

# TEAM GRAPEFRUIT

<b>Name</b> <i>(alpha order)</i>	<b>Username</b> <i>(student system)</i>
<b>Александър Овчаров</b>	<b>LaForce</b>
<b>Благой Шоков</b>	<b>Blagoy.Shokov</b>
<b>Георги Кермекчиев</b>	<b>jokerbg</b>
<b>Диана Иванова</b>	<b>diana.ivanova</b>
<b>Катя Мартинюк</b>	<b>Katya</b>
<b>Михаил Митов</b>	<b>mihailM956</b>
<b>Младен Савов</b>	<b>mladen.m.savov</b>
<b>Николай Павлов</b>	<b>PaperNick</b>

**Project:** **Restaurant**

# TEAM GRAPEFRUIT

## **Project purpose**

Restaurant Application may be of interest to people holding some restaurant businesses.

## **The tasks Application solves**

- **Handling of clients orders**

Transporting orders from clients to kitchen is automated. When client asks for a check Application creates it using all the data it has about a client

- **Keeping track of restaurant occupation**

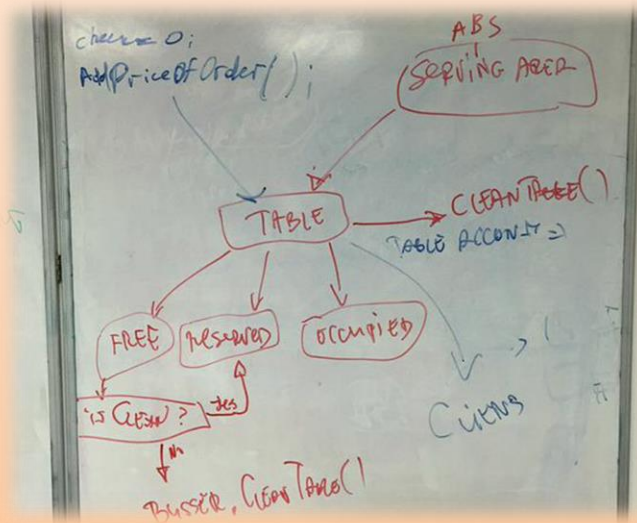
Changing statuses of tables in a serving area (free, occupied, reserved) and giving the information about these statuses to authorized employees of a restaurant

- **Keeping records of cash and credit card payments from clients**

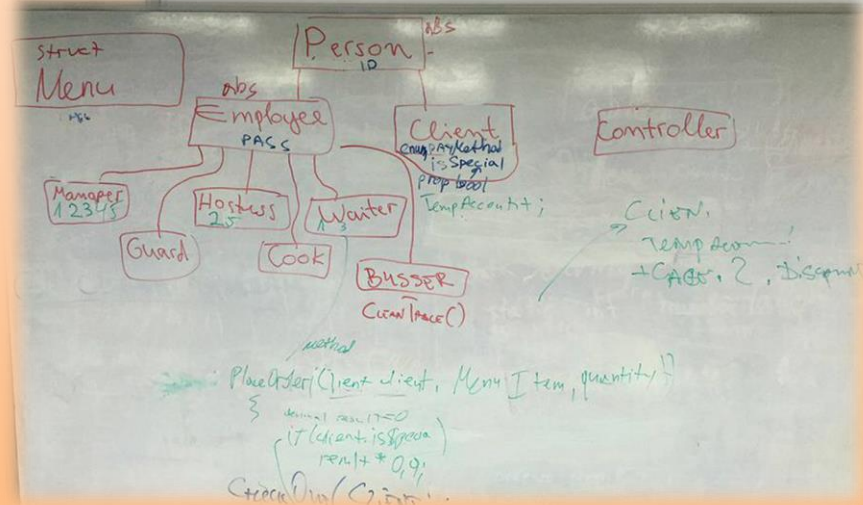
All orders are kept in a system and are used to form a report.

# TEAM GRAPEFRUIT

## The way we started

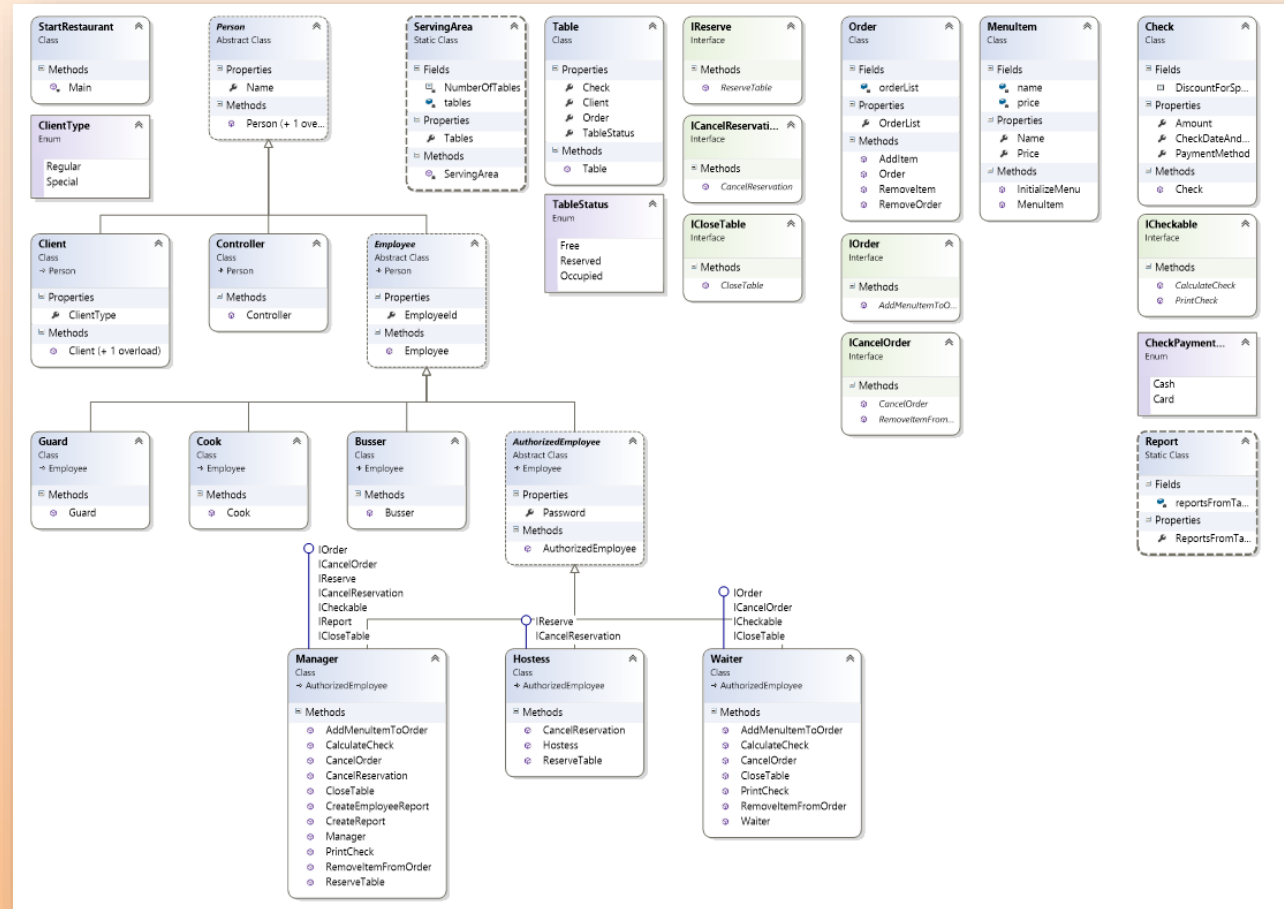


1. I order → Place Order
2. I Reserve → Reserve Table
3. I Cancel Order → Cancel Order()
4. I Checkable → Check Amount of Money In Waiters()
5. I Cancel Reservation → Cancel Reservation()



# TEAM GRAPEFRUIT

The way  
we've got



# TEAM GRAPEFRUIT

## Project implementation

- **Console application**
- ....
- ....
- ...

## TO BE developed

- **GUI**
- ....