

Project Report Template

1. INTRODUCTION

1.1 Overview

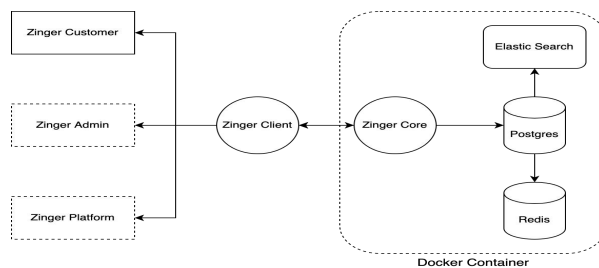
An food ordering app to get the foods through online.

1.2 Purpose

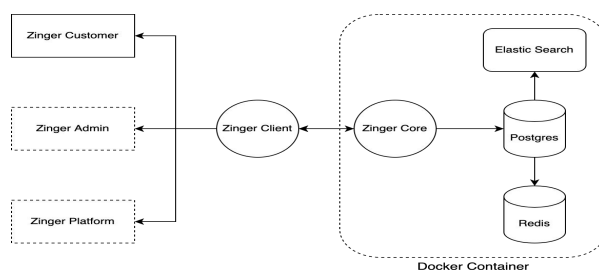
This app is made to get the variety of foods ordered through online and get it at doorstep.

2. Problem Definition & Design Thinking

2.1 Empathy Map



2.2 Ideation & Brainstorming Map



3. RESULT

3.1 Data Model

Obj1 - Field Label & Data type.

Obj2 - Field Label & Data type.

4. Trailhead Profile Public URL

Team Lead - <https://developers.google.com/profile/u/109580020241625635765>

Team Member 1 - **Nandha Kumar**

Team Member 2 - **Naveen Kumar**

Team Member 3 - **Parthiban**

5. ADVANTAGES & DISADVANTAGE

Advantages - This app can save a lots of time and energy. As the orders are online and the delivery is at doorstep the time that we spent on buying those foods in person are gone.

Disadvantages - The cost of items and the delivery charge will be quite expensive. So this will be the major demerit of this application.

6. APPLICATIONS

Every food restaurants can use this application to deliver their foods to the customer. And the manufacturer can also use the application to get the raw foods to the restaurant. But for the most of the hotels this will be more useful to supply their foods.

7. CONCLUSION

So as a conclusion this app can be very useful for every people who's busy with their works and who does not have times the but foods or make food. So for those people as well as for everyone this could be a very useful option to get their food at time.

8. FUTURE SCOPE

These types of food ordering apps are rapidly growing and actively used by millions of people right now. So definitely this will make a futuristic app which will be used by everyone soon.