# Full Stack Development with MERN Project

# Documentation format

## 1. Introduction

- **Project Title:** OrderOnTheGo: Your On-Demand Food Ordering Solution
- **Team Members:**.

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## 2. Project Overview

OrderOnTheGo is a web-based food delivery application designed to streamline the food ordering process for customers, restaurants, and administrators. The platform enables users to browse restaurant menus, add food items to a cart, and place orders online, while also providing dashboa

- **Purpose:**
  - The purpose of this project is to build a responsive, intuitive, and fully functional food ordering solution using HTML, CSS, and JavaScript. The system ensures seamless interaction among all stakeholders, with features like session-based login, cart management, menu browsing, and administrative control.

- **Features:**

User authentication (Login/Register)

Restaurant and food item listings

Persistent cart with live updates

Admin dashboard for restaurant/item management

Restaurant dashboard for order tracking and menu updates

## 3. Architecture

- **Frontend**
  Developed entirely in HTML, CSS, and JavaScript with modular JS files (orders.js, restaurant.js, etc.). Persistent navigation and cart bar across all pages..
- **Backend:**
  Not implemented for this phase. Data is simulated using localStorage for all CRUD operations.

❖ **Database:**

Users, Restaurants, Food Items, Orders — all stored and manipulated via localStorage. Future plans include MongoDB schema with collections

**4. Setup Instructions**

❖ **Prerequisites:**

Any modern web browser. No installations required as project is frontend-only.

❖ **Installation:**

1. Clone or download the project folder.

2. Open index.html in browser.

3. Navigate between pages using the navigation bar.

**5. Folder Structure**

❖ **Client:**
- /index.html – Landing page
- /restaurants.html – Lists restaurants
- /menu.html – Restaurant-specific menu
- /cart.html – View and checkout cart
- /admin.html, /dashboard.html – Admin/restaurant views
- /css/ – Contains all styling files
- /js/ – Contains orders.js, restaurant.js, auth.js, etc.

❖ **Server:**
- Not applicable. All logic is in client-side JS using localStorage.

## 6. Running the Application

• Open index.html in a browser.
•No terminal commands required.
•All pages interlinked and functional offline through localStorage

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## 7. API Documentation

- No backend APIs in current version
- Future plan: REST APIs with Node.js (Login, Register, Orders CRUD, Restaurant Management).

## 8. Authentication

- Custom login and registration system using JavaScript.
- Sessions managed using localStorage keys.
- Role-based redirection for users, restaurants, and admins.

## 9. User Interface

- Swiggy-like design using HTML & CSS.
- Home bar and cart bar persistent across all pages.
- Restaurant cards with image, name, cuisine.
- Food cards with pricing and add-to-cart buttons.

## 10. Testing

- Manual testing on Chrome, Firefox, and Edge.
- Tested across devices (desktop, tablet, mobile).
- Verified session handling, cart updates, and navigation logic.

## 11. Screenshots or Demo

- [Insert Screenshots of landing page, restaurant view, menu, cart, admin dashboard]
- [Insert GitHub repository/demo link here]

## 12. Known Issues

- Clearing browser storage deletes all data
- No actual payment or backend validation
- Limited scalability without backend integration

## 13. Future Enhancements

- Add backend using Node.js, Express, MongoDB
- Real-time order updates for restaurants
- User profile and order history page
- Payment gateway integration (Razorpay, Stripe)
- Mobile app version using React Native or Flutter.