# Phase 3 — Data Modelling & Relationships

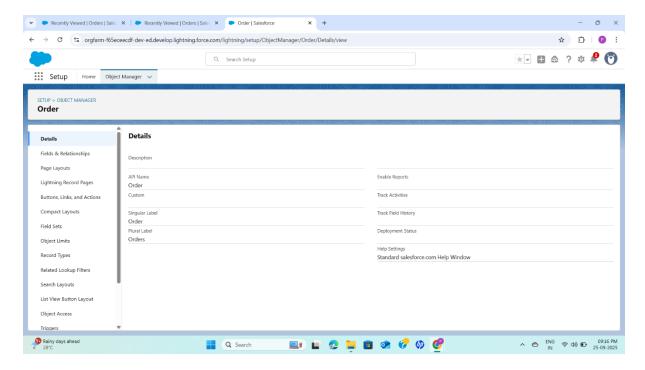
In Salesforce, data modelling is the process of defining **objects**, **fields**, **and relationships** so that business processes can be represented properly in the system. For a restaurant CRM, the core entities include Orders, Order Items, Bookings, and Loyalty Accounts.

# **Custom Objects**

Custom objects are created to represent real-world entities. In this case:

• Order → Captures details of a customer's order.

These objects are configured with reporting, activities, and field history tracking enabled so data can be monitored and analysed.

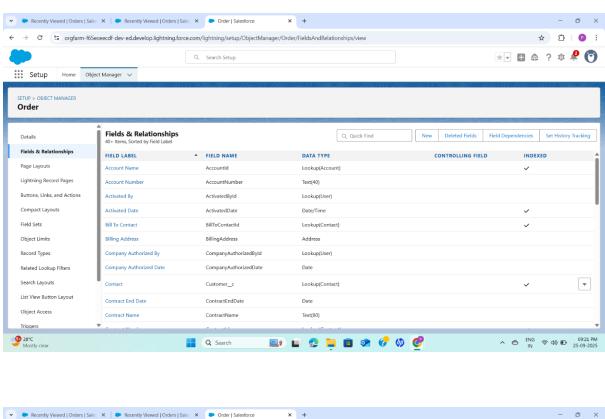


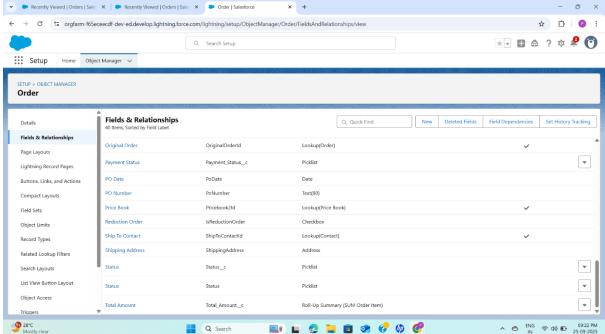
The **Order object** captures all information about a customer's food order. It acts as the central business record for sales transactions in the restaurant. Each order may be tied to a **customer (Contact)**, a **Booking** (if it was pre-reserved), and contains multiple **Order Items** (individual dishes).

- The **Order Type** field differentiates whether the order is Dine-In, Takeaway, or Delivery.
- The **Status** field shows the order lifecycle (e.g., Draft → Placed → Preparing → Served → Paid → Cancelled).
- Payment Status ensures financial tracking, while Total Amount provides billing details.
- If delivery is chosen, an address is also stored.

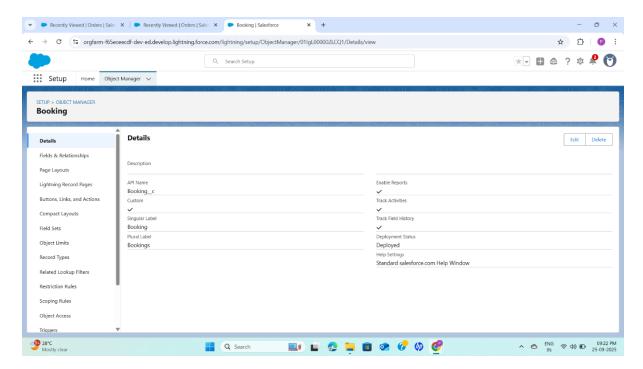
### **Key Relationship:**

Orders are **parents** to Order Items in a Master-Detail relationship, ensuring that if the order is deleted, all its line items are removed. This also allows roll-up summaries of order totals.





#### **Booking** $\rightarrow$ Stores reservations made by customers.

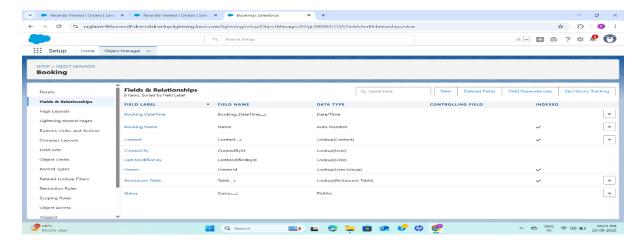


The **Booking object** manages restaurant reservations. It allows customers to reserve a table for a specific time slot and number of guests.

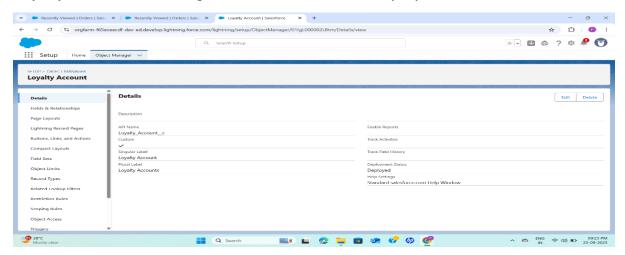
- The **Booking Time** defines when the reservation occurs.
- Pax indicates the number of people.
- Status reflects the booking lifecycle (Confirmed, Seated, NoShow, Cancelled).
- Each booking is linked to a **Contact** (customer) and to a **Restaurant Table** to manage seating capacity.

### **Key Role:**

Bookings help prevent overbooking, improve customer service, and give staff visibility into restaurant occupancy.



**Loyalty Account** → Tracks points and tier for customer loyalty.

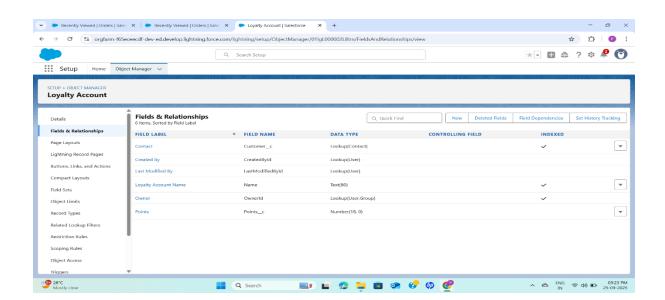


The Loyalty Account object tracks customer engagement through points and reward tiers. It is tightly linked to the Contact object (the customer).

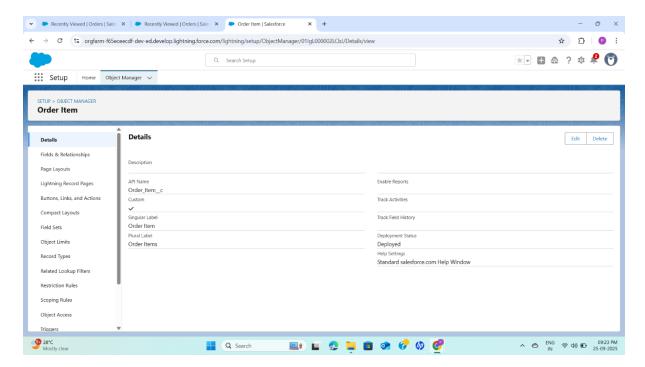
- Each customer can have a **Loyalty Account** where points are credited based on orders.
- **Points Balance** keeps track of available reward points.
- Tier (Bronze, Silver, Gold, etc.) reflects customer loyalty level.
- **Join Date** stores when the customer enrolled in the loyalty program.

### **Key Role:**

This object supports marketing and customer retention strategies by incentivizing repeat business.



**Order Item** → Child of Order, representing individual menu items within the order.

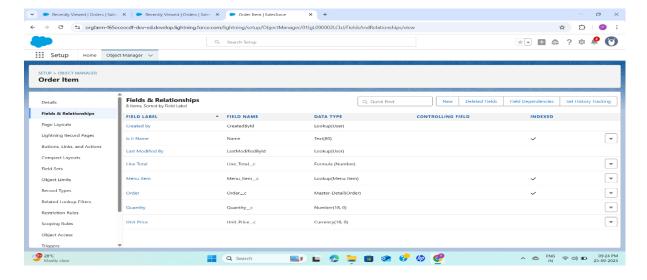


The **Order Item object** represents the specific menu items within an order. It ensures detailed tracking of what was ordered, in what quantity, and at what price.

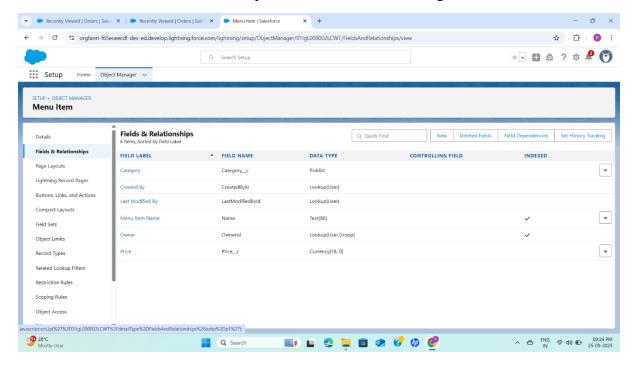
- It is **child** to Order (via Master-Detail).
- It links to the **Menu Item object**, which contains the catalog of dishes available.
- **Quantity** and **Unit Price** define the financial details, while **Line Total** (Quantity × Price) ensures accurate calculation per item.

#### **Key Role:**

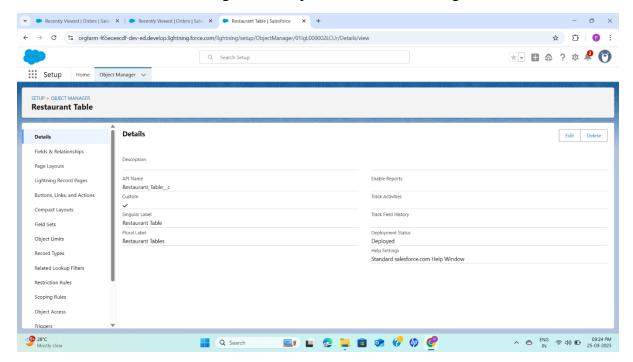
Without Order Items, the Order object would only represent a lump sum; Order Items break it down into granular details for billing, kitchen preparation, and inventory.



There are some fields and relationships in the menu item that are given below



The **Restaurant Table** object represents the physical seating arrangement in the restaurant. It helps the system track which tables are available, reserved, or occupied during a booking. This ensures efficient seat management and prevents double-booking.



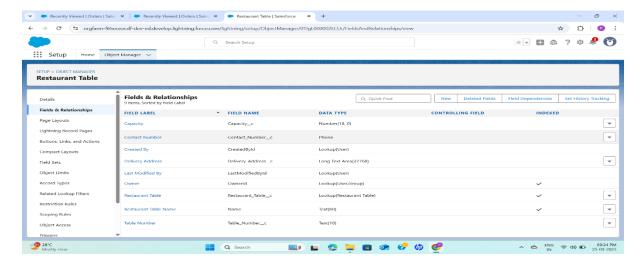
The **Restaurant Table object** represents the physical tables in the restaurant. It ensures that seating arrangements are managed efficiently.

• Each table has a unique identifier (Table Number).

- Capacity defines how many guests it can accommodate.
- Status indicates whether a table is Available, Reserved, Occupied, or Out of Service.
- Location can differentiate indoor vs outdoor seating.

#### **Key Relationship:**

Bookings are linked to Restaurant Tables, ensuring that reservations are tied to real seating capacity. This avoids double-booking and helps staff assign tables efficiently



# **Create Page Layouts**

Go to Object Manager  $\rightarrow$  Order  $c \rightarrow$  Page Layouts.

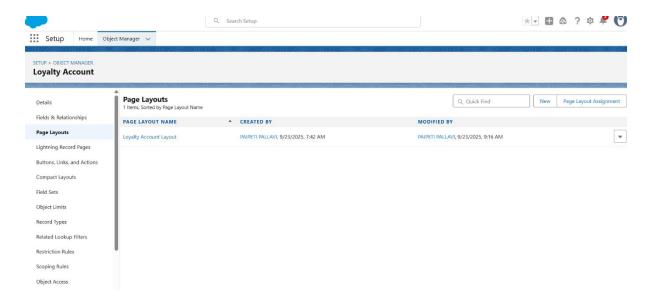
Create/Clone 2 layouts:

### Order Layout - Dine-In

• Key fields: Table, Booking, Order Items, Status.

#### Order Layout - Delivery

Same as above + Delivery Address, Contact Phone, Delivery Notes.



## **Creating Tabs for Custom Objects in Salesforce**

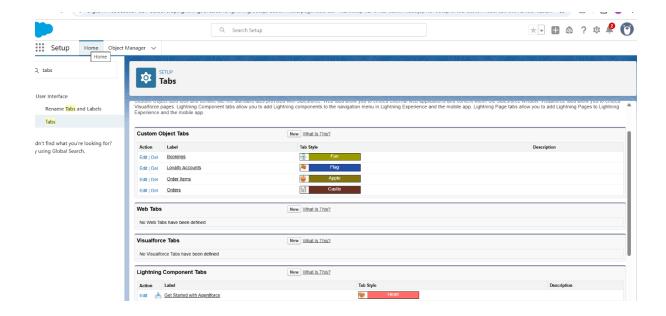
A **tab** in Salesforce is a user interface element that provides direct access to objects, records, or web resources from the Salesforce app's navigation bar. Think of a tab as a "doorway" into the database — without it, a custom object may exist but users cannot reach it easily from the UI.

The Booking tab makes reservations discoverable to hosts and managers. Picking an obvious Tab Style (calendar icon) is a small but important UX affordance — it reduces cognitive load so staff can scan navigation quickly. When you set Tab Visibility to "Default On" for Manager and Host but "Hidden" for Kitchen, you're enforcing a simple principle: the host and manager need immediate access to create and change bookings, the kitchen does not.

Orders are the central operational object for the restaurant, so their tab should be universally available to everyone involved in order handling (Manager, Host, Kitchen). Setting Tab Visibility to Default On for Manager, Host and Kitchen makes sense because hosts create orders, kitchen staff need to pick up items from the order, and managers monitor/override. The Orders tab provides access to list views (e.g., "Open Orders", "Pending Payment") and record pages (where order details, items and status live).

Order items are often a child object shown on the Order page as a related list, so creating a standalone Order Items tab is a deliberate admin decision: it's useful for data management, reporting ad-hoc edits, and bulk imports/cleanups but often unnecessary for everyday order-taking workflows. When you make the tab Default On for Manager and Optional or Read-Only for Host/Kitchen, you are signalling that managers are the ones who might need direct access to the raw line-item data (for auditing, refunds, adjustments) while service staff generally work from the Order parent record and its related list.

Loyalty and rewards often contain personal and behavioural data and so deserve conservative visibility. By making the Loyalty Accounts tab Default On for Manager, Read-Only for Host and Hidden for Kitchen you protect customers' reward data while still enabling hosts to view balances when assisting customers. This map supports common workflows: marketing and managers analyse and update tiers, hosts can check balances for in-person redemptions, and kitchen staff have no operational need for that information.



## Schema Builder

#### Contact

- Core Role: Customer record.
- Relationships:
  - $Lookup \rightarrow Loyalty Account (one-to-one).$
  - $\circ$  Lookup  $\rightarrow$  **Order** (one-to-many).
  - Lookup  $\rightarrow$  **Booking** (one-to-many).
- Theory:

The Contact object is the **foundation of CRM**. Every customer interaction begins here — whether booking a table, placing an order, or redeeming loyalty points.

### **Loyalty Account**

- Core Role: Tracks rewards/points for each customer.
- **Relationship:** Lookup → **Contact**.
- Theory:

Enables the restaurant to manage customer retention by offering a loyalty program. Every order linked to a loyalty account can earn or redeem points.

#### **Booking**

- **Core Role:** Stores table reservations.
- Relationships:

  - o Lookup  $\rightarrow$  **Restaurant Table** (where the booking is seated).
- Theory:

Ensures efficient table allocation and reservation management, preventing double bookings and improving service flow.

#### **Restaurant Table**

- Core Role: Represents physical seating arrangements.
- **Relationship:** Lookup → **Booking**.
- Theory:

Allows staff to map reservations to available tables, track occupancy, and manage seating efficiently.

#### **Order**

- Core Role: Stores all food/beverage orders.
- Relationships:
  - o Master-Detail → **Order Item** (an order contains multiple items).
  - $\circ$  Lookup  $\rightarrow$  Contact (who placed the order).
  - $\circ$  Lookup  $\rightarrow$  **Booking** (for dine-in orders linked to reservations).
  - o Lookup  $\rightarrow$  Loyalty Account (if loyalty points are used).
- Theory:

The **backbone of restaurant operations** — captures both dine-in and delivery orders. It ties customer transactions to billing, loyalty points, and reporting.

#### **Order Item**

- Core Role: Captures individual food items within an order.
- Relationships:
  - $\circ$  Master-Detail  $\rightarrow$  **Order** (parent).
  - $\circ$  Lookup  $\rightarrow$  **Menu Item** (what was ordered).
- Theory:

Provides granularity. Instead of storing only the order total, the restaurant can track exactly which dishes were sold, in what quantity, and at what price.

#### Menu Item

- Core Role: Master catalog of dishes.
- Relationship: Referenced by Order Item.
- Theory:

The restaurant's product database. Every order item references a menu item, ensuring consistency in pricing and reporting.

