

Foodfast: a case study

A blockchain-based reputation system







Sushi



Sushi



Sushi

Ab 14:30 | 🖧 GRATIS | 🕡 ca. 30min | 🕞 Min. 12,00 €



NEU Managardáinaí en- Asian Cusine



Sushi, Vietnamesisch, Asiatisch

Ab 14:00 | ₺₺ GRATIS | ₺ ca. 30min | ₺ Min. 15,00 €



SW

Restaurant



Sushi, Japanisch





Italienisch, Sushi, Amerikanisch

Ab 20:00 | 🕰 1,00 € | 🕢 ca. 30min | 🗞 Min. 29,00 €



Comme



Sushi, Hähnchen, Asiatisch

Ab 14:00 | ಈ GRATIS | ⊕ ca. 30min | ऒ Min. 15,00 €



Ratings are manipulated









Sushi



Sushi



Sushi

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SW

Restaurant



Sushi, Japanisch



19 Mariante Mariante



Italienisch, Sushi, Amerikanisch

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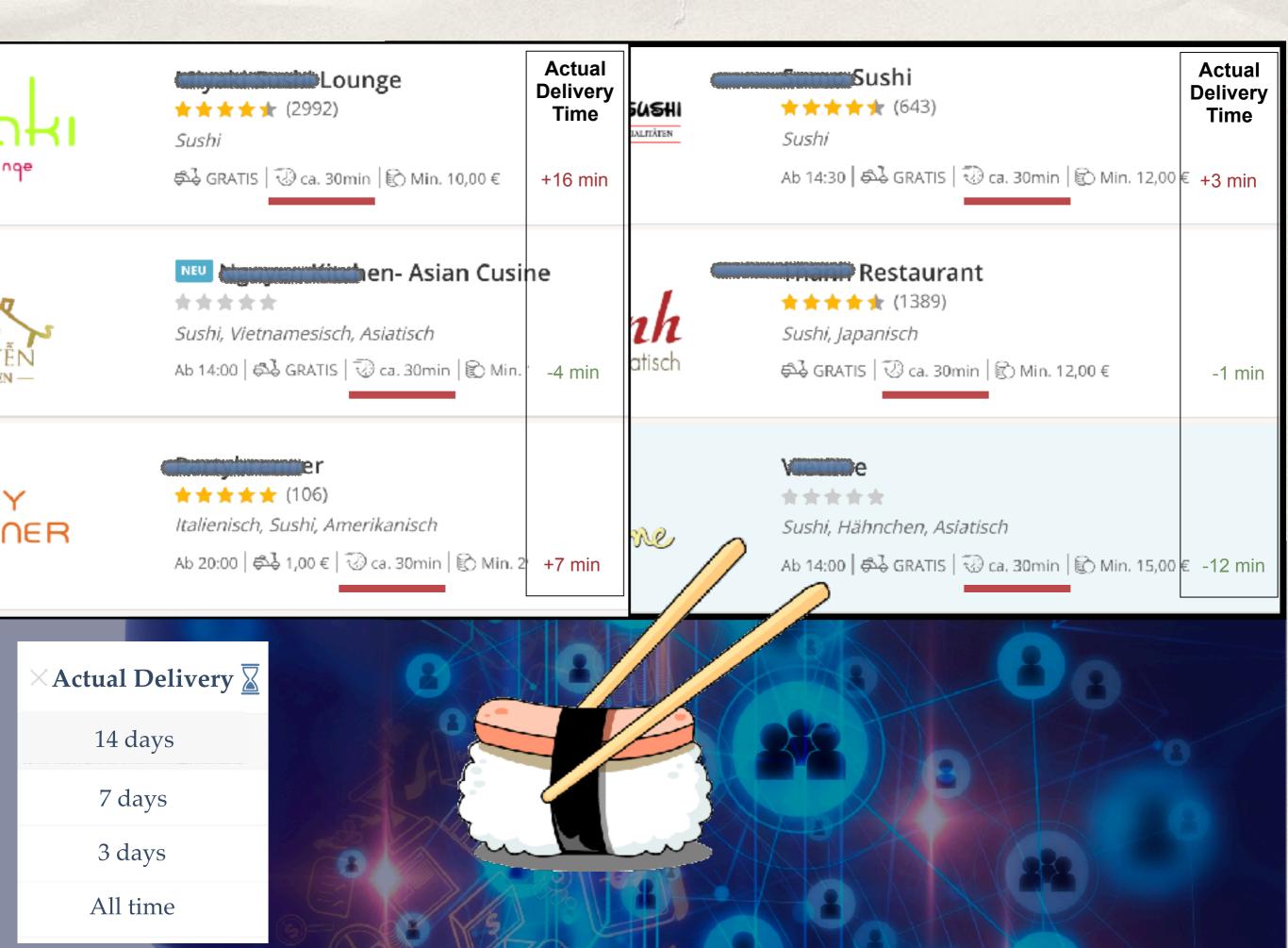




Sushi, Hähnchen, Asiatisch

Ab 14:00 | ಈ GRATIS | ⊕ ca. 30min | ऒ Min. 15,00 €





Blockchain-enabled delivery time

```
models/order.cto
* Sample business network definition.
*/
namespace org.foodorder.reputation
enum DeliveryState {
o RECEIVED
o DELIVERED
o CANCELLED
/**
* The asset is the food order
*/
asset FoodOrder identified by orderId {
 o String orderId
 --> Restaurant owner
 o Integer orderTime
 o Integer deliveryTime
 o DeliveryState deliveryStatus
```

```
/**
* A participant is the restaurant
participant Restaurant identified by restaurantId {
 o String restaurantId
 o String restaurantName
transaction FoodTransaction {
 --> FoodOrder order
 o Integer deliveryTime
 o DeliveryState deliveryStatus
event FoodEvent {
 --> FoodOrder order
 o Integer t_deliveryTime
 o Integer t_deliveryStatus
```

Blockchain-enabled delivery time

```
orderId:1001
* Sample transaction processor function.
* @param {org.foodfast.reputation.FoodTransaction} tx The sample transaction instance.
                                                                                   "$class": "org.foodfast.reputation.FoodOrder",
* @transaction
                                                                                   "orderId": "orderId:1001",
function sampleTransaction(tx) {
                                                                                   "owner": "resource:org.foodfast.reputation.Restaurant#restaurantId:0001",
                                                                                   "orderTime": 0,
 // Update the asset with the new value.
                                                                                   "deliveryTime": 27,
                                                                                   "deliveryStatus": "DELIVERED"
 if (tx.order.deliveryStatus == 'DELIVERED')
      return;
  tx.order.deliveryTime = tx.deliveryTime;
                                                                                         "$class": "org.foodfast.reputation.FoodOrder",
  tx.order.deliveryStatus = tx.deliveryStatus;
                                                                                         "orderId": "orderId:1001",
                                                                                         "owner": "resource:org.foodfast.reputation.Restaurant#restaurantId:0001",
  // Get the asset registry for the asset.
  return getAssetRegistry('org.foodfast.reputation.FoodOrder')
                                                                                         "orderTime": 0,
    .then(function (assetRegistry) {
                                                                                         "deliveryTime": -1,
                                                                                         "deliveryStatus": "RECEIVED"
      // Update the asset in the asset registry.
      return assetRegistry.update(tx.order);
                                                                                        Submit a FoodTransaction transaction:
    .then(function () {
      // Emit an event for the modified asset.
                                                                                         "$class": "org.foodfast.reputation.FoodTransaction",
      var event = getFactory().newEvent('org.foodfast.reputation', 'FoodEvent');
                                                                                         "order": "resource:org.foodfast.reputation.FoodOrder#orderId:1001",
      event.order = tx.order;
                                                                                         "deliveryTime": 27,
      event.t_deliveryStatus = tx.deliveryStatus;
                                                                                         "deliveryStatus": "DELIVERED"
      event.t_deliveryTime = tx.deliveryTime;
      emit(event);
    });
```

Reputation system on delivery time: as enabler

- New competition ground for new businesses
- Encourages businesses plan better
- Partnership ideas for poor performing businesses
- Increased economy, more jobs, fairer market share

Applicability: wherever choice affects time



Building construction
 18 months



Graduate program offerings
 6 years



* Software project delivery



* Campaign-promise delivery 4-24 years



Thank you

Model and transaction implementations on GitHub:

https://github.com/OnurErgin/foodfast

