

IT-632-Software Engineering

Cafeteria Management System (Cashless Canteen)

Project Proposal Version 1.0

Team-2

Instructor – Professor Asim Banerjee

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1. Introduction

1.1 Project Team Members

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Group Leader: Purav Chitalia

1.2 Project Overview

The project is about developing an online web portal which facilitates quick, less erroneous, accountable and cashless transactions in the cafeteria at DA-IICT. Every student, faculty and rest of the staff need not to carry any cash to cafeteria for buying food, what they need is just to show their Id card to the cafeteria person and Bam!, you are done.

Every user can deposit a certain amount of money to his/her account through Head Cashier (supposed to be any CMC member and acts as an admin), and the same money would show up on his/her account in no time. After having got the balance in the account, the user need not worry about cash or even carrying a wallet down to cafeteria, what he needs to carry along is just the college ID card to buy food. The amount of the food would be debited from the user's account and would be credited to the appropriate canteen's account. The canteen owner than can collect the amount from the Head cashier on a decided time. The students or users can even transfer funds from one account to another.

The main idea and motivation behind developing the Cafeteria Management System is to eradicate the cash problems that all the students and even the canteen owners are facing in the current ongoing scenario.

Users:

- 1) Students
- 2) Faculties
- 3) Canteens

Each of the above users is given an account on the portal through which they can make their purchases and even view their transactions.

1.3 Project Scope

1.3.1 Present Scenario

Currently, the project is to be planned and built to be implemented in the DA-IICT cafeteria, but after some hands-on testing it can be exported to other cafeterias and can work as an independent Cafeteria Management System.

1.3.2 Future Scope

As this project's main motive is to provide cashless and more accountable canteen transactions, it can be implemented in cafeterias of not only colleges, but other educational institutes such as schools too.

1.4 Project Functionlities

- Cashless transactions in the cafeteria.
- Problems of change (small denominations in currency) and coupons solved.
- Daily, monthly, quarterly, early reports of the cafeteria as well as the student and faculty community as to what mount they spent on which canteen and when.
- Fund transfer from one account to another.
- View daily menus of all the canteens from your hostel rooms.
- Email alerts on the account activities of all the users.
- Problems of loans and deposits solved.

1.5 Technical Skills

The project to be built is a web application so it would require skills like

- 1) HTML, CSS, JavaScript, JQuery
- 2) Java, J2ee, Struts2
- 3) MySql

2. Software Development Plan

2.1 Project Activities

The group would conduct meetings internally as well as with the instructor, Teaching Assistants on a regular basis so to maintain work progress and the progress would also be recorded for documentation purposes. We would also regularly ask teachers/parents for their requirements and valuable inputs/feedback/comments.

2.2 Deliverables

- Web Portal for Cafeteria Management System.
- Design documentation.
- User Guide to help user understand the functionalities of the various modules.
- Reports that would be required at various stages of the Software Engineering process

3. Software Tracking and Oversight

For monitoring our progress and to evaluate ourselves, we shall be using the following tracking methods:

- Regular group meetings
- Recurrent update of Feasibility report, Requirements and Design documents.
- Persistent scrutiny at each step by one or two group members.
- Noting down hours put in at each meeting.

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