

Business Requirements Document (BRD)

Project: MealGo – Smart Meal Ordering App

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Project Overview

MealGo is a mobile-first food ordering app for college canteens that enables quick browsing of menu items, adding to cart, and placing orders to reduce queues and speed up service.

Business Problem

- College students face long queues and limited time to order during breaks.
- Canteen owners cannot easily track high-demand items and manage orders manually.
- No simple digital menu for quick pre-ordering at small canteens.

Project Goals and Objectives

Primary Goals

- Build a simple ordering flow: menu → cart → place order.
- Enable canteen owners to update menu items easily.
- Deliver a mobile-friendly demo usable on phone browsers.

Secondary Goals

- Learn data modelling with simple tables (Menu, Orders).
- Create wireframes and a GitHub repo with BRD + screenshots.

Wireframes

This section describes the low-fidelity wireframes designed for the MealGo application. Each screen layout was created to show the basic structure, placement of elements, and user journey flow without focusing on colors or UI styling.

1. Home Screen Layout

Search bar at the top for quick food search

Horizontal categories like Pizza, Biryani, Desserts, etc.

List of nearby restaurants shown vertically

Navigation bar at the bottom (Home, Cart, Profile)

2. Menu Screen Layout

Restaurant name and rating at the top

Categories such as Starters, Main Course, Beverages

List of food items with name, price, and “Add to Cart” button

Scrollable vertical layout

3. Cart Screen Layout

List of items added by the user

Quantity controls (+ / -)

Auto-updated final price

“Place Order” button at the bottom

4. Order Confirmation Screen Layout

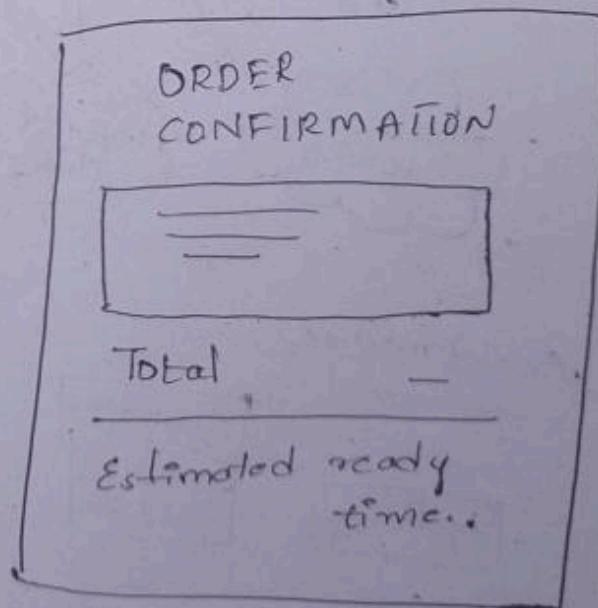
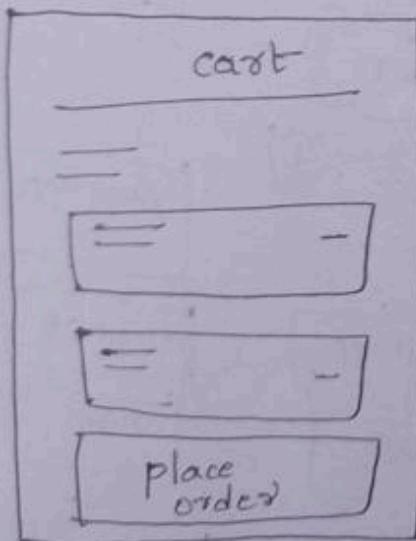
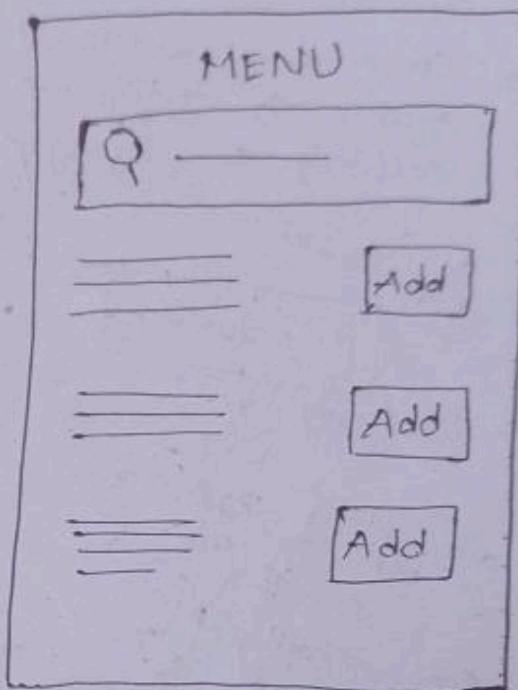
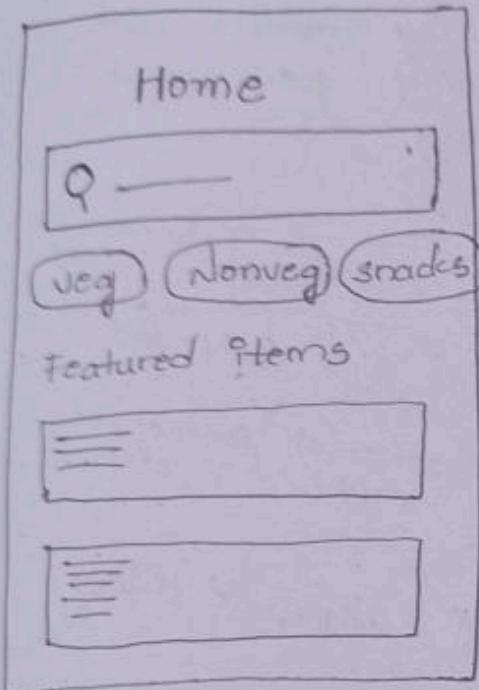
Order success message at the top

Order ID displayed for reference

Summary of items ordered

Estimated delivery time

Button to return to Home Screen



In-Scope Screens

- 1.Home Screen
- 2.Menu Screen
- 3.Cart Screen
- 4.Order Confirmation Screen

Features – Home Screen

- Shows nearby restaurants
- Search bar for finding food items
- Personalized food recommendations
- Quick categories like Pizza, Biryani, Desserts, etc.

User Flow – Home Screen

1. User opens the app
2. App detects user location
3. Nearby restaurants list appears
4. User can scroll and view options
5. User can search for a specific food item
6. User selects a restaurant to continue

Features – Menu Screen

- Shows list of food items with name, price, and photo
- Users can filter items (Veg, Non-Veg, Snacks, Drinks, etc.)
- Add to Cart button for each item

- Item detail popup when tapping item

User Flow – Menu Screen

1. User selects a restaurant from the Home Screen
2. Menu page loads with categories
3. User scrolls through list of items
4. User taps an item to view details (optional)
5. User taps “Add to Cart”
6. User continues browsing or proceeds to Cart

Features – Cart Screen

- Shows all added items with quantity
- Allows user to increase or decrease quantity
 - Shows total price clearly
- Shows delivery charges and taxes

- Button to “Place Order”

User Flow – Cart Screen

1. User opens the Cart
2. User reviews added items
3. User increases or decreases item quantity

4. User removes items if needed

5. Cart auto-updates total price

6. User taps “Place Order” to continue

Features – Order Confirmation Screen

- Shows order ID and confirmation message
 - Displays ordered items summary
 - Shows estimated delivery/pickup time
 - Button to go back to Home Screen

User Flow – Order Confirmation Screen

1. User taps “Place Order” on the Cart
2. Payment/confirmation completes successfully
3. Order Confirmation screen appears
4. User reviews order summary (items + price + time)
5. User can navigate back to Home Screen

Success Metrics – Home Screen

- Faster food discovery (less than 10 seconds to find an item)
- Higher engagement (user scrolls or clicks at least 3 items)
- Increased conversion (user moves from home screen → restaurant page)
- Reduced bounce rate (user does not close the app in the first 5 seconds)

Success Metrics – Menu Screen

- User finds the desired dish within 2–3 scrolls
- At least 1 item added to cart in under 30 seconds
- Users explore different categories (Starters, Main Course, etc.)
- Improved average order value (users add more than one item)

Success Metrics – Cart Screen

- Users review items clearly without confusion
- At least 80% of users proceed from Cart → Order Confirmation
- Cart abandonment rate reduces (fewer users exit from cart)
- Users edit quantity or remove items without errors
- Total price, delivery fee, and taxes are clearly understood

Success Metrics – Order Confirmation Screen

- User completes the order without confusion
- Order success rate increases (fewer failed or abandoned payments)
- Users clearly see delivery time, address, and total bill

- Users feel confident and trust the app after placing the order
- At least 70% of users return to the Home screen after successful order

Non-Functional Requirements (NFRs)

Performance: App should load the Home screen in under 2 seconds.

Reliability: Order process must work without crashes.

Scalability: App should handle many users ordering at the same time.

Usability: Navigation should be simple and intuitive for all age groups.

Security: User payment and personal information must be safe.

Compatibility: App should work smoothly on Android and iOS devices.

Availability: App should be available 24/7 without downtime.

Document Review & Quality Check

This Business Requirements Document (BRD) for MealGo has been structured and reviewed to ensure clarity, consistency, and completeness. All requirements, goals, screens, success metrics, and non-functional requirements have been verified for alignment with the project scope. This document is ready for submission, presentation, and portfolio use.