A First Project Proposal Report on

Online Burger Ordering System

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ABSTRACT

Peoples need to visit burger store to order any kind of burger. They are wasting their precious time on visiting store and waiting for their turn. The project entitled **"On-line Burger Ordering System"** is capable of ordering burger remotely. Peoples don't need to visit store by themselves as they can order on-line from their home, office or any other places they are. While accessing for the first time, customers needs to register themselves by filling up basic registration details. Once the registration is successful, customer need to login with a valid user-name and password for secure login. All the ingredients will be shown with their prices. After selecting a burger with desired ingredients, customers can view the details of burger such as price, total ingredients and time to deliver. User has to choose from the various on-line payment methods or cash on delivery option. Once the order is placed and order id will be provided to the customer using which he/she can track the ordered pizza. All the orders will be displayed to the administrator where administrator can update the order details. Project has used session to track user login information till logout. On-line Order Burger Management System project is a web application, which is implemented in Javascript platform. We have used Vuejs and Bootstrap for frontend application, Nodejs for server and Mongodb for database. This project can be more advanced with adding more items, using AWS and loadbalancing.

Keywords: Online burger ordering script, software, order burger online

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2. INTRODUCTION

This project "**Online Burger Ordering System**" is online based application. Computers have become part of the life for accessing almost any kind of information. Life in the 21st century is full of technological advancement and in this technological age it is very difficult for any organization to survive without utilizing technology. The Internet contributes greatly to the creation of an ever-increasing global information database. It could also be used as a mechanism to share information within an enterprise.

In today's age of fast food and take-out, not many restaurants in Nepal have chosen to focus on quick preparation and speedy delivery of orders rather than offering a rich dining experience. Until very recently, all of these delivery orders were placed over the phone, but there are many disadvantages to this system, including the inconvenience of the customer needing to have a physical copy of the menu, lack of a visual confirmation that the order was placed correctly, and the necessity for the restaurant to have an employee answering the phone and taking orders. What we propose is an online ordering system, which is a technique of ordering burger online applicable in any food delivery industry. The main advantage of this system is that it greatly simplifies the ordering process for both the customer and the restaurant. When the customer visits the ordering webpage, they are presented with an interactive and up-to-date menu, complete with all available options and dynamically adjusting prices based on the selected options. After making a selection, the item is then added to their order, which the customer can review the details of at any time before checking out. This provides instant visual confirmation of what was selected and ensures that items in the order are, in fact, what was intended.

This system also greatly lightens the load on the restaurant's end, as the entire process of taking orders is automated. Once an order is placed on the webpage, it is entered into the database and then retrieved, in pretty much real-time, by a desktop application on the restaurant send. Within this application, all items in the order are displayed, along with their corresponding options and delivery details, in a concise and easy to read manner. This allows restaurant employees to quickly go through the orders as they are placed and produce the necessary items with minimal delay and confusion.

3.Problem statement

The challenges encountered by the existing system serve as a major drawback to the realization of efficiency and customer satisfaction. The experience of ordering in the limited fast food restaurants is not pleasant for the customers. Customers will have to make long queues before placing their orders especially during peak hours and then the ordering staff will record customer orders. Having placed their order, the customer must then wait near the counter until their order is ready for collection. The other problem in the food service industry is that restaurants are not realizing the efficiencies that would result from better application of technology in their daily operations. Fast food business in a very competitive business and one way to stand out from competitors is through improving the business process where business process automation can assist business improvement. The other problem with the current system is that the customers are not able to see the ingredients of the meals before they place their order and also they only have to pay for an order online.

4. Project Objective

Based on the problem stated above, the objectives of the project are:

i. To develop online ordering and reservation system in restaurant.

ii. To develop use interface for online restaurant management system.

iii. To provide online menu information for customer.

iv. Increase sales and productivity by knowing the status of all restocking and special orders.

v. Increase profitability by eliminating unnecessary and wasteful purchases.

vi. Increase efficiency through detailed reporting.

5. Project Scope and Limitation

Scope:

Administrator:

i. Administrator is the only person who will manage the entire system.

ii. This type of user will also do maintenance and control the application of the system.

iii. Administrator takes a responsibility to register new customer, register new waiter, register new menu into database.

Waiter :

i. Waiter module contains waiter information such as waiter personal information, task schedule and other information related that waiter.

ii. Then, all of this information record into database.

Limitation:

i. Biggest problem ever facing by “online burger ordering system” is the place or exact location of the customer. It’s really difficult to deliver burger in remote area because of absence of restaurants in particular remote areas.

ii. Facing low delivery budget because of it’s feasible for long distances.

iii. Limited number of menu choices.

iv. Burger may not be good as it appears in online burger ordering system.

6. Literature Review

Sources of Information

We have been to many restaurants, to understand their process of maintaining database and the level of efficiency they have in their system and drawbacks of their existing systems. After visiting many such centers and stores we thought of developing an application which will overcome the drawbacks of the existing systems.

Primary sources:

- Web Sites
- Discussion with owners of many restaurants.
- Suggestion from teachers and friends.

Secondary sources:

- Reference materials

7. Methodology

For this project, we have used the Incremental Model of Software Process Model. This model combines linear sequential model with the iterative prototype model. The first increment is a “core product”. The plan addresses the modification of the core product to meet the needs of the customer and the delivery of additional features and functionality.

The process is repeated following the delivery of each increment, until the complete product is produced.

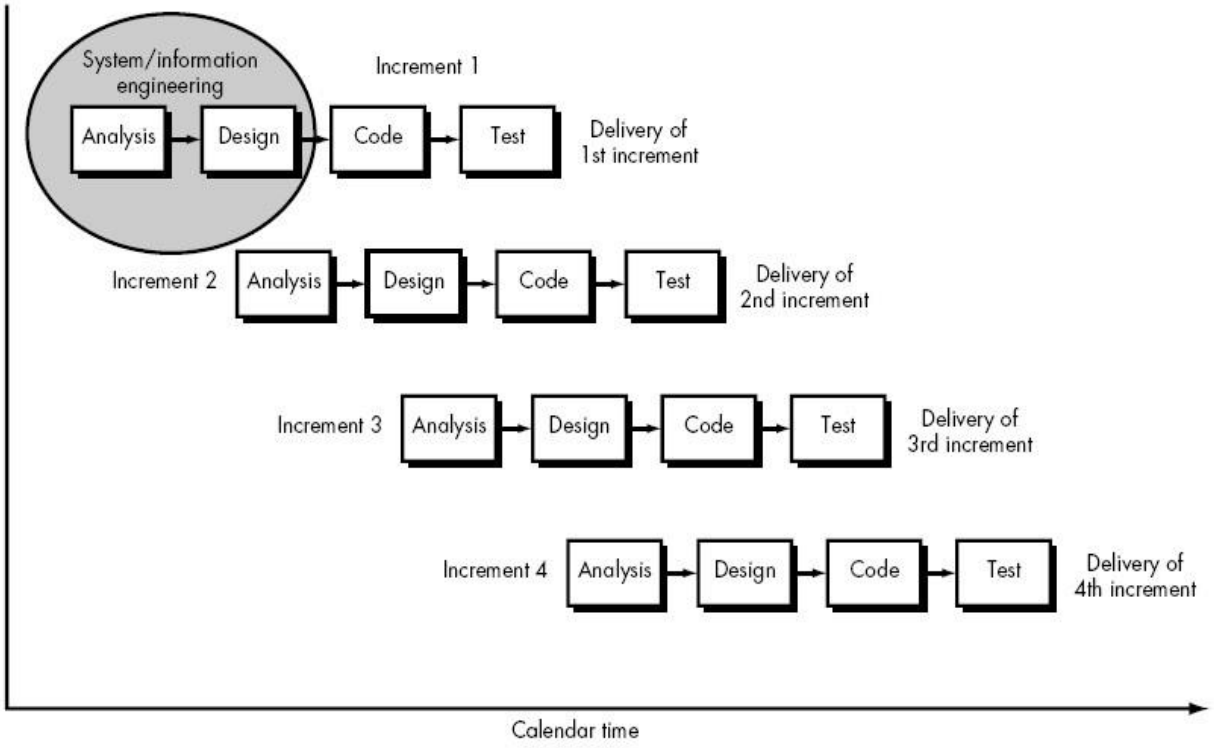


Figure: Incremental Model

Incremental model includes the following phases:

Analytic Phase- In this phase, the requirements of the software was analyzed which resulted in "**Software Requirement Specifications".**

Design Phase- In this phase, analysis the SRS was translated into the system's design. Context Diagram, Use-Case Diagram, ER Diagram and Class Diagram were developed.

Coding Phase-This phase involves the coding as per the design and formation of a working system at the end of the process.

Testing Phase- In this phase, the system was tested. With each testing, certain changes were made as per the suggestion. This was done in an incremental manner until a satisfactory system was made.

8. Technical Description

1. HTML is used to define the content of web pages

2. CSS is used to specify the layout of web pages

3. JavaScript is used for program the behavior of web pages

4. Node.JS is used for an open-source, cross-platform JavaScript run-time environment that executes JavaScript code outside the browser.

5. Express is used for web application framework for Node js, released as free and open-source software under the MIT License. It is designed for building web applications and APIs.

6. Mongodb is used for free and open-source cross-platform document-oriented database program

7. **API** is used for communication between two components

8. Bootstrap is used for free and open-source front-end framework (library) for designing websites and web applications.

9. NPM(Node Package Manager) is used for package manager for the JavaScript programming language. It is the default package manager for the JavaScript runtime environment Node.js.

10. Localhost is used to access the network services that are running on the host via the loopback network interface

11. Vue.js is used for an open-source JavaScript framework for building user interfaces

9.Context Level Data Flow Diagram

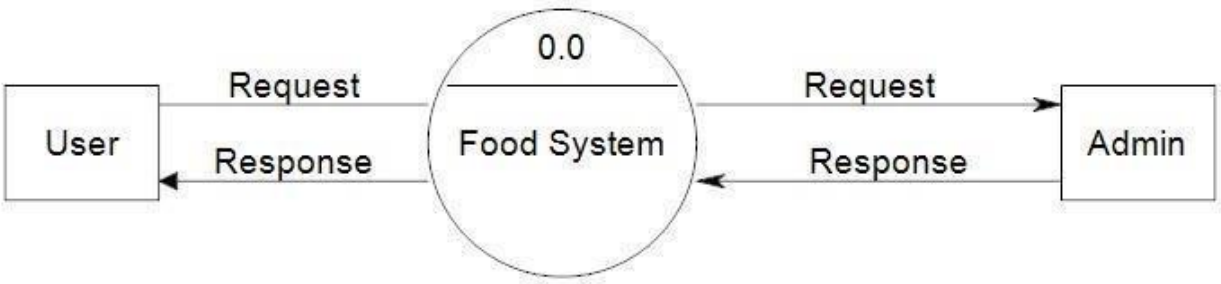
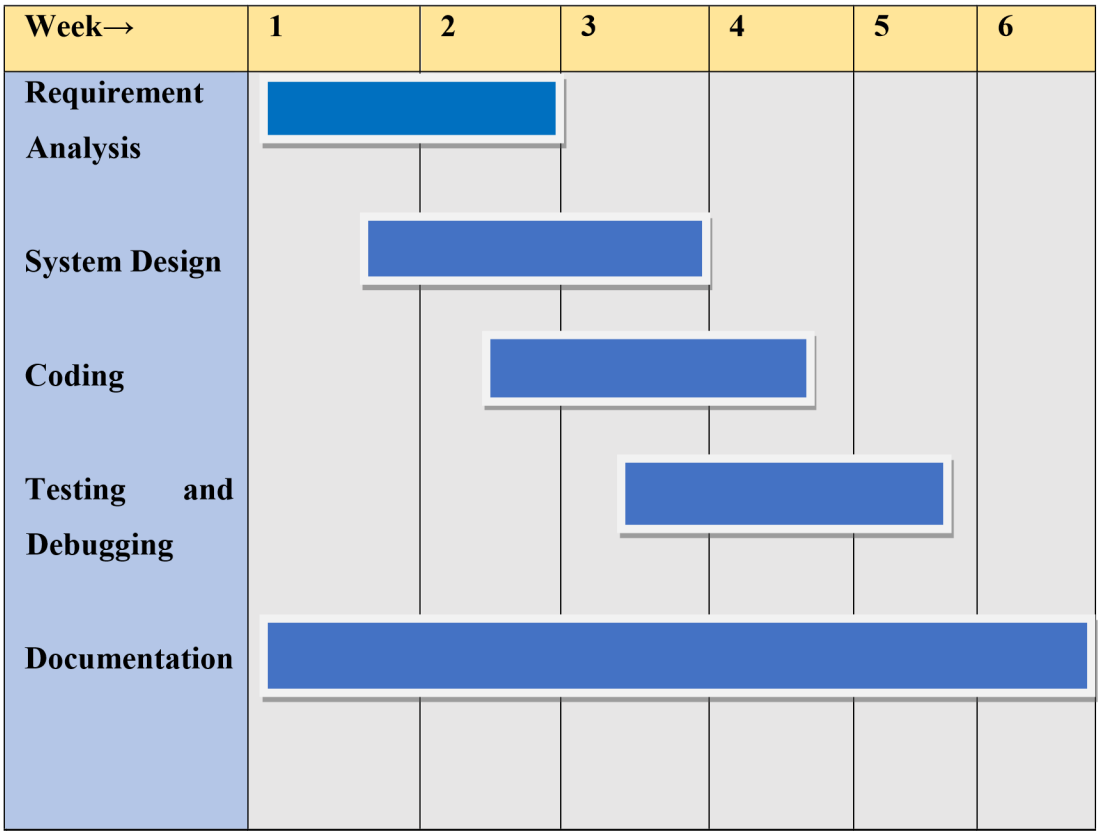


Fig: Context Level Data Flow Diagram

10.Plan/Estimation



11.Work division

S.N.	Tasks	
1.	Fronted and UI designing	Shishir, Shovit
2.	Backend and core programming	Shishir ,Riyaz, shovit
3.	Testing and debugging	Shishir ,shovit ,Riyaz
4.	documentation	Shishir, Riyaz

Fig: work division

12. Deliverables/Output

This project will deliver at the end:

i.It keeps the information of database secured by providing access using login interface.

ii.This system are scalable, allowing us to manage more client.

13. Bibliography

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