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Implementation of Online Food Delivery Service Platform

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1. Introduction

The project consists of developing a user-friendly platform for an online food delivery service. This platform will help with managing deliveries, client and employees accounts, payments, costs, ... The Actors involved in the system include clients, managers, banks, restaurants, employees and a map service.

2. Requirements

Actors

An actor is any person or system that interacts with your system.

1. **Client**
    - Register
    - Place an order
    - Get the schedule delivery
    - Make payment
    - Cancel order
    - Delete account
    - Leave reviews on restaurant and on the employees
    - See the route followed by the deliverer
    - Create a client database

2. **Managers**
    - Manage databases
    - Create/verify restaurant and delivery employee accounts
    - Delete restaurant and delivery employee accounts
    - Coordinate with banks
    - Handle publicity

3. **Banks**
    - Handle payments (send and receive the corresponding payments)
    - Communicate with the managers

4. **Restaurants**
    - Create accounts
    - Manage menu items and availability
    - Read the feedback messages
    - Restaurant database

5. **Employees (delivery personnel)**
    - Receive order details
    - Track delivery
    - Leave job
    - Leave feedback on restaurants
    - Send alerts to clients
    - Create an employee database

6. **Map service**
    - Optimize the delivery route
    - Display the route to the employee
    - Display the route to the client

3. Tasks

1. **Analysis and Requirements Gathering**
    - Understand project goals
    - Get all the system requirements
    - Gather the document system requirements

2. **Architecture Design**
    - Describe system architecture
    - Determine necessary infrastructure (number of servers needed, databases)
    - Design database

3. **Implementation**
    - Code development based on the requirements
    - Add the data into the databases
    - Develop client and server components
    - Implement payment method (banks)

4. **Testing**
    - Test individual components (every unit works well)
    - Test interaction between components (when interacting, everything works well)

5. **Deployment**
    - Deploy software on servers
    - Configure servers and databases

6. **Maintenance**
    - Monitor the performance of the system
    - Fix errors
    - Update software (every time it's needed)

4. Work Schedule

In this section, the estimated time for each of the tasks mentioned earlier should be shown. I have tried to implement a schedule for the previous exercise, but the times are not accurate as I have estimated them arbitrarily.

Timeline

Analysis and Requirements Gathering - 2 weeks, 2 people
System Architecture Design - 2 weeks, 2 people
Implementation - 4 months, 5 people
Testing - 1 month, 2 people
Deployment - 3 weeks, 2 people
Maintenance - Ongoing, 1 person