

Project Design Phase-II

Final Project Report

Date	24-06-2025
Team ID	LTVIP2025TMID55113
Project Name	OrderOnTheGo: Your On-Demand Food Ordering Solution
Maximum Marks	10 Marks

1. INTRODUCTION

1.1 Project Overview

OrderOnTheGo is a responsive web platform that enables users to explore nearby restaurants, place food orders, and track them in real time. The system connects customers, restaurant owners, and administrators under one seamless experience.

1.2 Purpose

The goal of this project is to streamline the food ordering process using a user-friendly interface. It aims to provide smart filtering, secure payments, and efficient order management for both users and restaurants.

2. IDEATION PHASE

2.1 Problem Statement

Customers often struggle with restaurant discovery and managing orders across different platforms. Restaurants also lack a centralized tool to manage their offerings and receive online orders efficiently.

2.2 Empathy Map Canvas

THINKS: "Is this restaurant good? Will my food arrive on time?"

FEELS: Frustrated when orders are delayed or wrong.

SAYS: "I need a reliable app to order food."

DOES: Browses multiple apps before ordering.

Goal: Reliable, centralized ordering system with user trust.

2.3 Brainstorming

- ✓ Search food by location or category
- ✓ Smart filters (veg/non-veg, delivery time, offers)
- ✓ Secure registration/login system

- ✓ Real-time order updates
- ✓ Admin panel for restaurant control

3. REQUIREMENT ANALYSIS PHASE

3.1 Functional Requirements

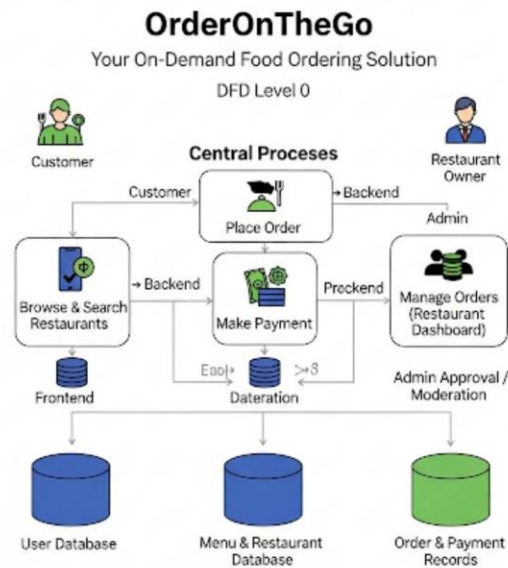
- ✓ User Registration & Login
- ✓ Browse Restaurants & Menus
- ✓ Place Orders & Checkout
- ✓ Real-Time Order Status
- ✓ Review System
- ✓ Restaurant Menu Management
- ✓ Admin Moderation

3.2 Non-Functional Requirements

- ✓ Scalability – Handle increasing number of orders
- ✓ Performance – Low-latency responses
- ✓ Availability – 99.9% uptime
- ✓ Security – Password encryption, secured APIs
- ✓ Usability – Mobile-first UI

3.3 DATA FLOW DIAGRAM

Here is the Data Flow Diagram (DFD Level 0) for "OrderOnTheGo: Your On-Demand Food Ordering Solution":



4. PLANNING PHASE

4.1 Product Backlog

- ✓ User authentication
- ✓ Restaurant listings

- ✓ Order & Cart logic
- ✓ Payment Integration
- ✓ Admin & Vendor Dashboard

4.2 Sprint Schedule

- ✓ Sprint 1 – User Auth (3 days)
- ✓ Sprint 2 – Restaurant Search (3 days)
- ✓ Sprint 3 – Order & Cart (3 days)
- ✓ Sprint 4 – Payment & Admin Panel (3 days)

4.3 SOLUTION ARCHITECTURE

Here is the solution architecture diagram for "OrderOnTheGo: Your On-Demand Food Ordering Solution":



5. TESTING PHASE

5.1 Manual Testing

- ✓ Login & Registration flows – PASS
- ✓ Search and Filtering – PASS

- ✓ Order Placement – PASS
- ✓ Payment Process – PASS
- ✓ Admin Approval – PASS

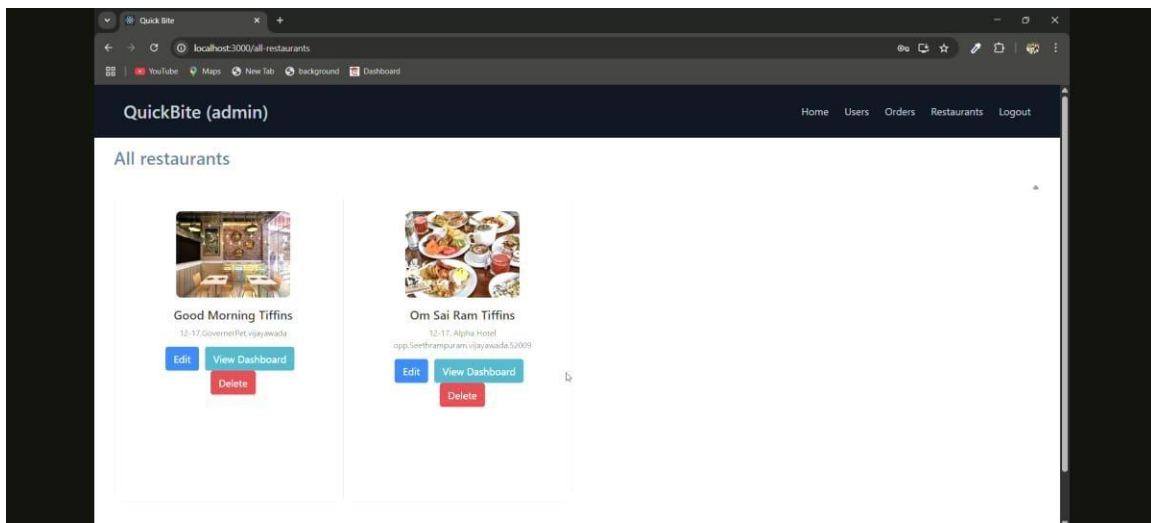
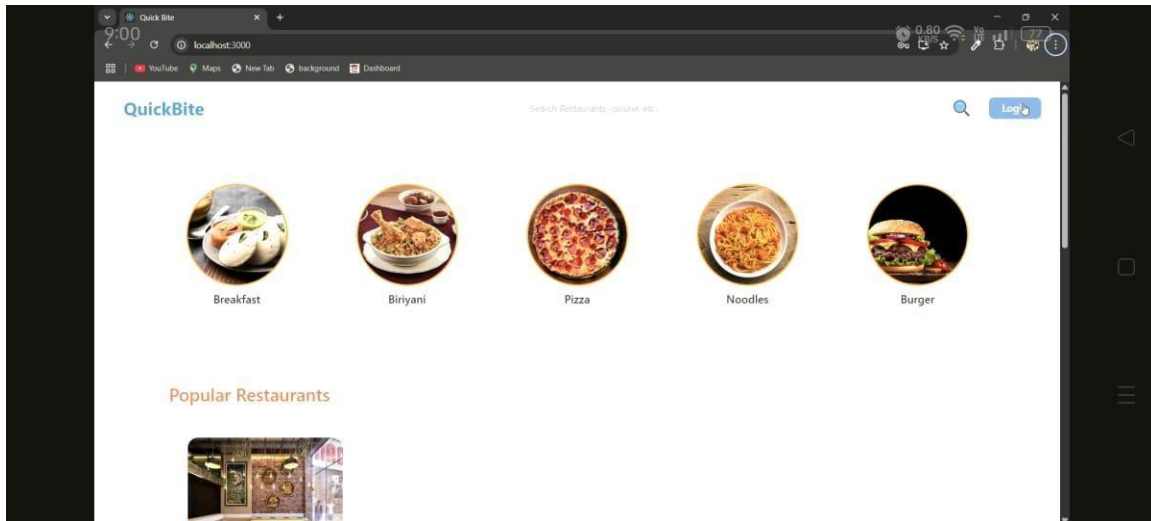
5.2 User Acceptance Testing (UAT)

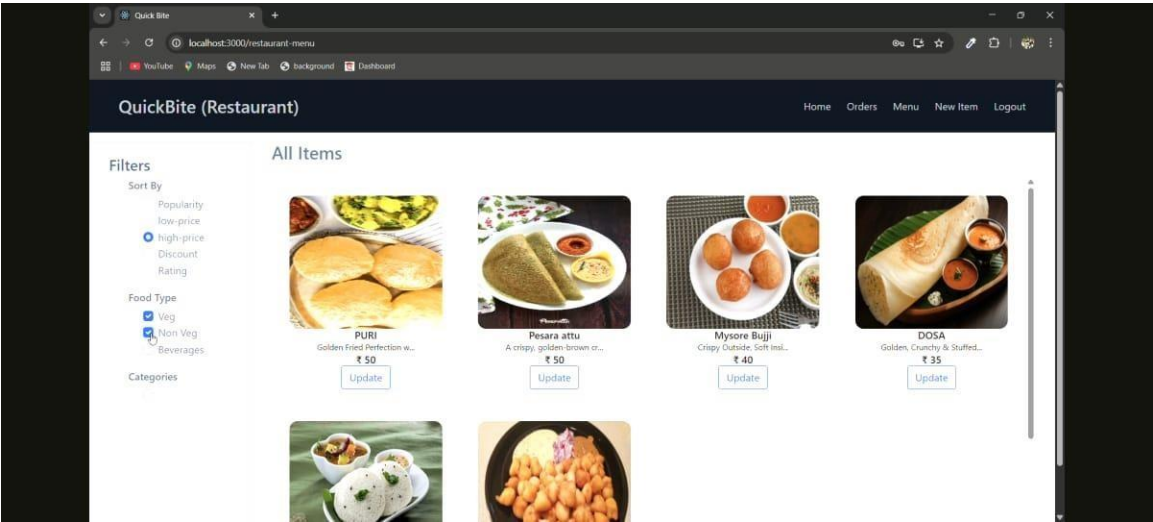
UAT was performed from 17/07/2025 to 19/07/2025. All key flows were tested and validated by users.

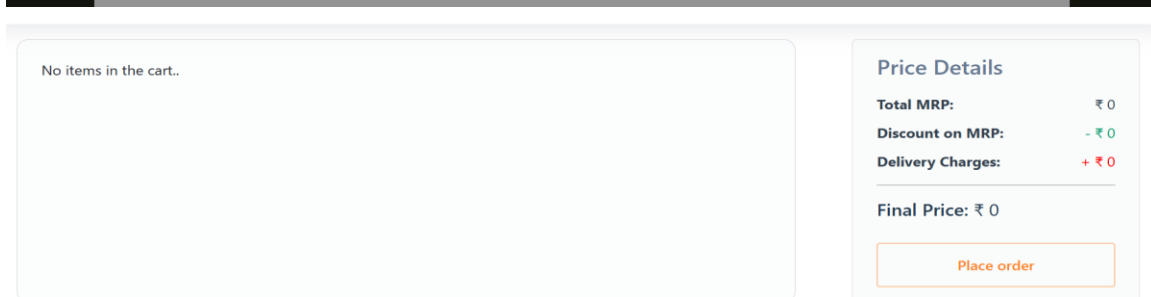
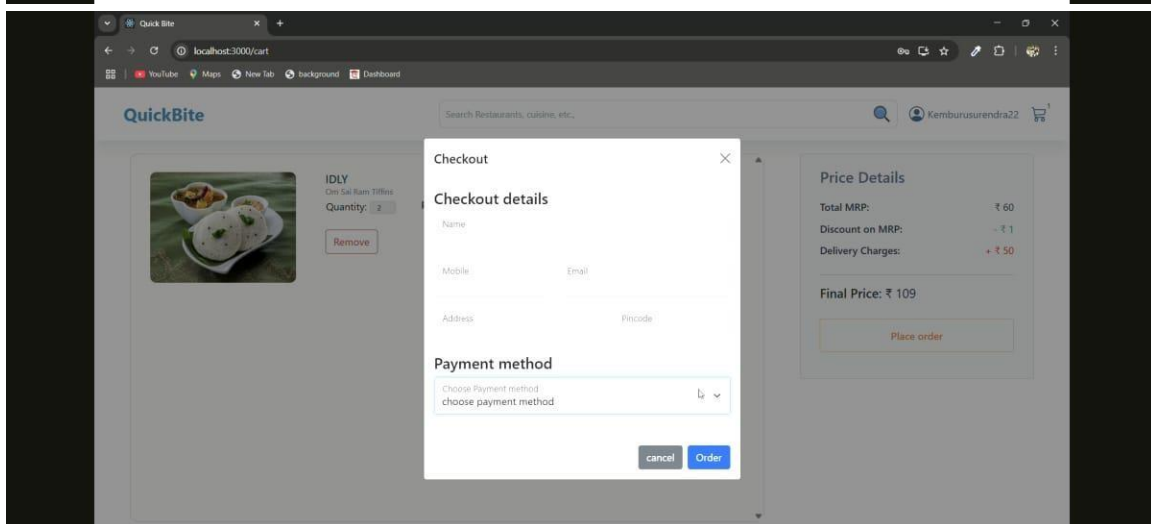
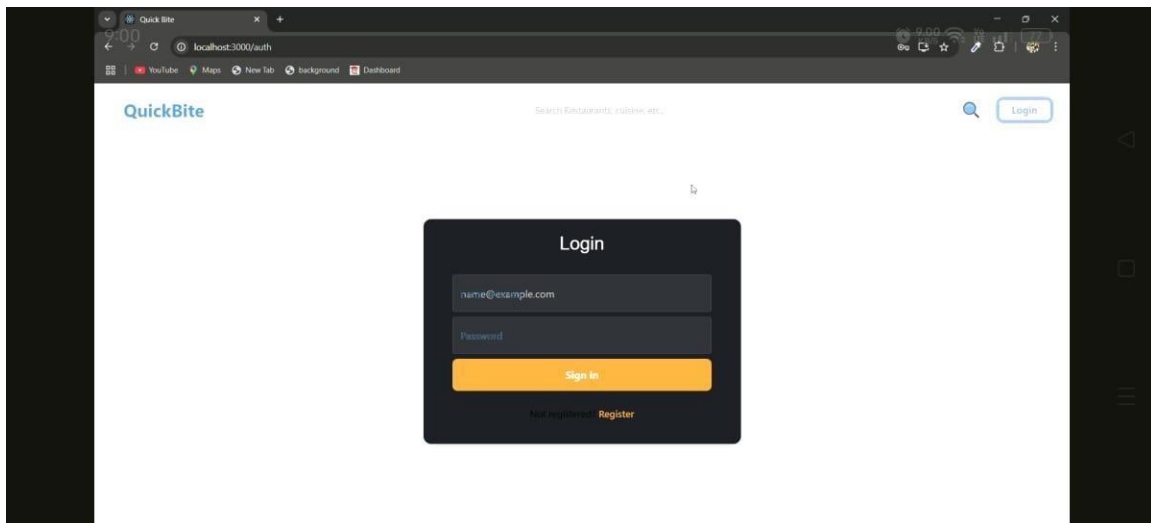
6. RESULTS

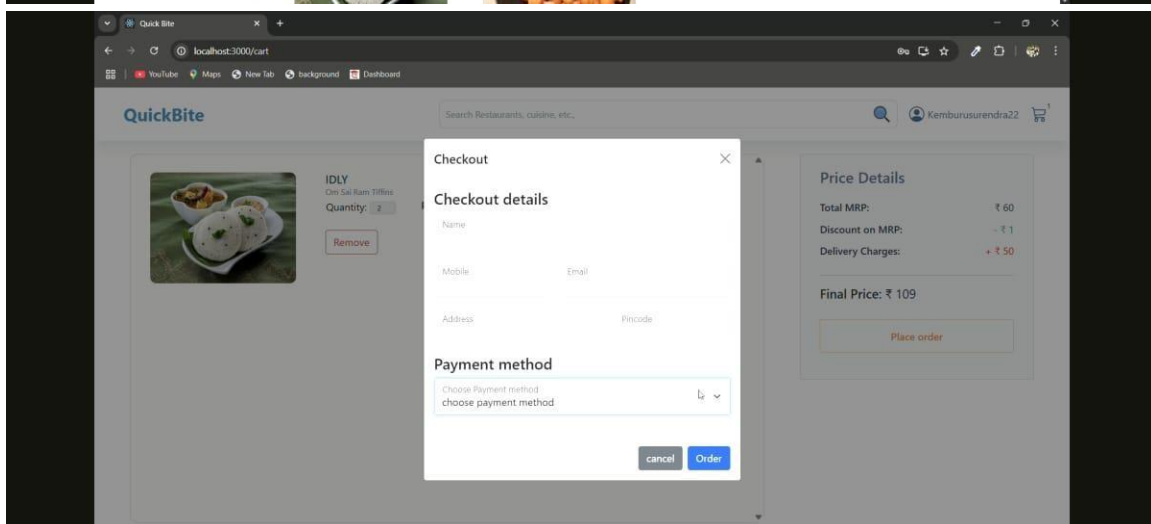
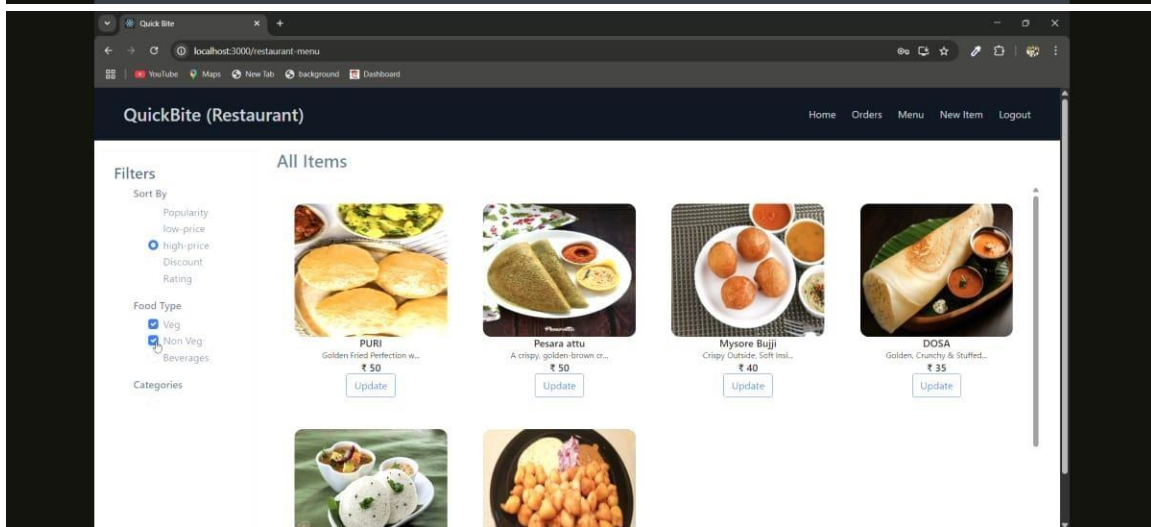
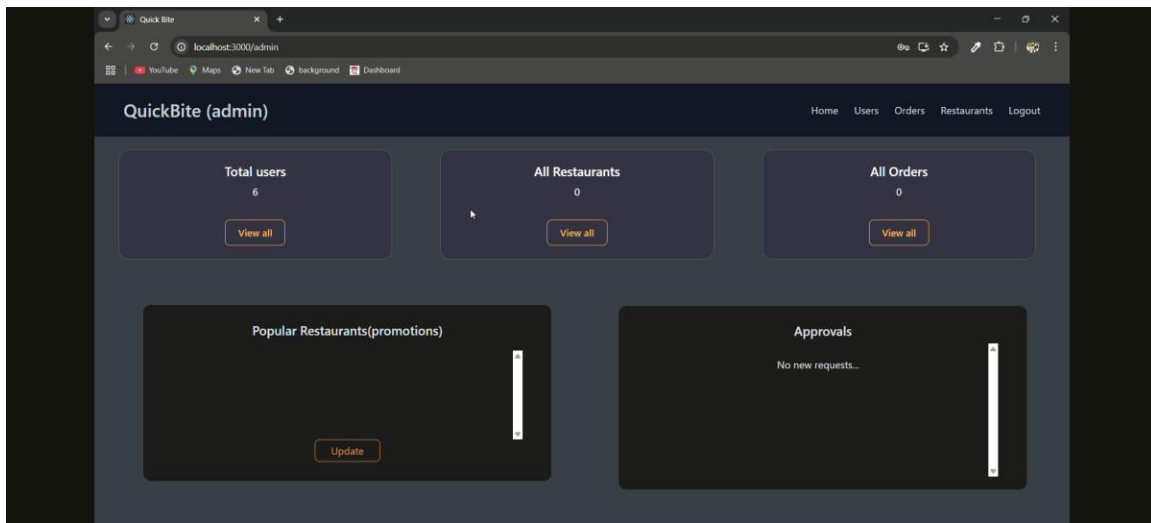
Screenshots of application flows are attached separately including:

- Home Page
- Search Results
- Order Cart
- Payment Page
- Admin Dashboard









7. FUTURE SCOPE

- ✓ QR-based dine-in table ordering
- ✓ Push notifications on mobile
- ✓ Integration with WhatsApp/Telegram bots
- ✓ Data analytics dashboard for vendors

8. CONCLUSION

OrderOnTheGo addresses the pain points of customers and restaurant partners in food ordering by providing a streamlined, secure, and scalable web platform. The project demonstrated strong full-stack development, user experience design, and real-time order management capabilities.