IMPLEMENTATION MANUAL

for

FOODKAMP APP (P005)

Version 1.0

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Contents

1 Developers Section

1.1 Code Unit Testing

- Test files for each app is present in the 'test' directory, inside the respective code folders.

- Tests can be run from any IDE, or command line. VS Code is preferred for easy interaction.

- For VS code, open the test file, click on 'Run, and then click on 'Start Debugging'.

- For command line, run command "flutter test test/testFileName.dart" inside the project folder.

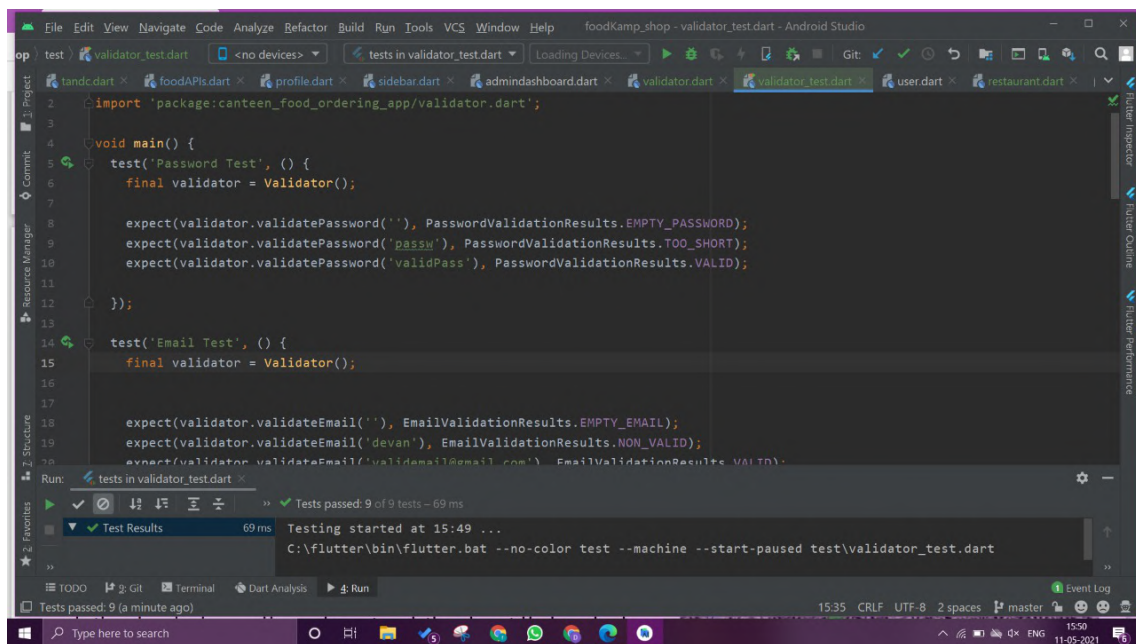- Here is an image for the successful run of unit tests

Figure 1.1: Unit Testing

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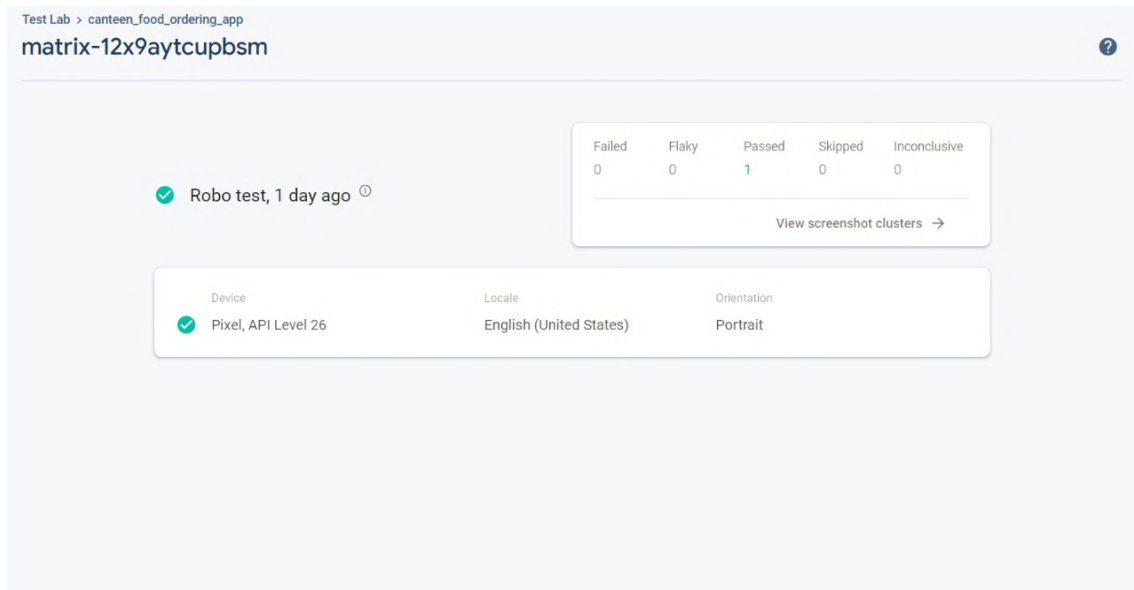- Here is an image for the successful run of firebase performance testing.

Figure 1.2: Firebase Performance Testing

- For more information about testing, Click Here!

1.2 Building and Deploying App

1.2.1 Using VS Code

- Download the file from Github repository

- Open the folder using VS Code

- Open the user side folder to build user side or restaurant side to build the restaurant side app

- Install all flutter and dart first

- Install all the dependencies using the command "flutter pub get"

- Connect an android device or an emulator

- Click on start debugging

- The apk file will be generated, and the app can be installed

1.2.2 Using Command Line

- Install Flutter and Dart programming languages environment in your system.

- Get to the user side or restaurant side app folder from the terminal

- Download all the dependencies using "flutter pub get" command from your project folder, in the terminal.

- All the dependencies will be downloaded. It might take few minutes.

- Then, from the terminal, inside your folder, run the given command, "flutter build apk –split-per-abi".

- This will create 3 apk files, depending on the device architecture

- The generated apk file must be installed and now the app can be used

- For any issue, you can get all the information from the given link,
  Link to Flutter documentation

2 About Us and Terms & Conditions Page

These pages are common in both the apps, the user side and restaurant side. These pages give information about the motive and major rules of the app.
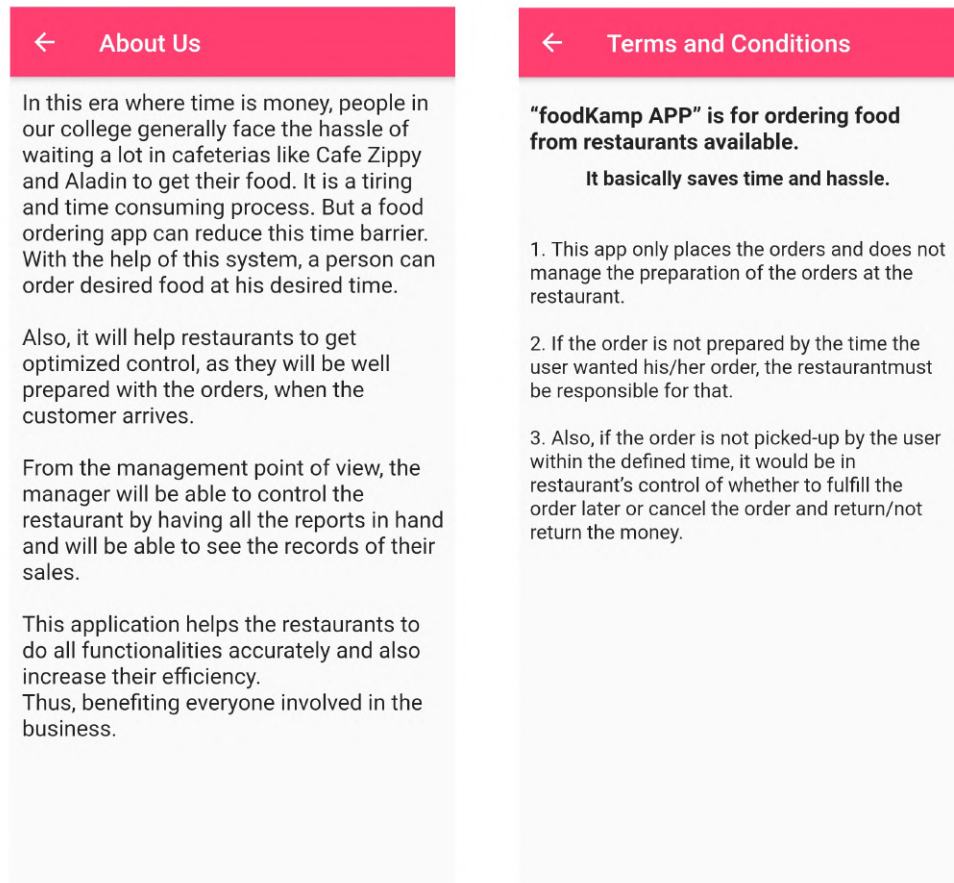

Figure 2.1: About Us Page and Terms & Conditions Page

3 User App Instructions

3.1 Sign Up and Login

The app interface for welcome page, registration page, and sign up page is given below.
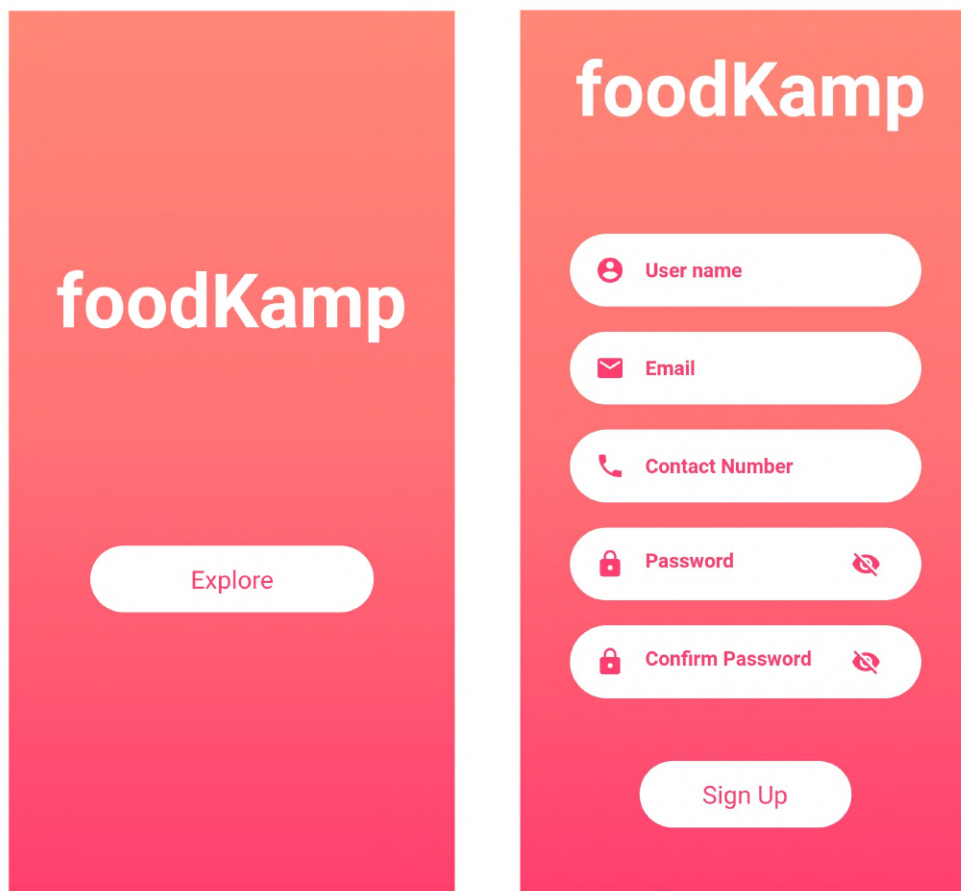

Figure 3.1: App Opening Page and Sign Up Page

By tapping on 'Explore', user can enter the app. First user will be directed to the 'Login' page. And then from there, user can select 'Sign Up' option, to go to 'Sign Up' page and get registered.

User can register by filling all the required details. After all fields are filled, user can tap on 'Sign Up' button. Then, a verification link will sent to user's e-mail ID. When user will click on that link, user registration will be completed
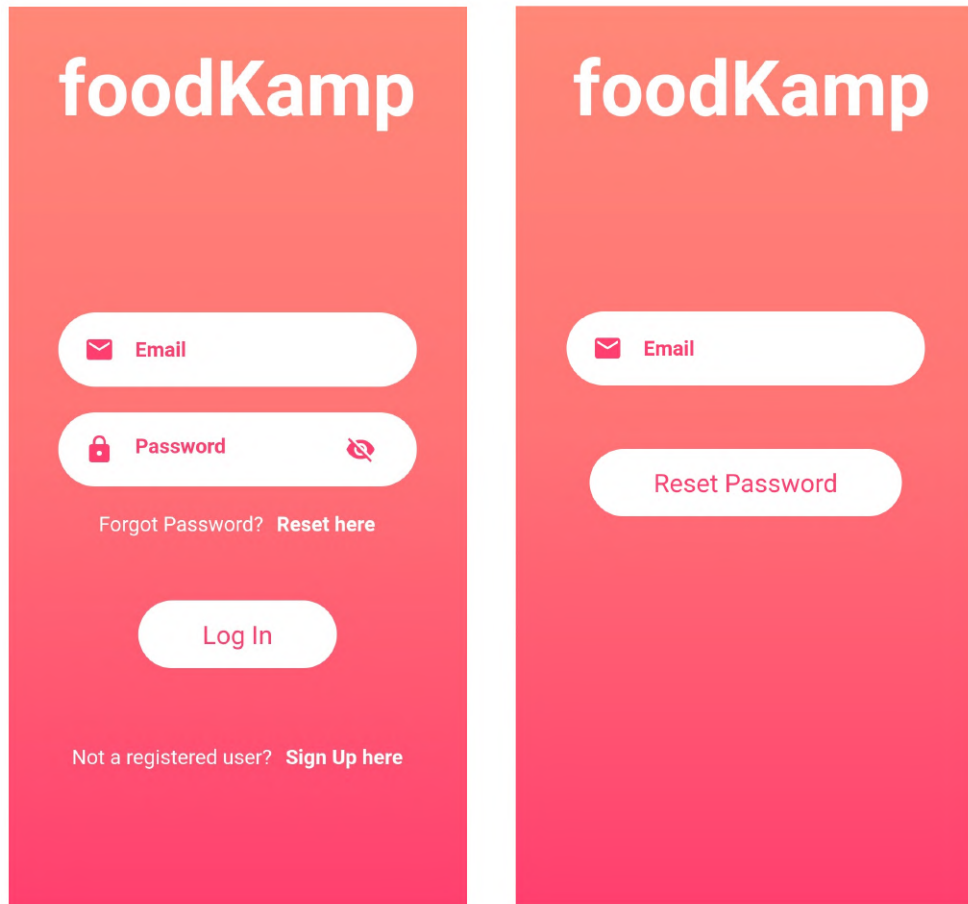

Figure 3.2: Login Page and Reset Password Page

After the user is registered, user can login using their e-mail ID and password. Also, if the user forgets his/her password, they can use the 'Reset Here' option.

User will have to enter their registered e-mail ID. Then a verification link would be sent to the registered e-mail ID. After clicking on the link, user will will be able to reset their password.

3.2 User Home Page and Profile Section

The app interface of user home page and profile pages is given below. User home page is the first page which the user visits after login.
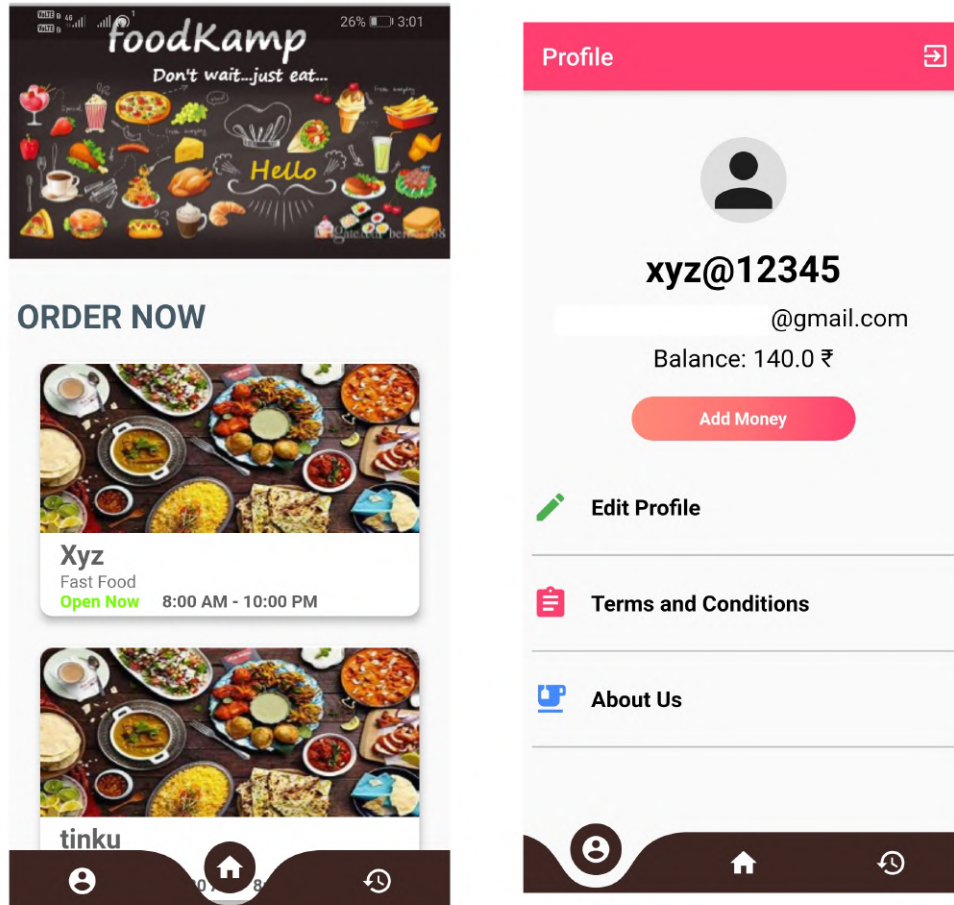

Figure 3.3: Home Page and Profile Page

The home page contains the list of restaurants that are registered on the app, from where the user can order food. Name, category, opening time, and closing time is displayed for each restaurant.

User profile contains all the user details, wallet balance, option to add money and edit profile. Also, terms and conditions and app information can also be seen from the profile section. The user can sign out of the app from the button at the top-right corner of the profile page.
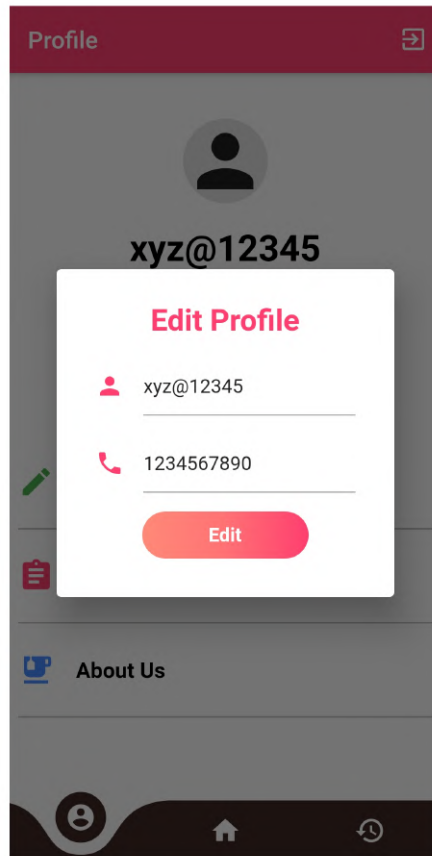
Figure 3.4: Edit Profile Page

To edit their profile, user can tap on the 'Edit Profile' button. A box containing information will be displayed which the user can update and save by tapping on 'Edit Profile' button in the box.

3.3 Adding Money to Wallet

The app interface for adding money to the wallet is given below. User can add any amount of money to their wallet through their desired payment method.
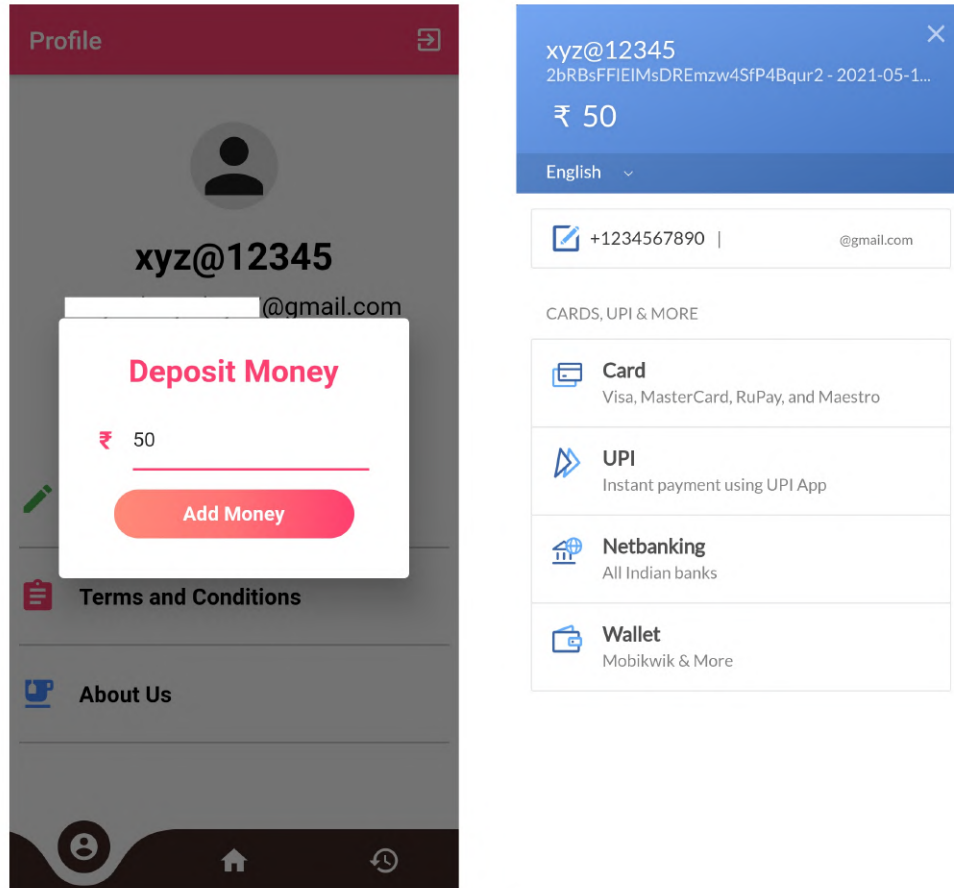

Figure 3.5: Add money pop-up and Payment Page

3.4 Making an Order

The app interface and process to make an order is given below. First the user must select his desired restaurant from the home page. After that, menu of the selected restaurant will be shown to the use.
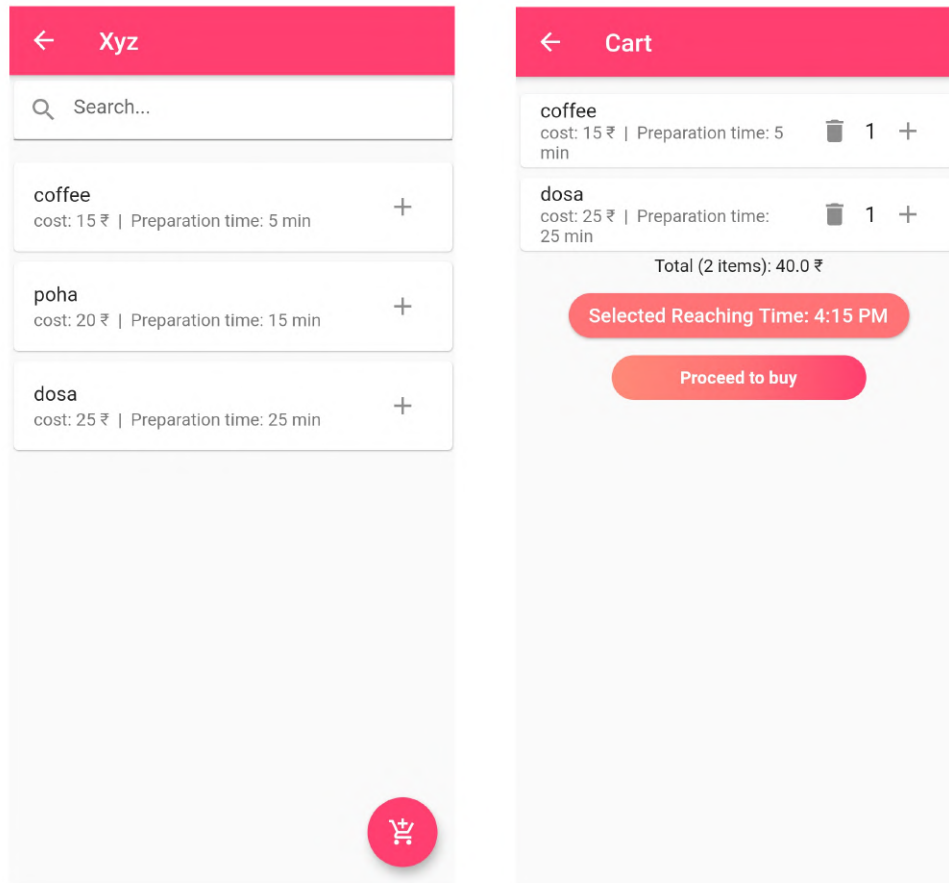

Figure 3.6: Restaurant Menu and User Cart

User can add items to their cart and further, increase or decrease the quantities of items in the cart. User also has to select the pick-up, taking in account of the preparation time too. After that, user can tap on 'Proceed to Buy' button.

After the user clicks on 'Proceed to Buy', a pop-up opens up asking for order confirmation. It displays total items and total amount. To confirm the order, user must tap on 'Place Order' button.
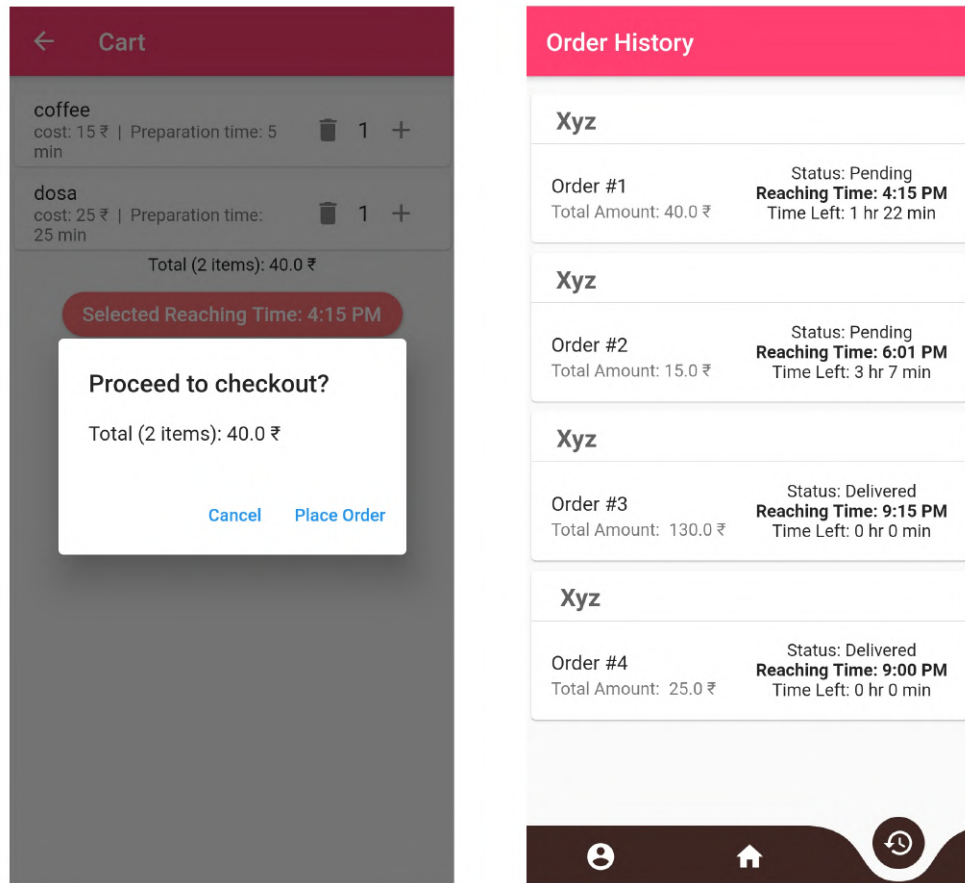
Figure 3.7: Order Confirmation and Order History

Once the user confirms the order, the user will be directed to the order history page, which shows the recent order on top. Once the user taps on the recent order, order details of that recent order will be displayed on the screen.
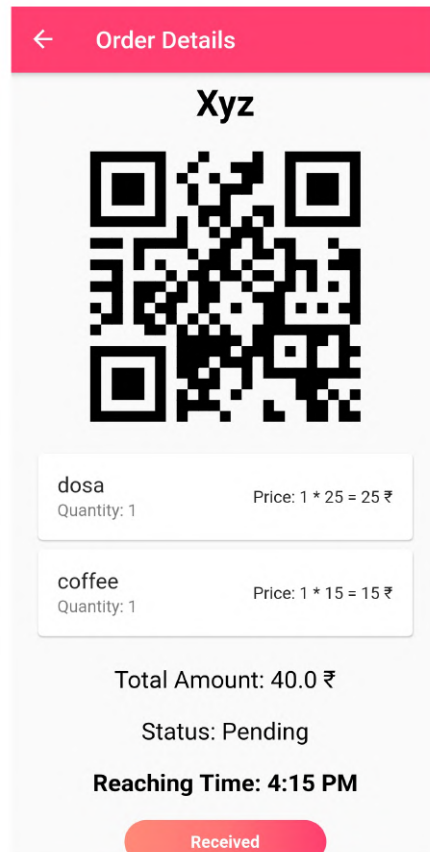
Figure 3.8: Order Details Page

The order details will contain restaurant name on top, QR code for user verification, at time of order pick-up, items, total amount, order status, and reaching/pick-up time.

3.5 Receiving an Order

The app interface for receiving an order is given below. The user must show their order
QR code to the restaurant worker, who will scan it, and then the order will be completed.
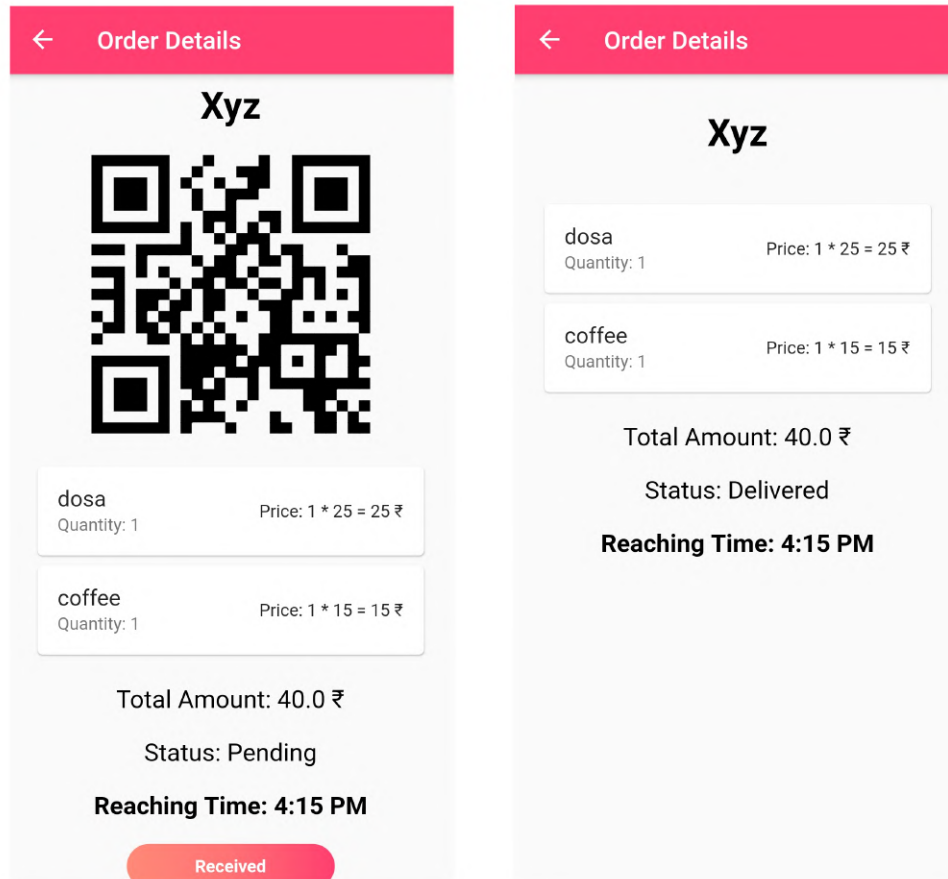

Figure 3.9: Order Details Page, before and after delivery

Also, if scanning doesn't work for any reason, the user can manually tap on the
'Received' button to complete the order pick-up.

4 Restaurant App Instructions

4.1 Sign Up and Login

The app interface for Welcome page, registration page, and sign up page is given below.
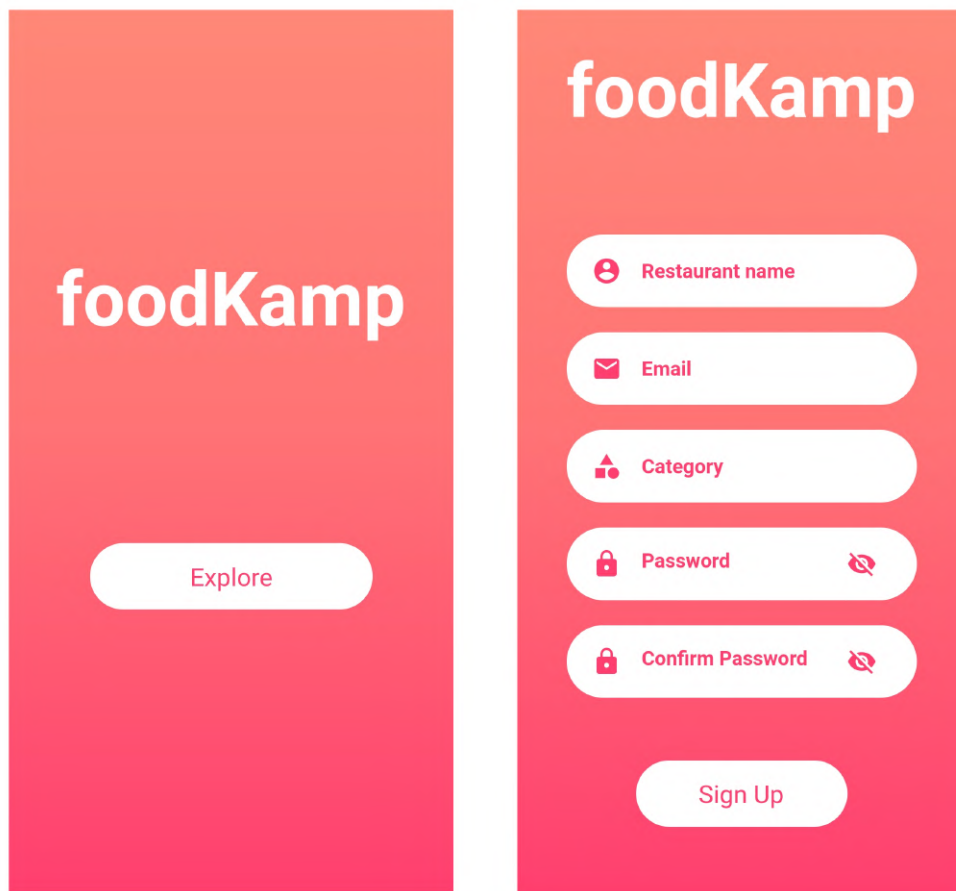

Figure 4.1: App Opening Page and Sign Up Page

By tapping on 'Explore', restaurant user can enter the app. First user will be directed to the 'Login' page. And then from there, user can select 'Sign Up' option, to go to 'Sign Up' page and get registered.

Restaurant user can register by filling all the required details. After all fields are filled, user can tap on 'Sign Up' button. Then, a verification link will sent to the given e-mail ID. When restaurant user will click on that link, restaurant registration will be completed
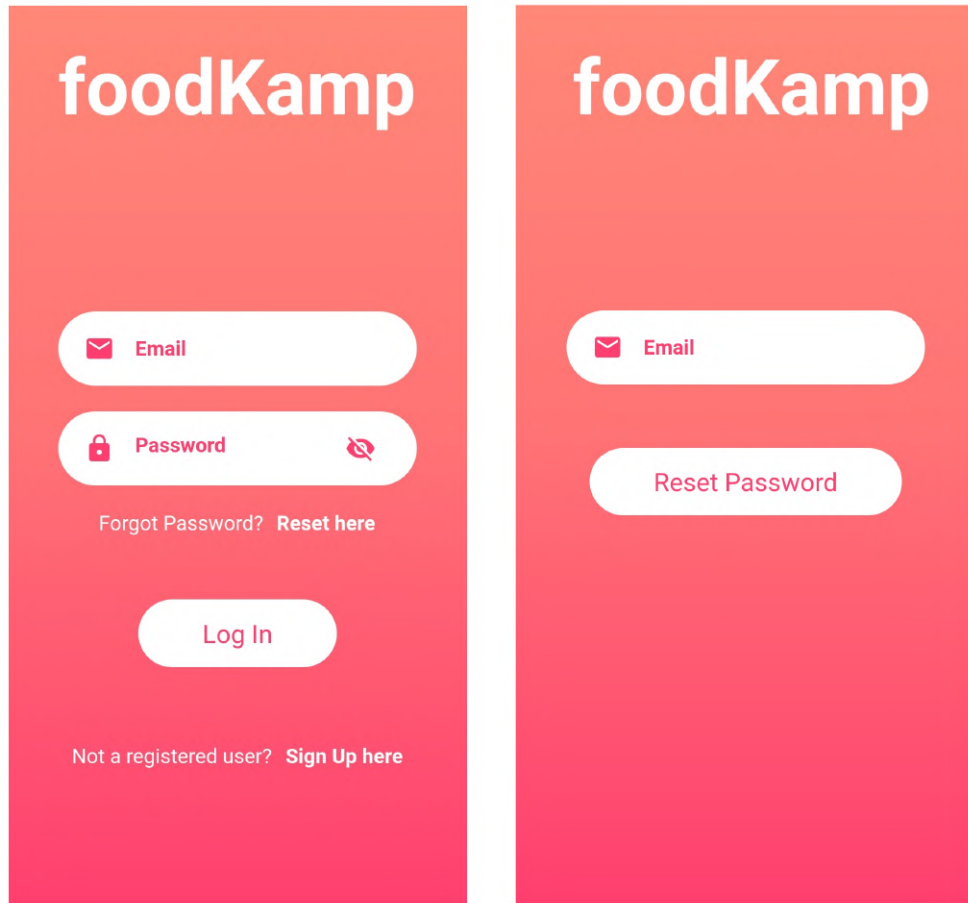

Figure 4.2: Login Page and Reset Password Page

After the user is registered, user can login using their e-mail ID and password. Also, if the user forgets his/her password, they can use the 'Reset Here' option.

User will have to enter their registered e-mail ID. Then a verification link would be sent to the registered e-mail ID. After clicking on the link, user will will be able to reset their password.

4.2 Restaurant Home Page and Menu Bar

The app interface of the restaurant home page, which is also the 'Pending Orders' page is shown. Also, the sidebar containing all the prominent app features is shown.
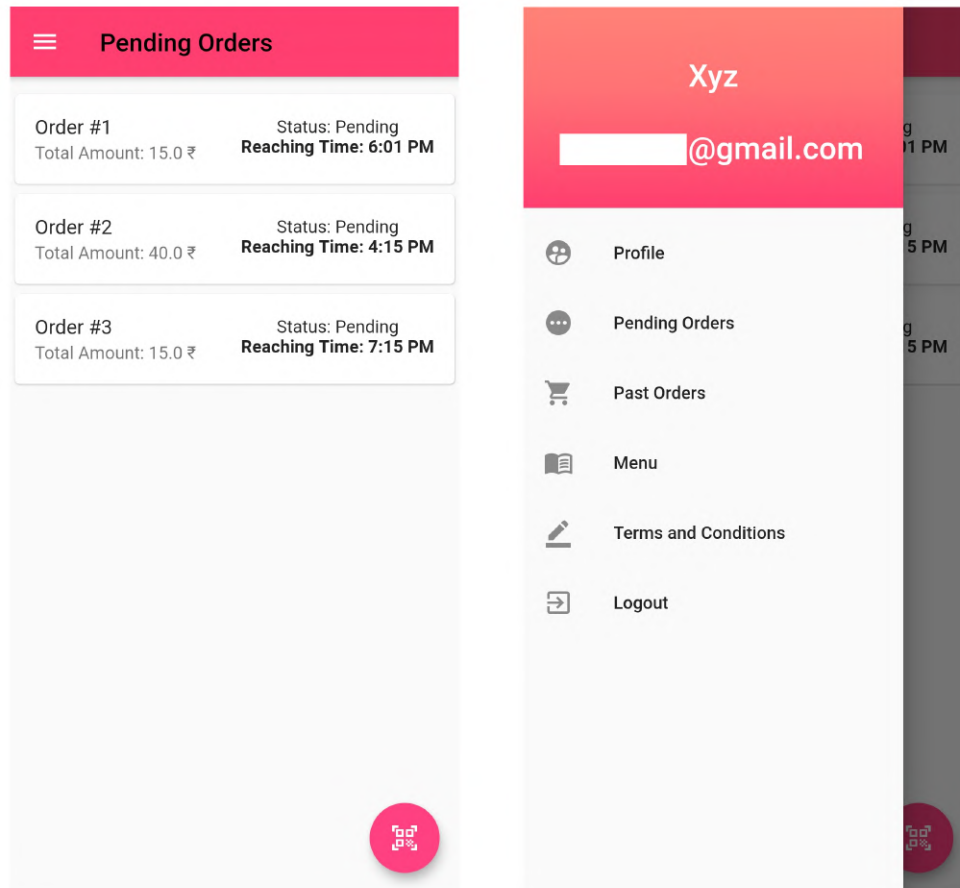

Figure 4.3: Pending Orders Page and Menu Bar

The restaurant can get information about all the orders placed to their restaurant, and can prepare accordingly.

The menu bar contains options to edit profile, visit menu, see delivered orders, etc.

The restaurant can edit their profile, i.e., they can update their category, opening time and closing time.
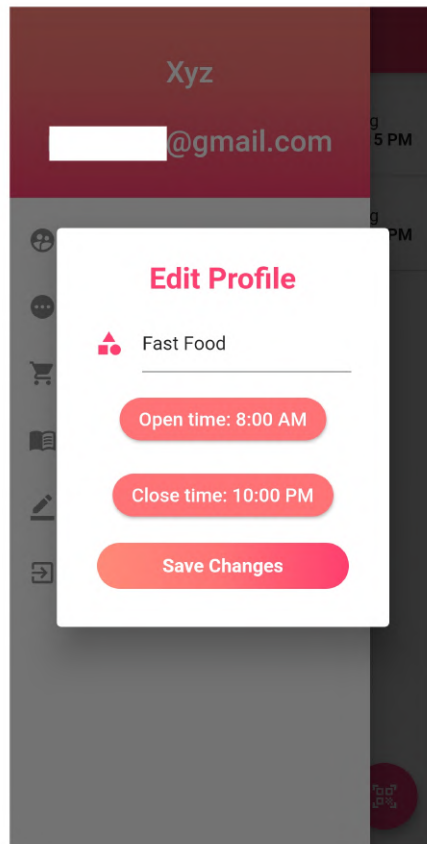

Figure 4.4: Edit Profile

The delivered orders section contains two pages, one for the delivered orders, and other for the expired orders (not picked-up).
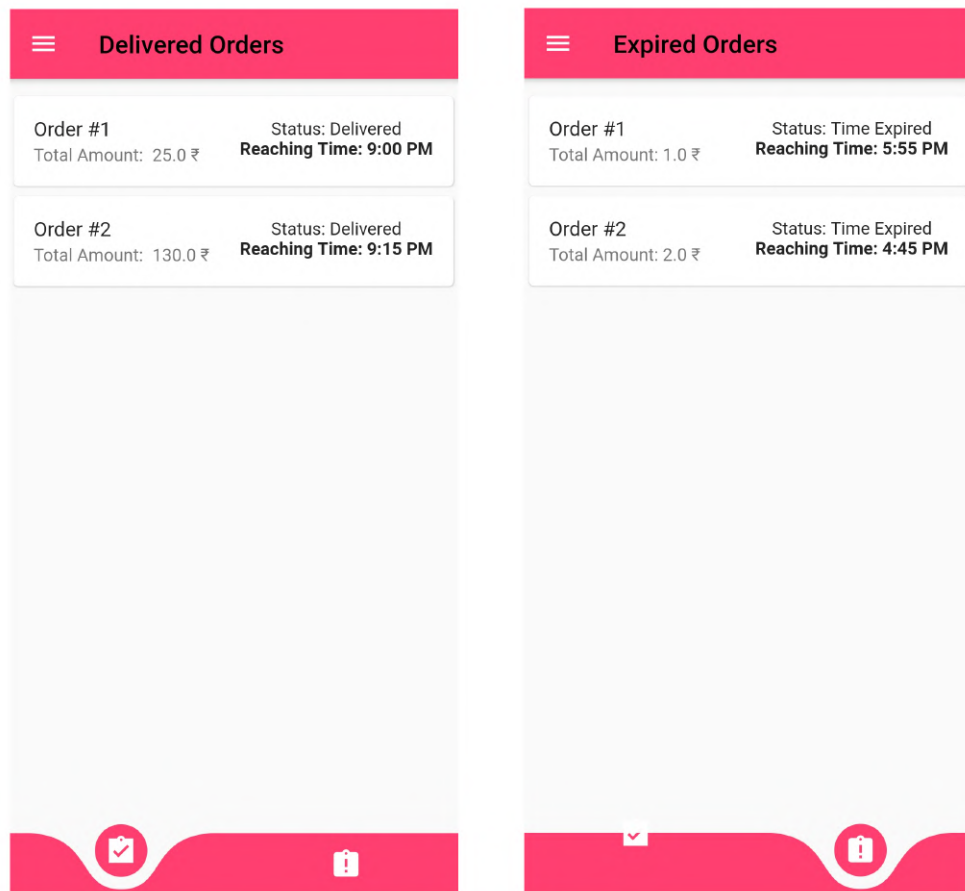

Figure 4.5: Delivered and Expired Orders

4.3 Restaurant Menu

The app interface of restaurant menu is given below. Also, all the menu features are shown from adding an item to deleting it.

Menu contains list of all the items available at the restaurant. Item price, quantity left, and preparation time is visible. To add an item, restaurant user has to tap on the '+' icon at the bottom. A pop-up will appear, where the user can enter the required details
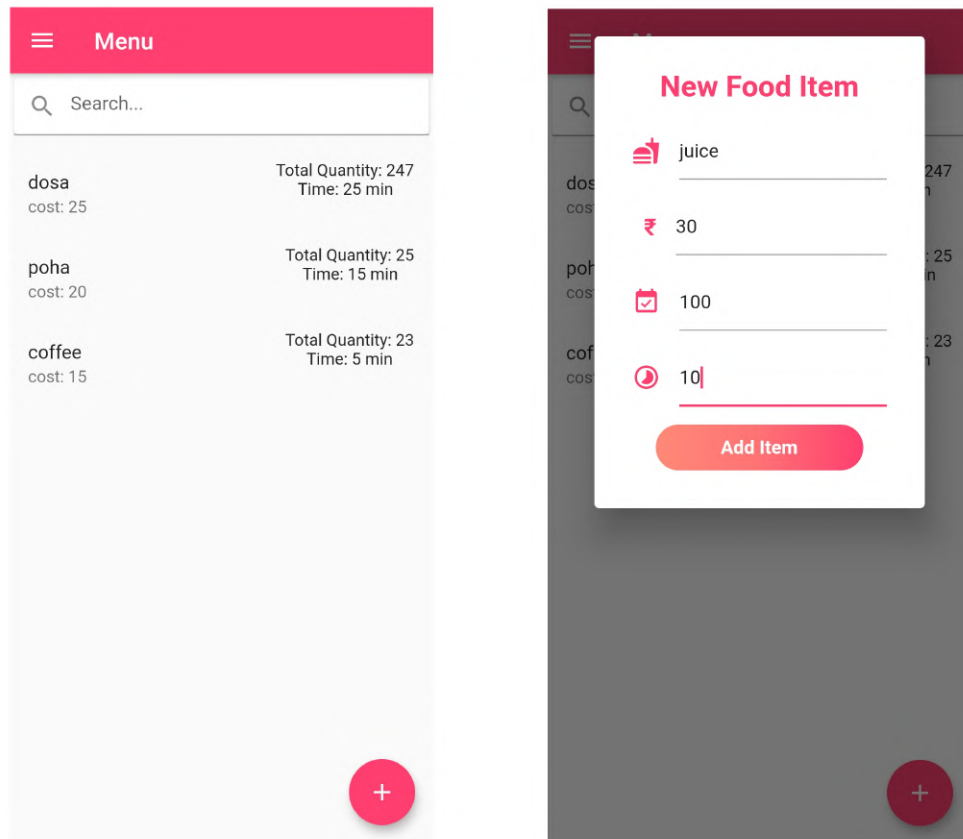

Figure 4.6: Restaurant Menu and Add Item Pop-up

After filling all the details, restaurant user must tap on 'Add item' to save the item. After that item will be visible in the updated menu.

Also, items can be updated by just tapping on the item. A pop-up will open, containing the current details of item, which can be updated.
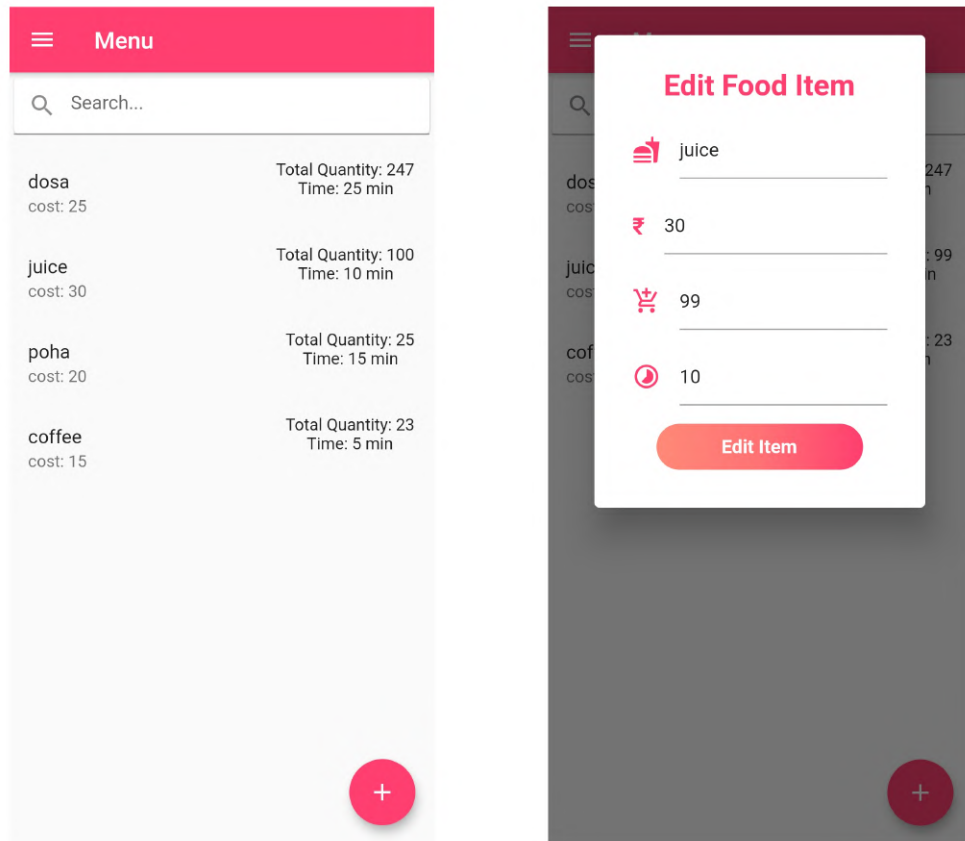
Figure 4.7: Restaurant Menu and Edit Item Pop-up

After, filling the updated details, restaurant user must tap on 'Edit item' to save the details. After that the item will be updated in the menu.

Also, there quick edit options for the menu, which allow emptying the item, i.e., changing the quantity to 0, and deleting the item from the menu. The quick edit menu appears for each item when we continue to hold on the item for some time.
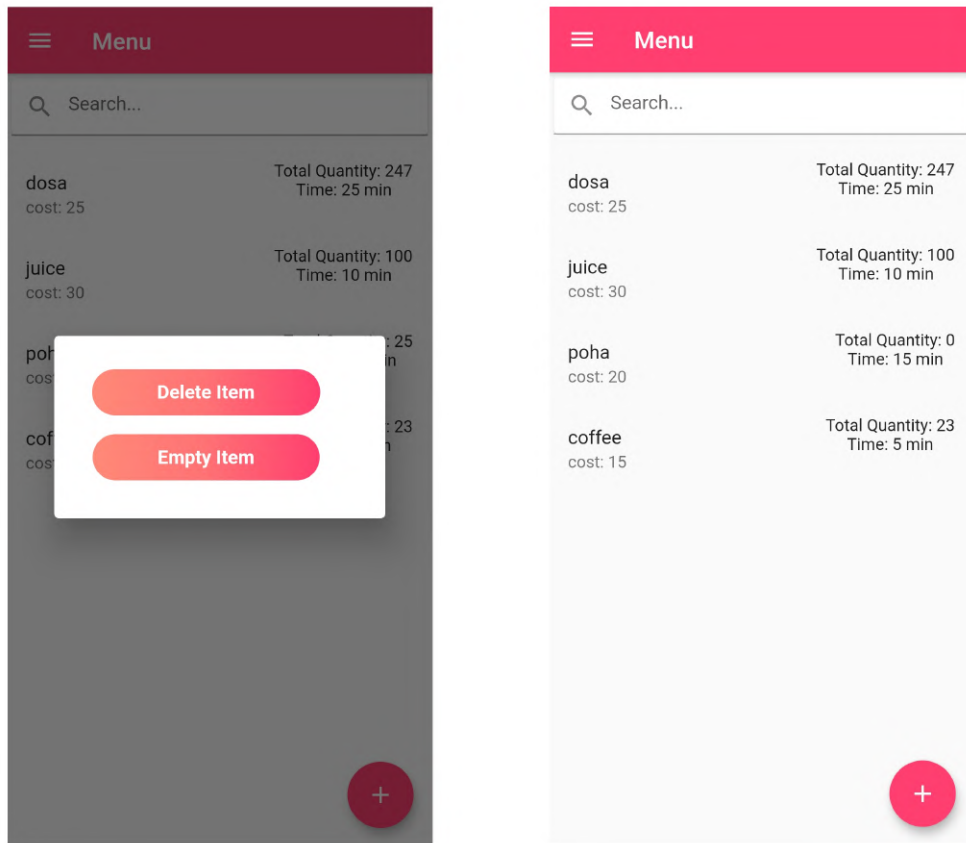
Figure 4.8: Quick Edit Menu and Menu after emptying item 'poha'

Once, we tap on the 'Empty item' option, the quantity available of the item will be instantly changed to 0. As we can see that the quantity of item 'poha' changed from 25 to 0.

The 'Delete Item' option works in the same way, once we tap on that, the item will be instantly deleted.
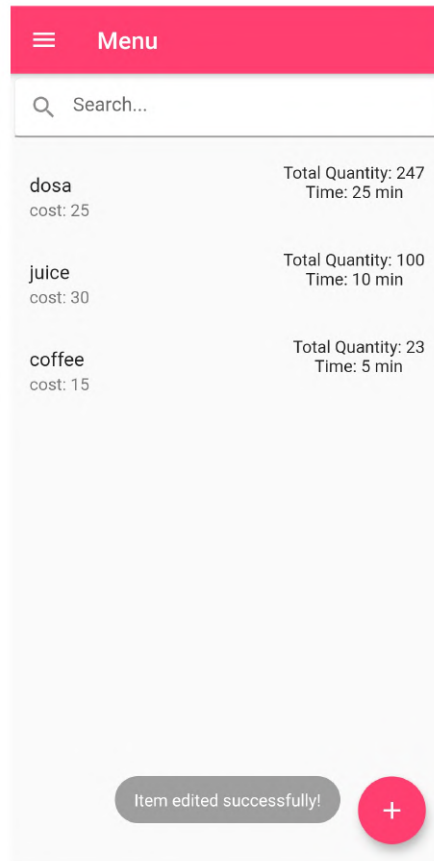
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Figure 4.9: Menu after deleting item 'poha'

Once, we tap on the delete item option, the item will be deleted. As we can see that the item 'poha' is now deleted.

4.4 Giving Order to the Customer

Here is the app interface for order details and how to process the order, for the restaurant side. Once, the order is prepared, and the customer has arrived for the order pick-up, the restaurant can scan the QR code from customer's phone. And when the QR code is scanned successfully, order will be completed.
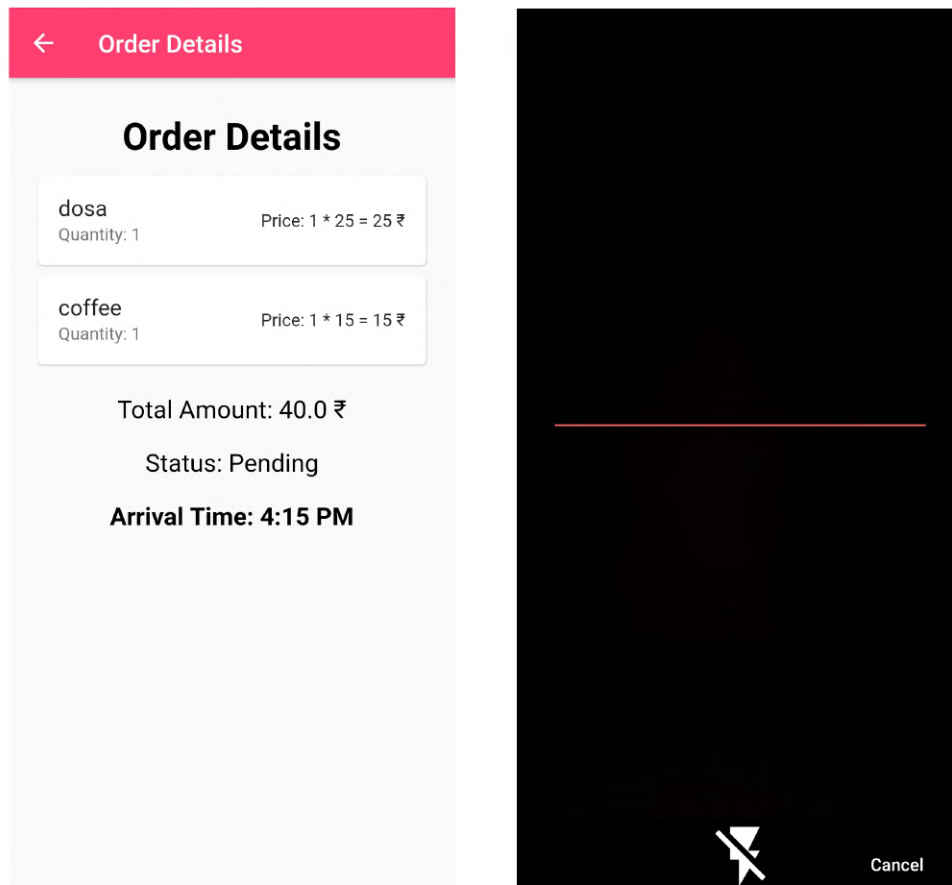

Figure 4.10: Order Details before giving order and QR scan screen

Here first we had the order details page, when the order is not completed. Then restaurant can open the QR scanner from the button present at the bottom of screen in the 'Pending Orders' page.
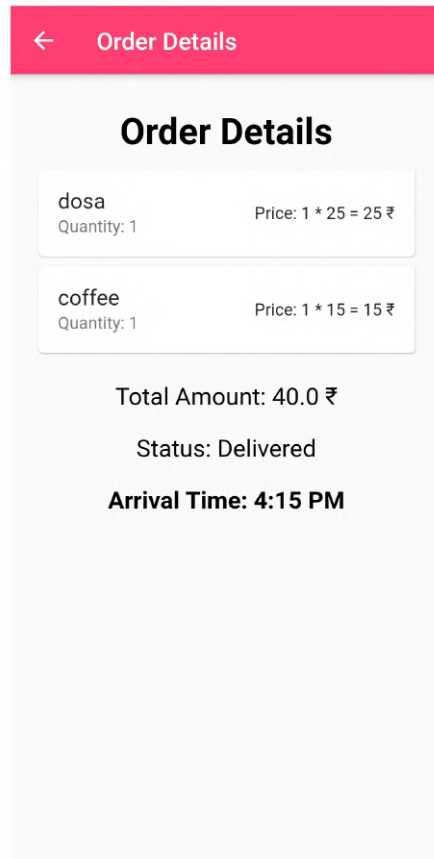
Figure 4.11: Order Details after giving Order to Customer

After the scan is completed, the order details page will update and now the status show will be delivered.