**NOVEMBER 23 2018  
OLADEJI OLAMIDE WUNMI  
MARGARET-EKPO**  
**THE PROJECT: A MENU ORDER SYSTEM**   
The name chosen for the menu order system is MOHFOODS.  
**OBJECTIVE:**  
1. Allows users to view list of food menus and place order  
2. The place order button should redirect the user to fill in delivery details  
3. Site owner should be able to log in and view existing orders  
4. The site owner should be able to mark orders as resolved  
5. Create a username and password for the site owner

**DATABASE DESIGN**

**1.Admin**

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | admin\_id | INT |  |
| 2 | admin\_username | VARCHAR | 150 |
| 4 | email\_admin | VARCHAR | 50 |
| 5 | password\_admin | VARCHAR | 50 |
| 6 | created\_at | DATE |  |

**2.Order food**

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | OrderF\_id | INT | 50 |
| 2 | customer\_username | INT | 50 |
| 3 | customers\_phonenum | INT |  |
| 4 | address\_cust | VARCHAR | 300 |
| 5 | created\_at | DATE |  |
| 6 | quantity\_item | INT | 50 |
| 7 | Total\_price | INT | 50 |
| 8 | admin\_id | INT | 50 |

**PROJECT PLAN:**

|  |  |  |
| --- | --- | --- |
| **NO** | **PROCESS** | **DATE** |
| 1 | Gathering Information: Defining web application, purpose, goals and direction | Nov 23 |
| 2 | Planning: mockup, wireframe creation, design architecture | Nov 29 |
| 3 | Design: Page layout, reviews, approval cycle | Dec1 |
| 4 | Database Structure design | Dec 1 |
| 5 | Content: Content writing and assembling | Dec2 |
| 6 | Code: Code it | Dec 4 |
| 7 | Test: Testing, review and launch | Dec 8 |

**TOOLS AND TECHNOLOGIES:**  
The following are the proposed tools and technologies to be used  
1. Client Side Scripting/Coding: It is executed or interpreted by browser.  
 HTML (HyperText Markup Language), CSS (Cascading Style Sheets), JavaScript  
 jQuery (JavaScript Framework Library), Bootstrap  
2. Server Side Scripting/Coding: It is executed or interpreted by the web server.  
 PHP,MySQL  
3. Web Application lifecycle Model: Agile Software Development Model

1. Requirements gathering analysis
2. Design
3. Implementation/coding
4. Testing
5. Deployment
6. Maintenance