BiteFlow - Advanced Restaurant Management System

Overview

BiteFlow is an innovative restaurant management platform built with Flutter that revolutionizes the dining experience. It combines powerful features like real-time payment processing through Stripe, collaborative dining with QR code table sharing, and comprehensive restaurant management capabilities.

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Key Features

Advanced Payment Processing

• Stripe Integration

- Real-time payment processing
- Secure payment handling
- Multiple payment methods support
- Transaction history tracking
- Payment status monitoring

Collaborative Dining

• QR Code Integration

- o Dynamic QR code generation
- Instant table joining
- Real-time order synchronization
- o Group order management
- Split bill functionality

Bill Splitting System

• Multiple Splitting Methods

- Equal split functionality
- Item-based splitting
- Percentage-based division
- Individual payment tracking

Split history maintenance

Restaurant Management

• Menu Management

- o Dynamic category organization
- o Real-time menu updates
- o Image management
- Price control
- o Item availability tracking

Order Processing

• Real-time Order Management

- Live order tracking
- Status updates
- Kitchen notifications
- Order history
- Special instructions handling

Marketing Tools

• Promotional Management

- Offer creation
- Campaign tracking
- Customer targeting
- Discount management
- Performance analytics

Database Details

Authentication

We use **Firebase Authentication** to manage user access and permissions. Below are the key details for authentication:

- Authentication Provider: Firebase Auth
- Supported Methods:
 - o Email/Password Authentication
 - o Google Sign-In

Firestore Collections

The following collections are used in the **Firestore Database**:

Collection Name	Purpose	Fields
users	Stores user profiles	id, name, email, role, fcmToken, unseenOfferCount

Collection Name	Purpose	Fields
clients	Stores client-specific data	<pre>id, name, email, orderIds, fcmToken, unseenOfferCount</pre>
managers	Stores manager- specific data	id, name, email, restaurantId
restaurants	Holds restaurant details	<pre>id, name, managerId, location, rating, reviewCount, description, isTableAvailable, imageUrl</pre>
menu	Contains menu items for each restaurant	<pre>id, title, price, categoryId, restaurantId, discountPercentage, description, rating, imageUrl</pre>
categories	Manages item categories	id, title, restaurantId
orders	Tracks orders placed by users	<pre>id, status, totalAmount, items, orderClientsPayment, paymentMethod, restaurantId, orderNumber</pre>
order_items	Contains individual order items	<pre>id, title, price, quantity, notes, discountPercentage, participants, categoryId, restaurantId</pre>
promotional_offers	Holds promotional offers managed by restaurants	<pre>id, restaurantId, restaurantName, title, description, imageUrl, startDate, endDate, discount, isActive</pre>
carts	Tracks group carts with participants	<pre>id, restaurantId, creatorId, participants, items, isDeleted</pre>
comments	Stores user comments and ratings for restaurants	id, userId, restaurantId, text, rating, createdAt
notifications	Manages offer notifications for users	id, title, endDate
payments	Tracks user payments for orders	id, userId, isPaid, amount

Database Configuration

- **Database Type**: Firestore (NoSQL)
- **Region**: europe-west1 (adjust as per your project configuration)
- **Data Consistency**: Strong consistency using Firestore's document-based structure.
- **Security Rules**: Firestore security rules limit read/write access to authorized users.

Firestore and Firebase Storage Rules

```
rules_version = '2';
service cloud.firestore {
 match /databases/{database}/documents {
   match /{document=**} {
      allow read, write: if request.time < timestamp.date(2024, 12, 18);</pre>
 }
}
service firebase.storage {
  match /b/{bucket}/o {
    match /{allPaths=**} {
      allow read, write: if request.time < timestamp.date(2025, 1, 10);
    // Development-specific rule
    match /uploads/{fileName} {
      allow read: if true;
      allow write: if true; // For development only
 }
```

Technical Architecture

Core Technologies

Frontend:

- Flutter Framework
- Provider State Management
- GetIt Dependency Injection
- Custom Theme System

Backend:

- Firebase Authentication
- Cloud Firestore
- Firebase Cloud Functions
- Firebase Cloud Messaging
- Firebase Storage

Payment Processing:

- Stripe SDK Integration
- Secure Payment Gateway
- Transaction Management

Project Structure

```
lib/
- core/
  — constants/
   ─ api_constants.dart
     business_constants.dart
    firestore_collections.dart
      navbar_constants.dart
   └─ theme_constants.dart
    - providers/
    motification_provider.dart
    user_provider.dart
   — utils/
   — auth_helper.dart
  price_calculator.dart
    - result.dart
  status_icon_color.dart
 — dummy_data/
  - models/
  — cart.dart
   category.dart
   client.dart
   comment.dart
   — dialog models.dart
    - item.dart
   manager.dart
   menu_item.dart
  — offer notification.dart
   order_clients_payment.dart

    order full clients payment.dart

    order item participant.dart

   — order item.dart
   order.dart
   promotional offer.dart
   restaurant.dart
   user.dart
 - services/
  viewmodels/
  ├─ base model.dart
   — cart_item_view_model.dart
   — cart_view_model.dart
   — client_offers_view_model.dart
   — client_orders_view_model.dart
    entry_point_view_model.dart
```

```
- feedback_view_model.dart

    home view model.dart

  - image_view_model.dart
  - login_view_model.dart

    manager create item view model.dart

 manager_menu_view_model.dart
 manager_offers_view_model.dart
 manager_orders_details_view_model.dart
 manager_orders_view_model.dart
  manager_promotional_offers_view_model.dart
 - menu_view_model.dart
  - mode_view_model.dart
 — order_view_model.dart
 payment_view_model.dart
 profile_view_model.dart
  - rating_view_model.dart
 restaurant_onboarding_view_model.dart
└── signup view model.dart
- views/
 — screens/
   — feedback/
     feedback_screen.dart
   feedback_view.dart
    - home/
     - home_screen.dart
    └─ home_view.dart
   - login/
    - components/
      - login_screen.dart
    └─ login_view.dart
    - manager_menu/
   — components/
      - manager_menu_screen.dart
     manager_menu_view.dart
    - manager_orders/
     - components/
      — order bottom sheet.dart
       — order details.dart
     |-- order_update_status.dart
        - orders list.dart
      track payments.dart

    manager orders screen.dart

    manager orders view.dart

    manager promotional offers/

     — add_promotional_offer_screen.dart
      manager_promotional_offers_screen.dart
    manager_promotional_offers_view.dart
    - menu/
    - menu_screen.dart
   — menu view.dart
    - order details/
     — client_orders_list.dart

    order details screen.dart
```



Implementation Details

Payment Integration

```
class PaymentService {
  Future<PaymentIntent> createPaymentIntent(double amount) async {
    try {
      final response = await _stripe.createPaymentIntent(
          amount: amount.toInt() * 100,
          currency: 'USD',
          paymentMethodTypes: ['card'],
      );
      return PaymentIntent.fromJson(response.data);
    } catch (e) {
      throw PaymentException(message: 'Failed to create payment intent');
    }
}
```

QR Code Implementation

```
class QRCodeService {
   String generateOrderQR(String orderId) {
     final data = {
        'orderId': orderId,
        'timestamp': DateTime.now().toIso8601String(),
        'restaurantId': restaurantId,
     };
     return jsonEncode(data);
}

Future<void> joinOrder(String qrData) async {
     final decodedData = jsonDecode(qrData);
     // Join order logic
   }
}
```

Installation Guide

Prerequisites

- Flutter SDK (Latest stable version)
- Firebase CLI
- Node.js & npm
- Stripe Account
- Android Studio / VS Code

Setup Steps

1. Clone the repository

```
git clone https://github.com/your-username/biteflow.git
cd biteflow
```

2. Install dependencies

```
flutter pub get
```

3. Configure Firebase

```
firebase init
# Configure Firebase services
firebase deploy
```

4. Configure Stripe

• Create a .env file:

```
STRIPE_PUBLISHABLE_KEY=your_publishable_key
STRIPE_SECRET_KEY=your_secret_key
```

5. Run the application

```
flutter run
```

Configuration

Environment Variables

```
# .env configuration
STRIPE_PUBLISHABLE_KEY=pk_test_...
STRIPE_SECRET_KEY=sk_test_...
```

Firebase Configuration

```
await Firebase.initializeApp(
  options: DefaultFirebaseOptions.currentPlatform,
);
```

Usage Guide

Payment Processing

- 1. Create payment intent
- 2. Present payment sheet
- 3. Handle payment result
- 4. Update order status

QR Code Sharing

- 1. Generate OR code for order
- 2. Share with other users
- 3. Scan and join order
- 4. Synchronize order details

Contributing

Development Process

- 1. Fork the repository
- 2. Create feature branch
- 3. Implement changes
- 4. Submit pull request

Code Standards

- Follow Flutter style guide
- Write unit tests
- Document new features
- Update README as needed

License

This project is licensed under the MIT License - see the LICENSE file for details.

Support

For support, email support@biteflow.com or join our Discord channel.

Acknowledgments

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