

The background features a gradient from deep purple at the top to a dark blue at the bottom. Overlaid on this are several faint, white circular patterns and a scale. The scale is a semi-circular arc on the left side, with numerical markings from 40 to 260 in increments of 10. Several concentric circles and dashed lines with arrows are scattered across the background, creating a technical or scientific aesthetic.

FOODOVIT

App for Online Mess and Laundry Services

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PROBLEM



WHAT IS THE PROBLEM AND WHAT ARE WE TRYING TO SOLVE?

Every evening, the night mess & the laundry area in the hostels get very crowded. So, a lot of confusion is created in the midst of the crowd. Due to this, many people don't even order from the night mess, or never give their clothes for laundry to the laundry-men.



SOLUTION.... ??



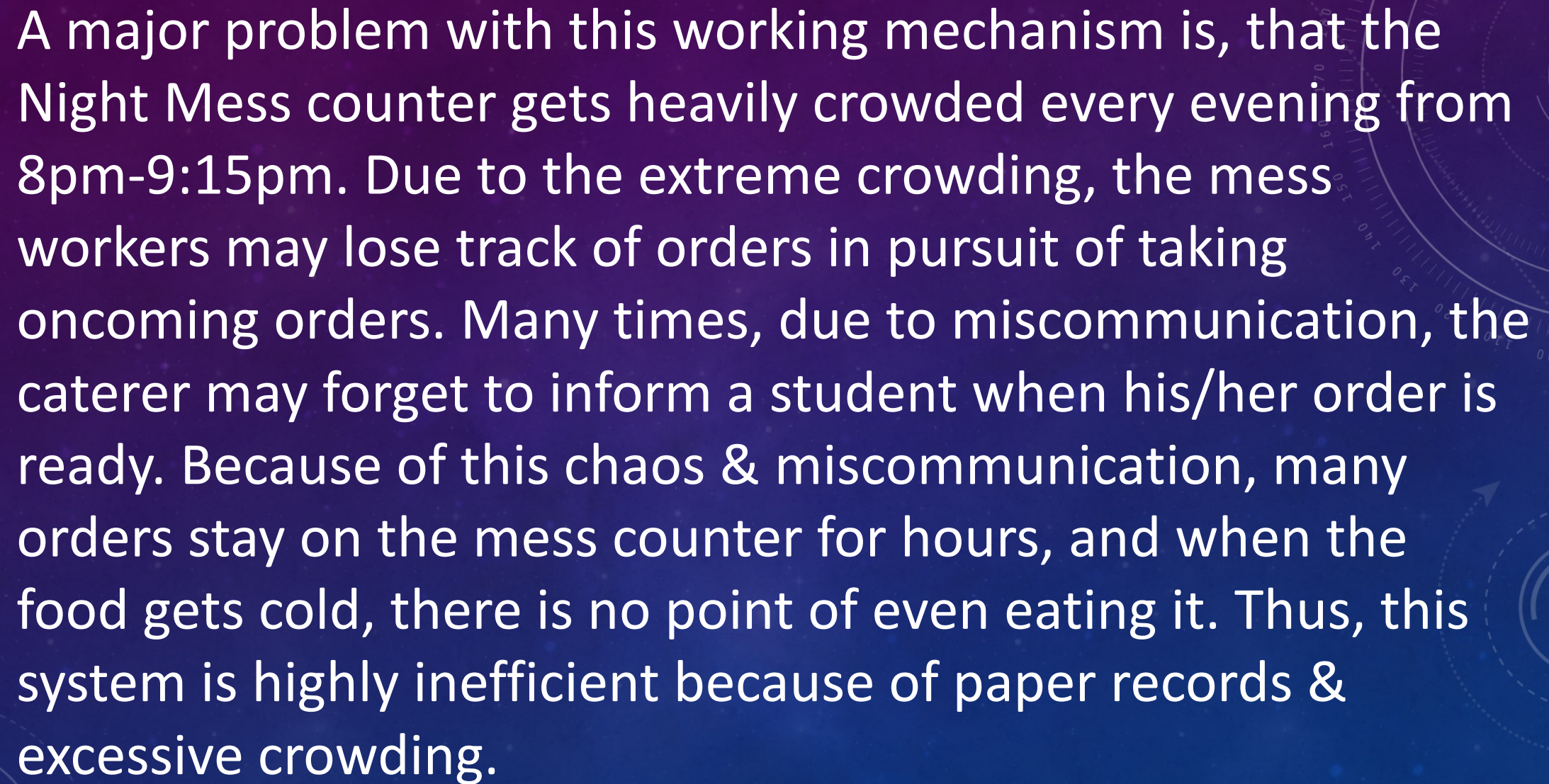
To solve these problems, we have come up with an idea for an app which will enable hostellers to order night mess food right from their rooms, and make the payment online, and the app will also maintain a log of laundry clothes, amount to be paid, etc.

We present to you...

FOODOVIT

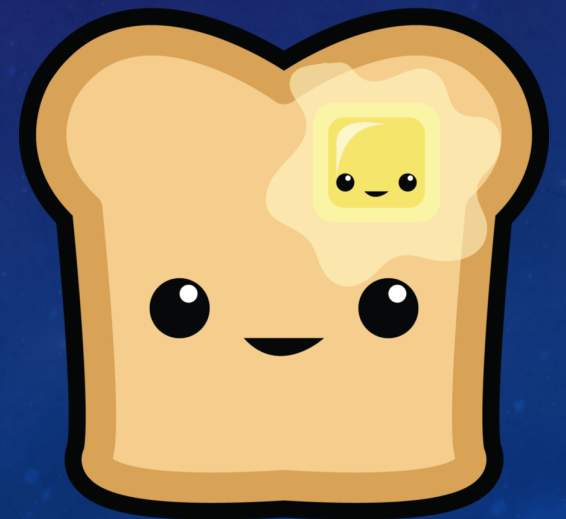
EXISTING WORK & LIMITATIONS

After the evening snack duration in the hostel, the Night Mess starts taking orders manually on paper, and gives a coin/chit to every student for their order. When an order is ready, the student again goes to the mess to collect his/her order. But if that chit or paper on which the students details is misplaced during the chaos or crowd then a major problem arises. The current Laundry service is all pen and paper based which is inefficient as it wastes time during payment and writing the record and maintaining a log of clothes washed, unwashed, amount due and there will also be a lot of confusion during the process of giving the washed and ironed clothes back because the laundry man has to receive payment and he has to maintain the log book so this wastes a lot of time.



A major problem with this working mechanism is, that the Night Mess counter gets heavily crowded every evening from 8pm-9:15pm. Due to the extreme crowding, the mess workers may lose track of orders in pursuit of taking oncoming orders. Many times, due to miscommunication, the caterer may forget to inform a student when his/her order is ready. Because of this chaos & miscommunication, many orders stay on the mess counter for hours, and when the food gets cold, there is no point of even eating it. Thus, this system is highly inefficient because of paper records & excessive crowding.

PROPOSED WORK



We have come up with an idea for an app which will enable hostellers to order night mess food right from their rooms, and make the payment online, and the app will also maintain a log of laundry clothes, amount to be paid, etc.



METHODOLOGY



FOR NIGHT MESS



We are going to develop an app using Java & Android Studio. When the user places an order, the caterer will receive a push notification for the order. Once the order is ready, the user will receive a push notification, informing him/her that the order is ready for pick-up. For payment, the user will have the option to pay online (through PayTM, PhonePe, GPay portals) or in cash.

FOR LAUNDRY



The prices will abide by a standard for various types of clothes.

First, the user will get a few prompts to enter the amount of clothes he/she wants to get ironed/washed/both. Depending on the std. amount & types of clothes, the total price to be paid will be displayed to the user. Thanks to the app's database, all the required data will be in the laundry-man's phone, hence the laundryman won't need to maintain any paper records. Once the user's clothes are ready for pick-up, the user will get a push notification for laundry collection. Then the payments can be made through online portals or in cash at the time of pick up.

If the payment is done online then in order to verify the payment at the time of collection, the student will show the transaction to the laundryman.

NOVELTY OF THE PROJECT

The project is new and original because there has never been an app that takes care of both ordering food and picking it up at the mess and making the laundry service easier by also including the option of online payment, this is the novelty of our project.



REAL TIME USAGE

The project can be used in our own VIT Bhopal hostel mess canteen and can be modified and scaled to suit any laundry or canteen needs in for hostellers.

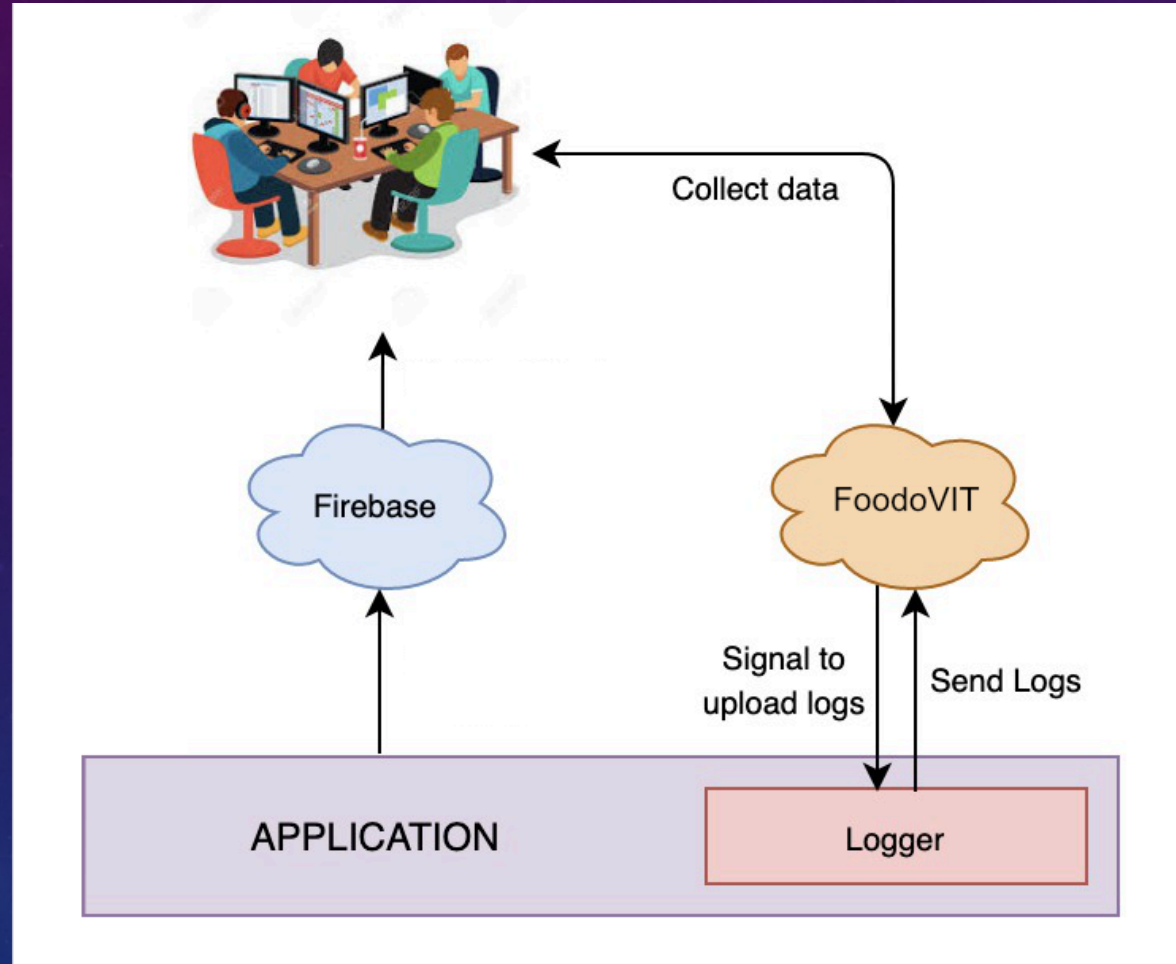


HARDWARE AND SOFTWARE REQUIREMENTS

The hardware requirements are any smartphone and the software requirements are Android operating system installed in the smartphone.



OVERALL SYSTEM ARCHITECTURE DIAGRAM



The background is a gradient of deep purple and blue, speckled with small white dots. Overlaid on this are several faint, white circular patterns. Some are solid lines, while others are dashed. Some circles have arrows indicating a clockwise direction. A large, semi-circular arc on the left side features a scale with numbers ranging from 140 to 260 in increments of 10. The word 'THANKYOU' is centered in a large, bold, white, sans-serif font.

THANKYOU