



## Odoo Cafe POS

### **1. Project Overview**

This hackathon project is a Restaurant POS (Point of Sale) system called “**Odoo Cafe POS**”, designed to handle:

- Restaurant table-based ordering (**Floor/Table view**)
- Fast billing & checkout
- Multiple payment methods (**Cash, Card/Bank, UPI QR**)
- **Kitchen Display** integration (send orders directly to kitchen)
- **Customer Display**
- POS backend configuration + reporting dashboards
- Optional additions: **Self/Online Ordering (token-based)**, and basic **Booking**

### **2. Goals & Scope**

#### **Main Goal**

Build a complete POS flow including backend setup and frontend ordering.

#### **Key Outcomes**

- Cashier can open a POS session and start taking orders
- Orders can be paid using different payment methods
- Order details can be pushed to kitchen screen
- Dashboard/reporting shows sales and session details
- Customer-facing screen shows order/payment status

### **3. User Roles**

#### **POS User (Staff / Admin)**

- Manages POS setup (products, payment methods, floors & tables)
- Opens session, creates orders, and sends them to Kitchen Display

- Completes payments (Cash / Digital / UPI QR)
  - Views dashboard and reports
  - Handles self/online orders received in POS
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## 4. Modules / Features Breakdown

### A) POS Backend (Configuration Area)

#### A1) Authentication (Login / Signup)

- POS users can create an account using **Signup**
  - Existing users can access the system using **Login**
  - After login, the user can open POS session and access backend configuration
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#### A2) Product Management

1) **General Info:** Name, Category, Price, Unit, Tax, Product Description

2) **Variants:** Attribute (example: Pack), Values (6 / 12 items), Extra prices

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#### A3) Payment Method Setup

POS supports multiple payment types with enable/disable toggle:

##### 1) Cash

- If enabled, becomes available during checkout

##### 2) Digital (Bank/Card)

- Generic “**Digital**” category representing card and bank payments

##### 3) QR Payment (UPI)

- Dedicated UPI method
- Requires UPI ID (example shown: **123@yb1.com**)
- System generates QR code at payment screen based on saved UPI ID

#### Notes:

- UPI QR appears on the Payment page
  - Confirmation screen exists after QR scan
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## A4) Floor Plan Management

- Create floors (example: “Ground Floor”)
  - Add/manage tables Back-end
  - Table fields: Table Number, Seats, Active, Appointment Resource (optional)
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## A5) POS Terminal Setup + Sessions

POS Terminal is created from POS Settings and includes:

- Last open session
- Last closing sale amount

**Button:**

- Open Session → Opens POS terminal
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## A6) Self Ordering (Optional)

- System generates a **token** for mobile/self ordering (linked to a table/session)
  - Orders placed using this token automatically create an **Order Number**
  - Order is sent directly to **Kitchen Display** for preparation
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## A7) Kitchen Display

- Receives order items after cashier sends the order
  - Flow includes a Send button → pushes menu/order to Kitchen Display
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## A8) Reporting & Dashboard

- Dashboard + reporting menu
- Export options: **PDF / XLS**

## Reporting Filters (Purpose)

- **Period:** Used to view sales/orders within a specific date range (today, week, custom range)
  - **Session:** Filters reports by a specific POS session to analyze shift-wise sales
  - **Responsible:** Filters data by staff/user responsible for the session or orders
  - **Product:** Filters reporting based on a product to track best-selling or low-selling items
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## B) POS Frontend (Terminal Experience)

### B1) POS Terminal – Top Menu

Top navigation contains:

- **Table:** Redirects to Table/Floor Plan view
- **Register:** Opens register screen

Actions:

- **Reload Data:** Refreshes POS data from backend (latest products/settings).
  - **Go to Back-end:** Opens POS configuration/settings screen.
  - **Close Register:** Ends the current POS session and closes the register.
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### B2) Floor View (Table View)

- Tables appear as selectable cards/buttons
  - Example numbers: Table 3, Table 6 etc.
  - Selecting a table starts order creation for that table
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### B3) Order Screen (Products + Cart)

- Pick products (Pizza, Pasta, Burger, Coffee, Water)
  - Adjust quantities (+/-)
  - View order lines with price totals
  - Confirm and move to payment
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## B4) Payment Screen

Payment screen includes:

- Total amount (example: **\$580**)
- Payment methods list:
  - Cash
  - Digital / Card
  - UPI QR

After payment method selection:

- Validate payment
  - Confirmation screen
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## B5) UPI QR Payment Flow (Special Flow)

When UPI is selected:

- Show QR code screen
- Display:
  - Amount
  - “UPI QR” label
- Buttons:
  - Confirmed
  - Cancel

After confirmation:

- Payment confirmation screen appears
  - Clicking anywhere dismisses it
  - User returns to Floor View automatically
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## B6) Customer Display

Separate display screen for customer view:

- Shows order info
  - Shows payment status (paid/unpaid)
  - Useful for transparency
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## B7) Kitchen Display

Kitchen Display shows:

- Only the products/categories that are configured to be sent to the kitchen
- Items list with quantity and item names
- Orders coming in real-time from POS “Send” action



## Order Stages

- To Cook → newly received orders
- Preparing → items currently being prepared
- Completed → ready orders



## Kitchen Actions

- Clicking a ticket/card moves the order to the next stage
- Clicking a product item marks it as prepared (strike-through)
- Ticket number is same as the Order number

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## 5. Complete Flow (End-to-End)

- POS user signs up (first time) or logs in to access the system
- POS user configures POS (products, payment methods, floor/tables, displays)
- POS user opens session and selects a table
- Order is created either:
  - from POS manually, **or**
  - via mobile/self ordering using token (auto creates Order Number)
- Order is sent to Kitchen Display for preparation
- Kitchen updates order status (To Cook → Preparing → Completed)
- POS user completes payment (Cash / Digital / UPI QR)
- Reports are reviewed using filters (Period / Session / Responsible / Product)

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## 6. Why This Hackathon Problem is Important

- **Real-world ERP workflow:** Shows how a complete restaurant flow works end-to-end (POS → Kitchen → Payment → Reports).
- **Business logic focus:** Teaches handling real operational problems like order lifecycle, table management, and status tracking not just UI.
- **Industry-ready system thinking:** Builds a production-like solution with real-time coordination, multi-payment support, and reporting insights.

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 **Mockup Link**

Mockup: <https://link.excalidraw.com/l/65VNwvy7c4X/23T6FEnXS2I>