Final Project Report

Project Title: OrderOnTheGo - Your On-Demand Food Ordering Solution

# 1. INTRODUCTION

## 1.1 Project Overview

OrderOnTheGo is an intuitive web-based platform that simplifies the process of ordering food online. It connects users with nearby restaurants and allows them to browse menus, place orders, and track delivery in real time.

## 1.2 Purpose

The primary purpose of this project is to provide a user-friendly and efficient solution for online food ordering, reducing the time and confusion faced by customers during food selection and checkout.

# 2. IDEATION PHASE

## 2.1 Problem Statement

People often experience delays, lack of restaurant transparency, and interface difficulties when ordering food online.

## 2.2 Empathy Map Canvas

Say: 'I want food delivered quickly.'  
Think: 'Will the food be good and safe?'  
Do: Browse apps and compare prices.  
Feel: Frustrated when delivery is delayed.

## 2.3 Brainstorming

Ideas discussed include: order tracking, user ratings, admin dashboard, secure payments, and a responsive design.

# 3. REQUIREMENT ANALYSIS

## 3.1 Customer Journey map

Users visit the website → browse food categories → add items to cart → make payment → track order → receive delivery.

## 3.2 Solution Requirement

User authentication, food listing, cart management, order tracking, restaurant dashboard, and admin panel.

## 3.3 Data Flow Diagram

Level-0 DFD: User → Website → Server → Database → Admin/Restaurant → Order Confirmation.

## 3.4 Technology Stack

Frontend: HTML, CSS, JavaScript, React.js  
Backend: Node.js, Express.js  
Database: MongoDB

# 4. PROJECT DESIGN

## 4.1 Problem Solution Fit

The platform directly addresses the need for easy online food ordering and timely delivery.

## 4.2 Proposed Solution

A full-stack web app where users can discover restaurants, order food, and track orders with real-time updates.

## 4.3 Solution Architecture

Client (React) ↔ Server (Node.js + Express) ↔ MongoDB (Database)

# 5. PROJECT PLANNING & SCHEDULING

## 5.1 Project Planning

Week 1: Setup & UI Design  
Week 2: Backend APIs & Database  
Week 3: Integration & Testing  
Week 4: Final Testing & Documentation

# 6. FUNCTIONAL AND PERFORMANCE TESTING

## 6.1 Performance Testing

Postman was used to test API endpoints and measure response times. The frontend was tested for UI responsiveness and load handling.

# 7. RESULTS

## 7.1 Output Screenshots

Screenshots of all pages including homepage, menu, cart, checkout, and admin panel will be added after UI development.

# 8. ADVANTAGES & DISADVANTAGES

Advantages:  
- Fast and easy food ordering  
- Real-time order tracking  
- Simple and responsive UI  
  
Disadvantages:  
- Requires internet connection  
- Limited to web version (no mobile app yet)

# 9. CONCLUSION

OrderOnTheGo bridges the gap between users and restaurants through a convenient, real-time food ordering web platform.

# 10. FUTURE SCOPE

Planned features include:  
- Launching a mobile app  
- AI-based dish suggestions  
- SMS order updates

Github link: https://github.com/Harshitha-465/OrderOnTheGo---Your-On-Demand-Food-Ordering-Solution