



FastFood

USER MANUAL

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INTRODUCTION

Thank you for purchasing *FastFood*! The purpose of this simulator is to provide you with the optimal path through a grocery store, getting you your items as fast as possible. Continue reading this manual to learn how to save time and money buying groceries, every week for the rest of your life.

EQUIPMENT/SOFTWARE REQUIRED

- Processing 3.5.4
- G4P GUI Builder 4.4.2
- A functioning computer
- Mouse and keyboard
- A monitor with a screen that is at least 1000 pixels wide and 600 pixels tall

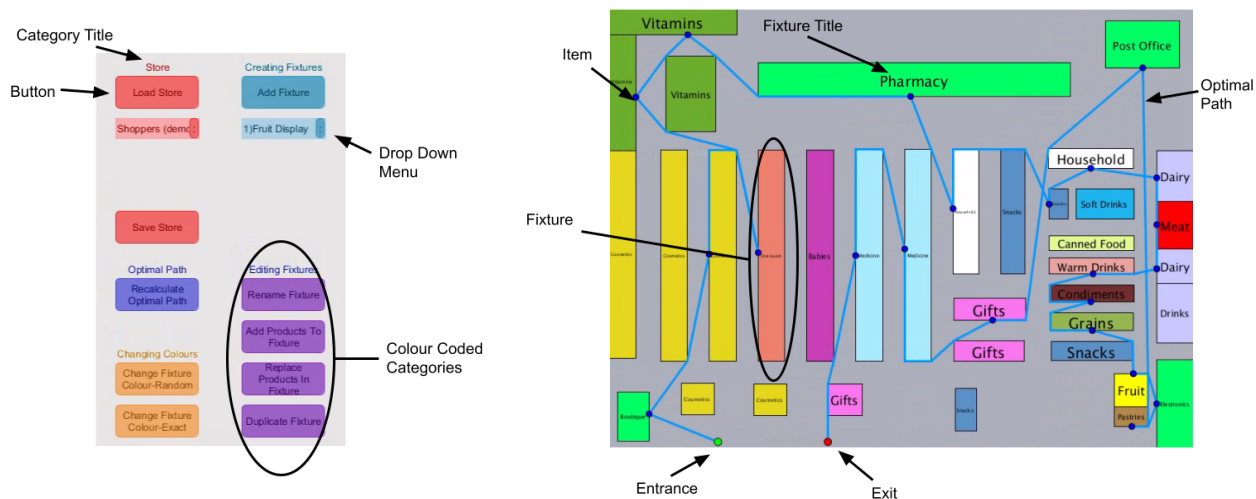
BUILDING AND RUNNING FASTFOOD

1. Clone the *FastFood* repository on GitHub from [here](#)
2. Open the latest version of Processing software
3. Go to menu File-> Open... -> Open a Processing sketch...
-> select the folder where the repository was cloned -> in this folder select "GroceryStoreSimulation"
4. Go to menu Sketch -> Run to start the application

5. Two windows will appear; one with a simulation of a grocery store and another with controls for the grocery store



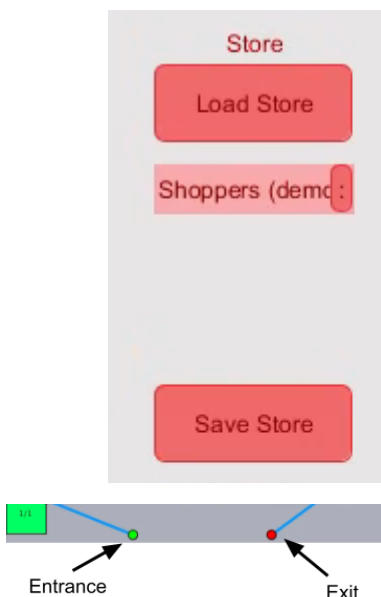
6. If you have a saved grocery store you can upload it into the larger panel (see details below).



HOW TO USE FASTFOOD

FastFood will give you the optimal path to get the groceries on your shopping list from a store whose configuration of fixtures resembles your store. You can create new store configurations or you can load an existing store configuration, which you have previously made. You will be able to alter the fixtures in the store and re-arrange them into a new configuration. These alterations can be done through the GUI window which loads alongside the main window at the start. *FastFood* will then automatically recalculate the optimal path through the store.

STORE EXPLAINED



Loading and Saving Stores:

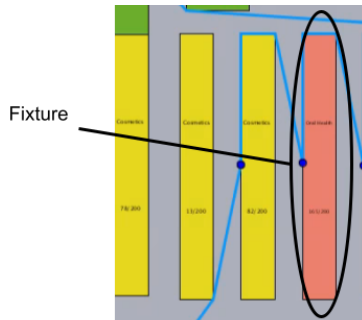
Loading a Store - To load a pre-saved store, select it from the red dropdown menu, which is under the “Store” category. Then click the “Load Store” button to load the store. This will make *FastFood* automatically calculate the optimal path to your items.

Saving a Store - To save a store on *FastFood* ensure you are not editing a fixture, and then click the “Save Store” button.

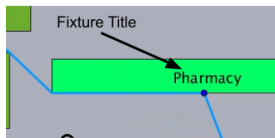
Entrance and Exit:

- The green dot represents the entrance to the store while the red dot represents the exit.

Fixtures:

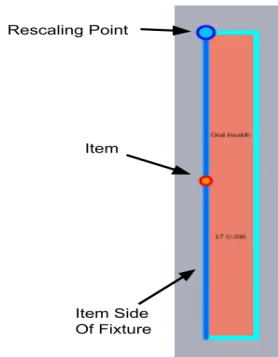


- Fixtures represent places from where you get items in your grocery store, such as shelves, bins, stands, counters, and fridges. Any product you wish to have in your store will be in a fixture. The colours of a fixture do not represent anything other than the definitions you give them. For example, if you want all your vegetable stands to be green *FastFood* will not treat those fixtures any differently.



Parts of a Fixture:

Fixture Title - Shows what category of items that fixture holds.



Editing a Fixture:

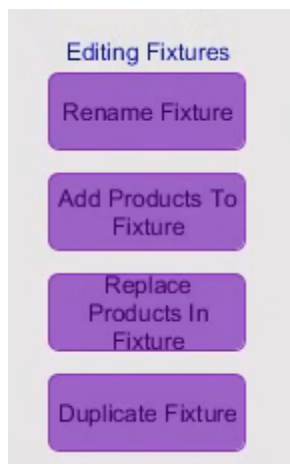
Movement - Click inside a fixture and then drag it or use the “wasd” keys to move it around the screen.

Rescaling Point - After clicking on a fixture click the light blue rescaling point to drag your cursor around to change the size of the fixture.

Item Side of Fixture - This is the side of the fixture where you would grab your item. For example, the side of a freezer with a door. It can be changed by clicking on the fixture and inputting the left or right arrow key.

Item - After clicking on a fixture you can click the red item dot to drag the item to exactly where you want it. For example, if you get your pharmaceuticals at the left side of the pharmacy counter, drag the red item dot to the left side of the pharmacy fixture.

Renaming Fixture - To rename a fixture click inside it and then click the “Rename Fixture” button. In the following text box input the new name for the fixture.



Adding Products - To add products to a fixture click inside it and then click the “Add Products To Fixture” button. A text box will appear where you can enter the names of the products which will be added to that fixture. These product names are case-sensitive and must be separated by dashes (-).

Replacing Products - To replace the products in a fixture click inside it and then click the “Replace Products In Fixture” button. A text box will appear where you can enter the names of the products which will be available in that fixture. These product names are case-sensitive and must be separated by dashes (-).

Duplicating Fixtures - To duplicate a fixture click inside it and then click the “Duplicate Fixture” button. A new fixture will then load in which is identical to the original fixture, except it does not have any products in it.

Creating a Fixture:

Adding a New Fixture - To initialize a new fixture you must first select the kind of fixture you want to make from the light blue dropdown menu. Once this is selected click the “Add Fixture” button to start the fixture-creating process.

Fixture Category - If you decide to create a custom fixture you will need to enter a fixture category. This will later become the fixture title.

Fixture Products - When creating a new fixture you will need to enter the names of the products which will be available in that fixture. These product names are case-sensitive and must be separated by dashes (-).

Fixture Colours:

Random Colour Change - To randomly change a fixture's colour, click on it and then press the “Change Fixture Colour-Random” button.

Exact Colour Change - To exactly change a fixture's colour, click on it and then press the “Change Fixture Colour-Exact” button. You will then be prompted to input the RGB value you want the fixture to be. The RGB value should have the three numbers which must be separated by commas.

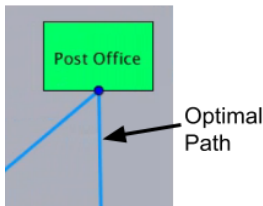
The image contains three screenshots of a web application interface. The top screenshot, titled 'Creating Fixtures', shows a light blue 'Add Fixture' button and a dropdown menu with '1)Fruit Display' selected. The middle-left screenshot shows a form with the label 'Enter fixture category:' and a text input field with the example '(e.g. 'Fruits', 'Veg', etc.)'. The middle-right screenshot shows a form with the label 'Enter fixture's products:' and a text input field with the instruction '(separate with dashes)'. The bottom screenshot, titled 'Changing Colours', shows two orange buttons: 'Change Fixture Colour-Random' and 'Change Fixture Colour-Exact'.

Items:

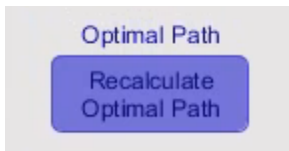


- The blue dots seen throughout the store are the items that are on your shopping list.

Optimal Path:



Definition - The optimal path is the blue line which runs throughout the store. It goes from item to item and it is the shortest path between the items you want.



Recalculation - The optimal path is automatically calculated, but, you can still manually recalculate it by pressing the “Recalculate Optimal Path” button.

SHOPPING LIST EXPLAINED

To add your shopping list to *FastFood* you can simply upload a shopping list to the program. However, an easier way to do this is to make your shopping list in the already created “ShoppingList” text file.

LEGAL - LICENSE INFORMATION

By using FastFood™ software you are agreeing to all terms and conditions in effect at the time of purchase.

CREDITS

FastFood was designed by Kevin Huang, Patrick Bota, and Baraa Arafeh from FastFood™.