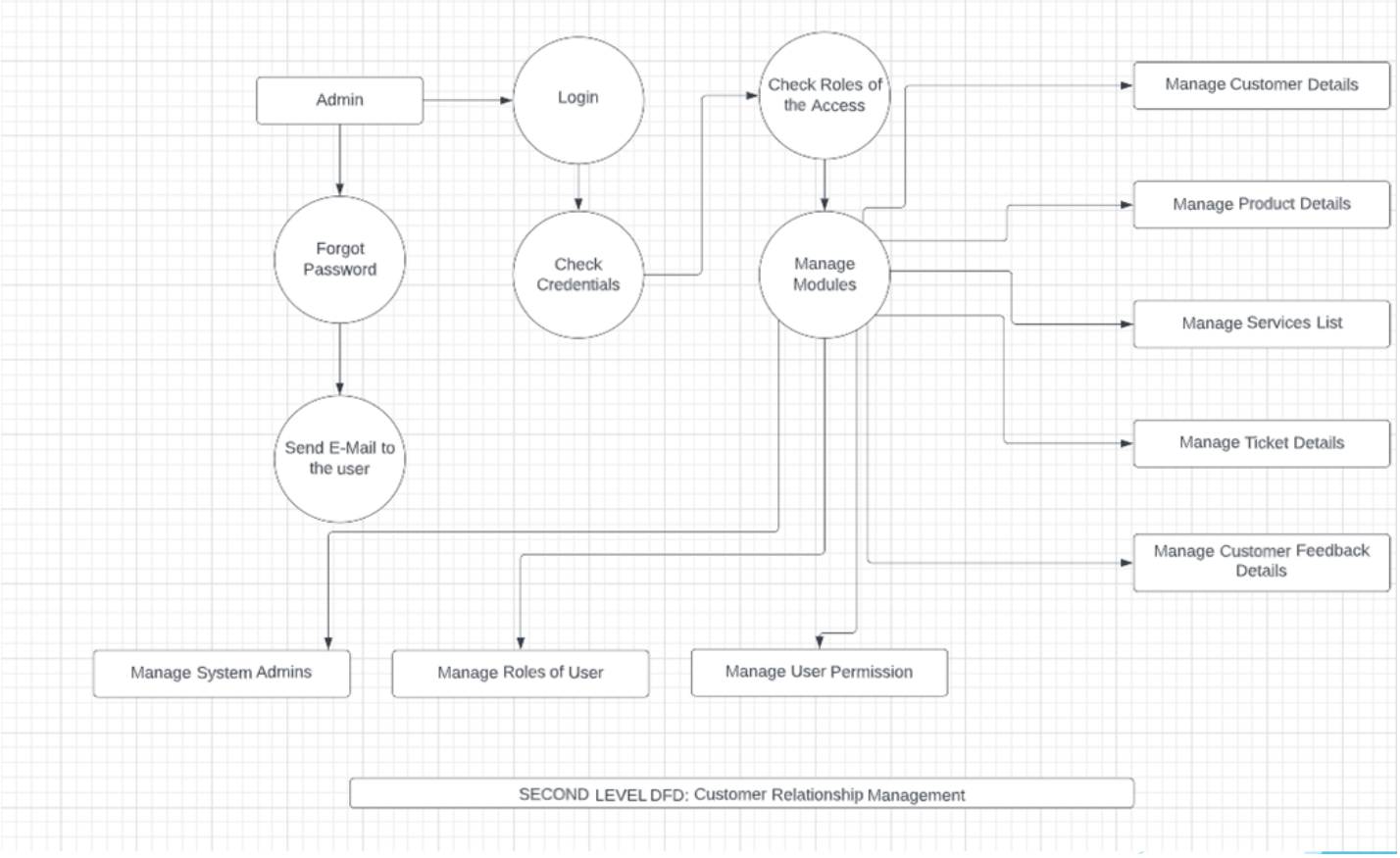

Figure 5 : Level 2 DFD

Chapter No: 6

Technical Specifications

Development: VS Code

VS Code also known as Visual Studio Code is a source code editor made by Microsoft for Windows, Linux, MacOS. It has various features such as Debugging, Syntax highlighting,extension, intelligent code completion.

Frontend: Html, CSS, JavaScript

As a web developer, the three main languages we use to build websites are HTML, CSS, and JavaScript. JavaScript is the programming language, we use HTML to structure the site, and we use CSS to design and layout the web page. These days, CSS has become more than just a design language, though. You can actually implement animations and smooth transitions with just CSS.

OS : Windows

Windows is a graphical operating system developed by Microsoft. It allows users to view and store files, run the software, play games, watch videos, and provides a way to connect to the internet. It was released for both home computing and professional works.

Backend: Php, MySQL

With PHP, you can connect to and manipulate databases. MySQL is the most popular database system used with PHP. PHP combined with MySQL are cross-platform (you can develop in Windows and serve on a Unix platform). The data in a MySQL database are stored in tables. A table is a collection of related data, and it consists of columns and rows. Databases are useful for storing information categorically.

FLOWCHART

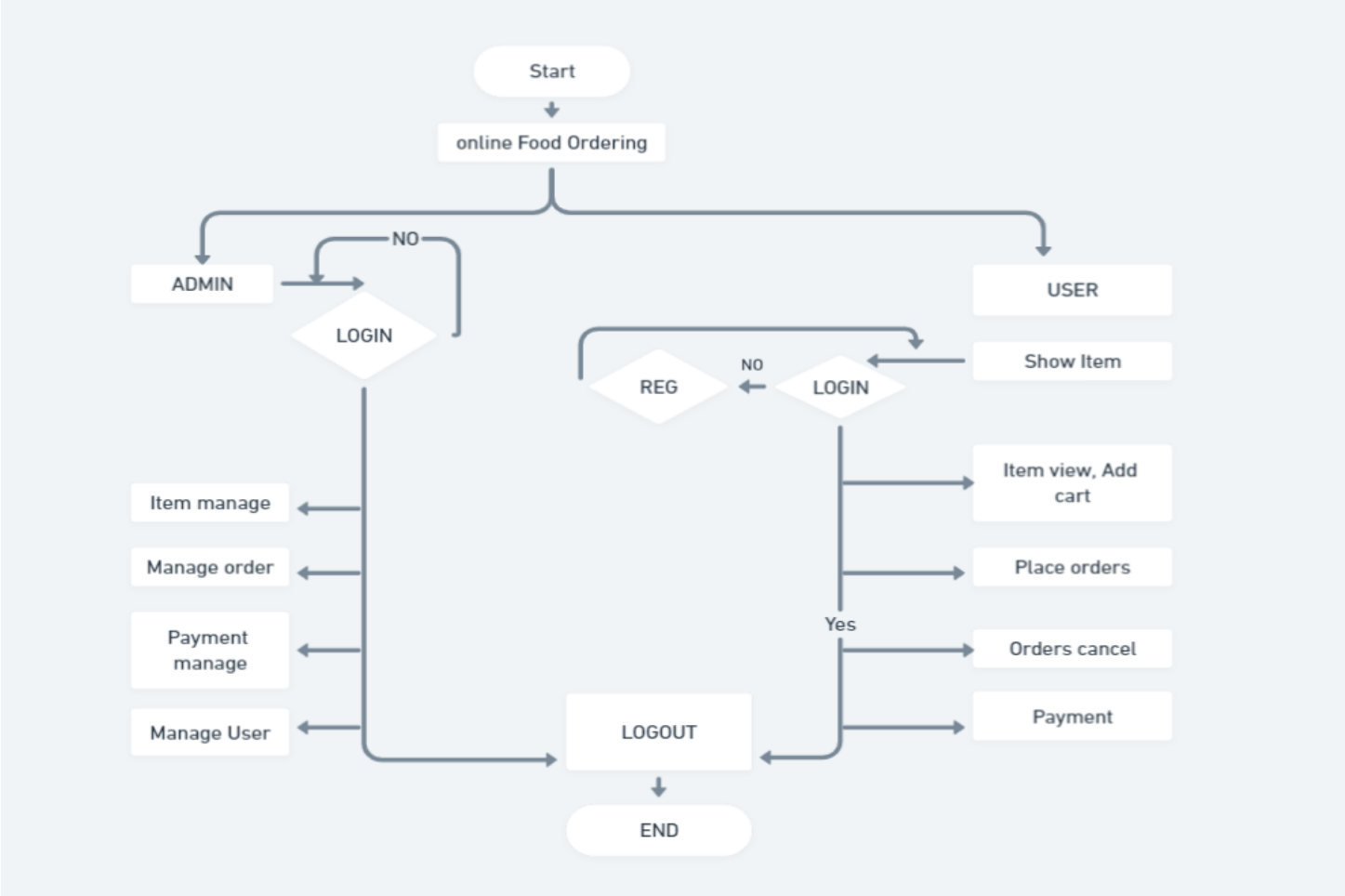

Figure 6 : Flowchart

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Project Scheduling:

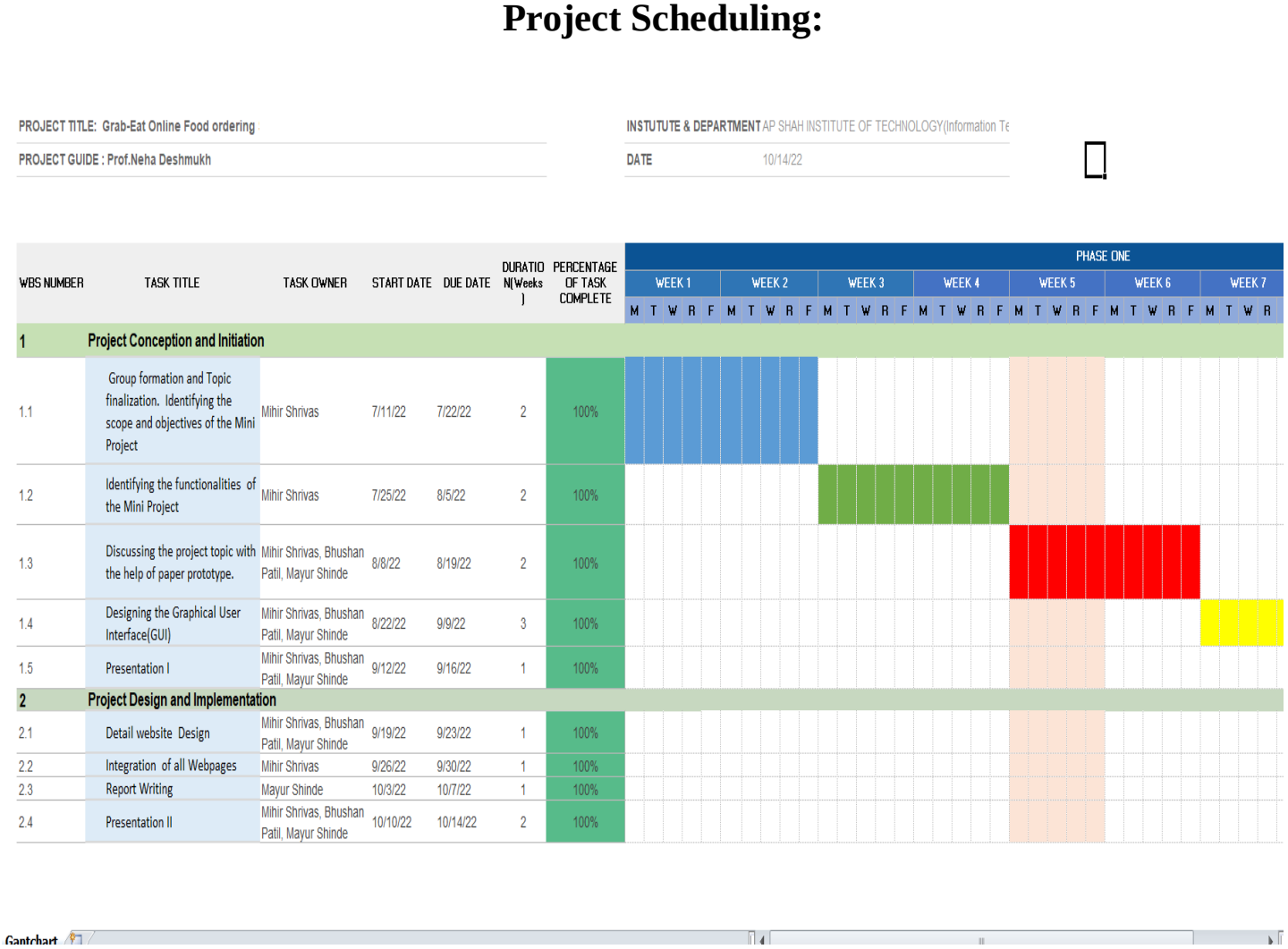
PROJECT TITLE: Grab-Eat Online Food ordering

INSTUTUTE & DEPARTMENT AP SHAH INSTITUTE OF TECHNOLOGY(Information Te

PROJECT GUIDE : Prof.Neha Deshmukh

DATE 10/14/22

WBS NUMBER	TASK TITLE	TASK OWNER	START DATE	DUE DATE	DURATION(Weeks)	PERCENTAGE OF TASK COMPLETE
1	**Project Conception and Initiation**					
1.1	Group formation and Topic finalization. Identifying the scope and objectives of the Mini Project	Mihir Shrivas	7/11/22	7/22/22	2	100%
1.2	Identifying the functionalities of the Mini Project	Mihir Shrivas	7/25/22	8/5/22	2	100%
1.3	Discussing the project topic with the help of paper prototype.	Mihir Shrivas, Bhushan Patil, Mayur Shinde	8/8/22	8/19/22	2	100%
1.4	Designing the Graphical User Interface(GUI)	Mihir Shrivas, Bhushan Patil, Mayur Shinde	8/22/22	9/9/22	3	100%
1.5	Presentation I	Mihir Shrivas, Bhushan Patil, Mayur Shinde	9/12/22	9/16/22	1	100%
2	**Project Design and Implementation**					
2.1	Detail website Design	Mihir Shrivas, Bhushan Patil, Mayur Shinde	9/19/22	9/23/22	1	100%
2.2	Integration of all Webpages	Mihir Shrivas	9/26/22	9/30/22	1	100%
2.3	Report Writing	Mayur Shinde	10/3/22	10/7/22	1	100%
2.4	Presentation II	Mihir Shrivas, Bhushan Patil, Mayur Shinde	10/10/22	10/14/22	2	100%



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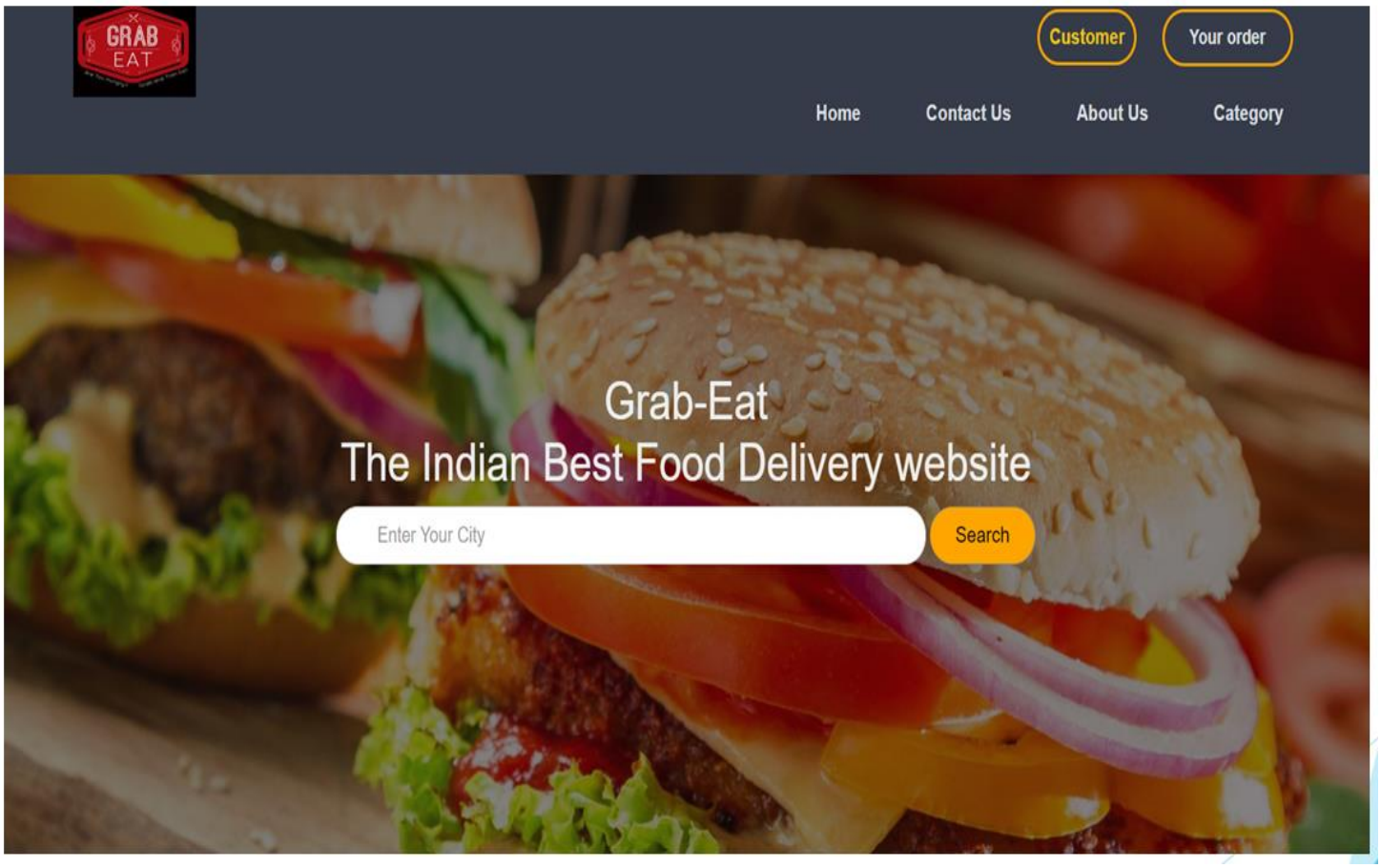
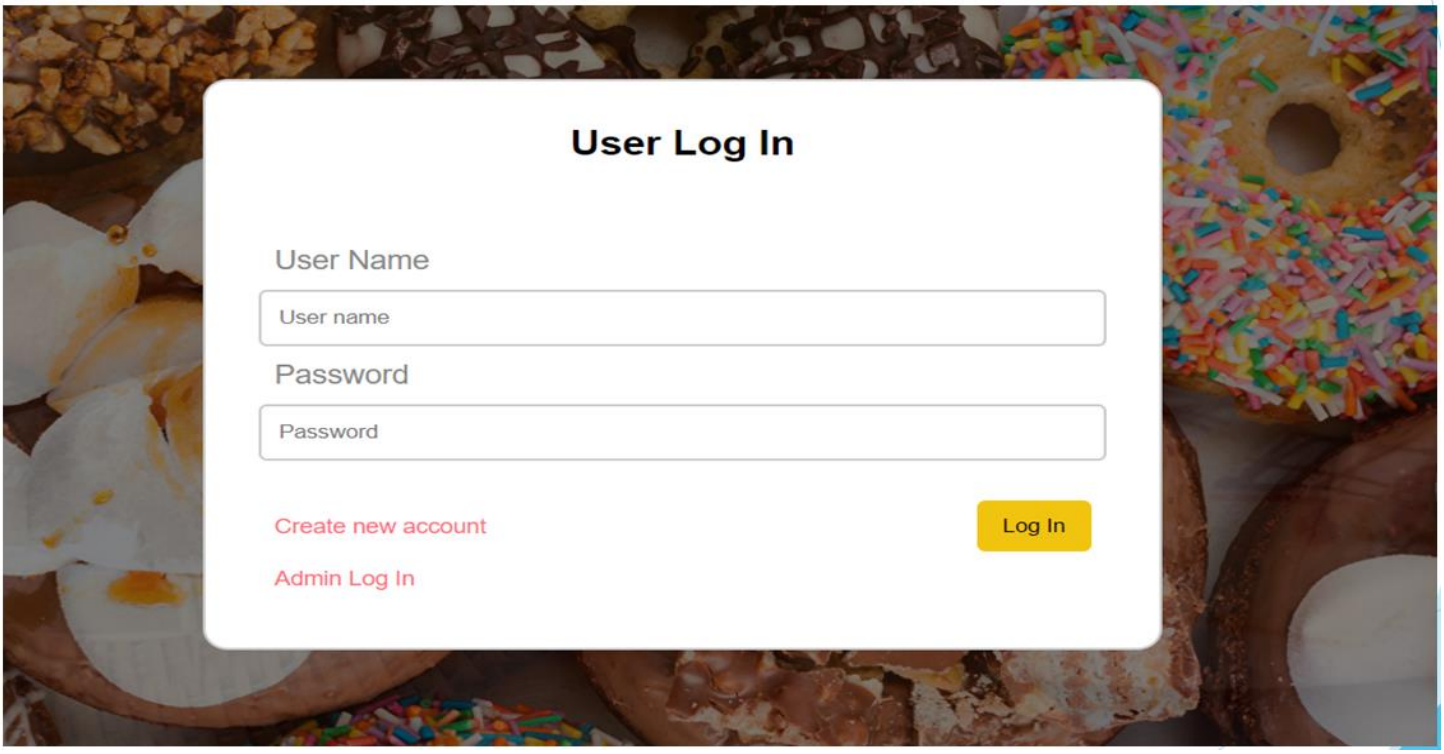
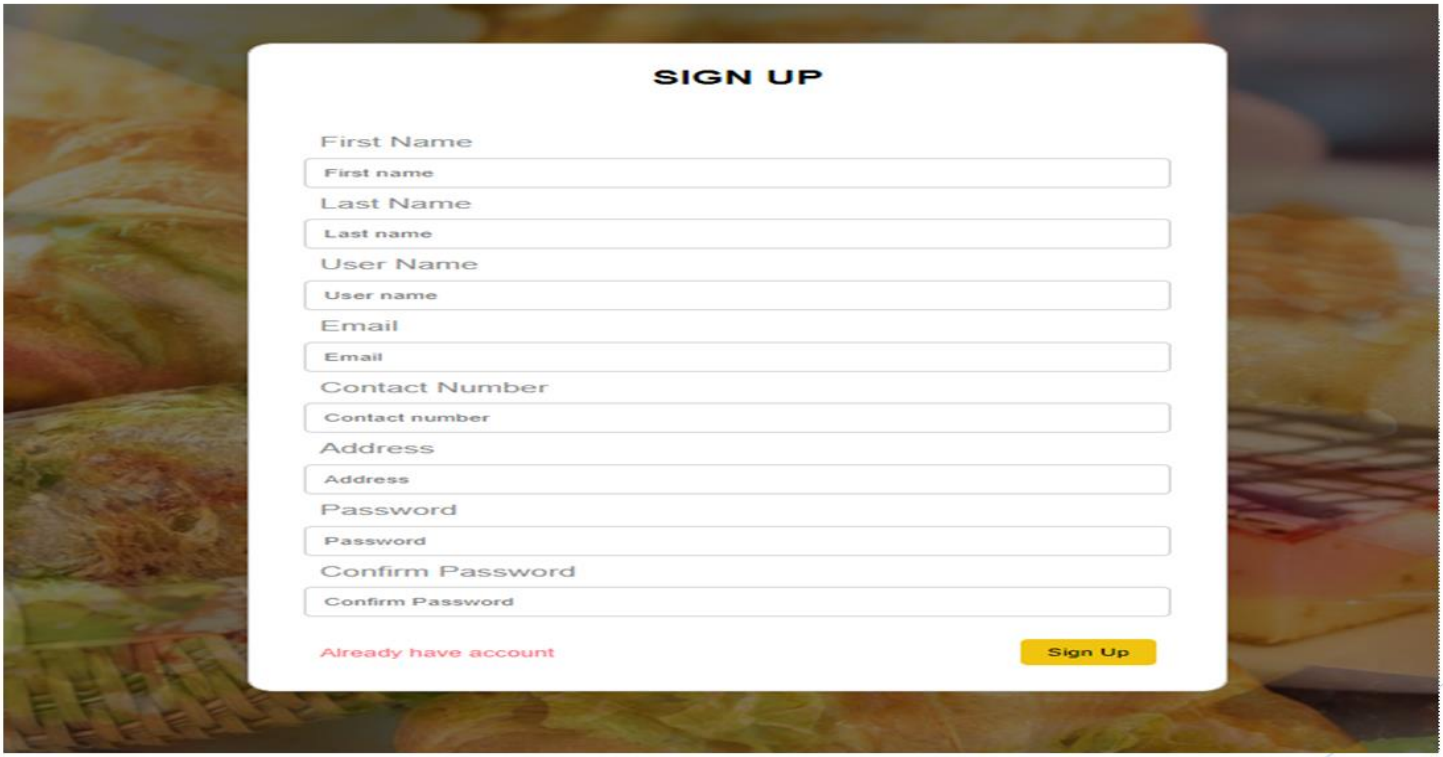
IMPLEMENTATION




User Log In
User Name
User name
Password
Password
Create new account
Log In
Admin Log In


SIGN UP
First Name
First name
Last Name
Last name
User Name
User name
Email
Email
Contact Number
Contact number
Address
Address
Password
Password
Confirm Password
Confirm Password
Already have account
Sign Up

Chapter No: 9
Result & Discussion

The study indicated that the online food delivery business model is highly demandable, potential and money efficient. This space is increasing in leaps and bounds because of the size of market. Every human needs to eat multiple times and variety in a day .So it ensures repeat in order and growing business. Due to repeat customers, Profit margins are high. Ordering online is nowadays is fashion era way of life. Ordering online is much comfortable and less expensive than dine out. The Pros to the customers are:

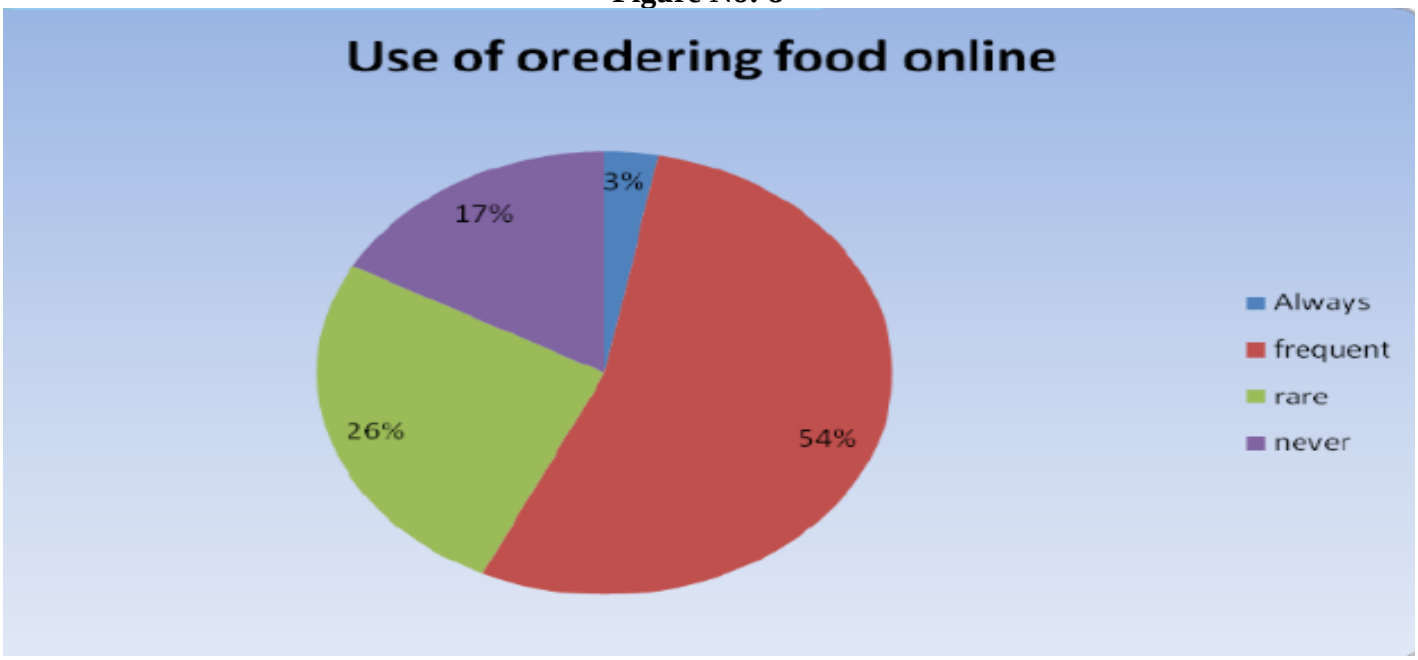
1. Ordering online is quick and human error and intervention free
2. Due to technology driven portal there are minimalistic chances of error.
3. The customer has the variety of menus and restaurants to choose from.
4. The consumers have the advantage of promotional deals, loyalty benefits and discounts offered.
5. It gives restaurant like pleasure at their own places.

Different questionnaire was given to the consumers and the restaurant owners / chefs to find out thepros and cons that are experienced by them while using the online food ordering application process.The given responses were tabulated and analyzed below

Figure No:7

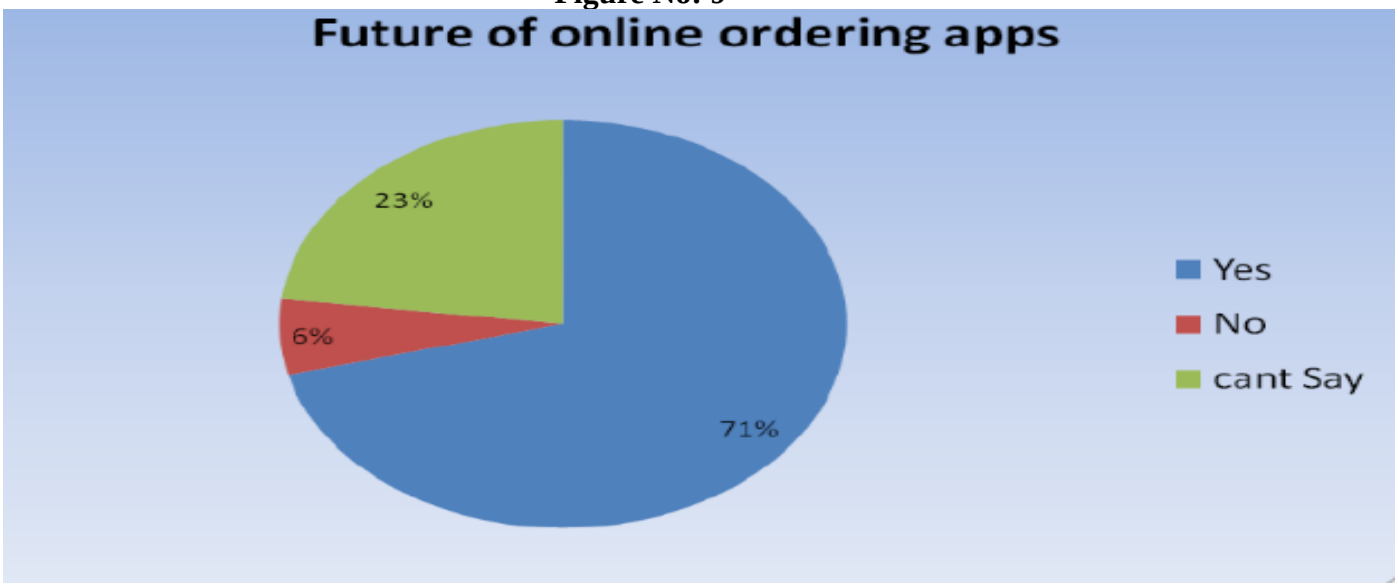
Key Notes: From all respondents 96% are aware of online food applications.

Figure No: 8



Key Note: Only 17 % respondent has never ordered food online .frequent is the high frequency used.

Figure No: 9



Key Note: 71% people believes that future of online food is bright.

Chapter No: 10

Conclusion & Future Scope:

This Grab-Eat online food ordering system is developed where the customers can make an order for the food and avoid the hassles of waiting for the order to be taken by the waiter. Using this application, the end users register online, read the Category/ E-menu card and select the food from the e-menu card to order food online. Once the customer selects the required food item the user will redirect to the best restaurant to order their foods from the selected food.

This application nullifies the need of a waiter or reduces the workload of the waiter. The advantage is that in a crowded restaurant there will be chances that the waiters are overloaded with orders and they are unable to meet the requirements of the customer in a satisfactory manner. Therefore by using this application, the users can directly place their order online.

Chapter No: 11

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