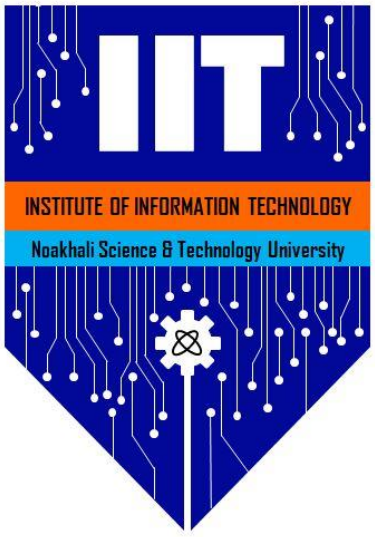
Project Proposal
On
NSTU Food Ordering System

CSE 3103 Web Technology Lab



Institute of Information Technology (IIT)

Noakhali Science and Technology University, NSTU

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Project Identification Numbers-	

1. Title:

NSTU Food Ordering System

2.Project Area:

Our project is mainly built around the students of Noakhali Science and Technology University. Thus, primarily, we can consider the campus of NSTU as our project area. Area can be extended based on our food entrepreneur wish and the delivery procedure.

3.Group Member Names:

Name	ID
Md. Al-Amin	ASH1925008M
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4.Motivation:

Good food has always been a problem for our university students. Every now and then, students have been seen complaining to higher authorities about it. We have a few food stalls, but they do not serve good quality food, and they are very costly. Also, the food provided in the dining hall is not hygienic.

We have many business-minded people on campus who want to be food entrepreneurs. They dream of starting their own business from student life. But they do not get the proper platform for that.

To mitigate the food problems of students and the obstacles food entrepreneurs have in their way of starting their business, we want to build a platform where both the problems can be solved. Food entrepreneurs would be able to start their catering business and students would be able to have good food.

5.Objectives:

- Creating Web application
- Implementation of HTML, CSS, JAVASCRIPT knowledge
- Implementation of PHP knowledge
- Integrating database and managing database

6. Introduction:

NSTU Food Ordering System is a web-based application intended to provide a platform for food entrepreneurs to start their own business. Students would be able to establish themselves as entrepreneurs from the beginning of their student life. Also, general students get to have delicious home-made food, which ensures both taste and hygiene.

To begin as a food entrepreneur, students must first register in the system and create a profile. Food entrepreneurs' profiles will contain a list of foods they offer.

General students will log in as students and they will get to order the food they want. The food entrepreneur will be notified about the order and he will deliver the food in person and receive payment as both the student and food entrepreneur are on campus.

7. Justification of the Project:

Our project provides a better solution for food problem of students of NSTU facing currently. Also, it opens a new door for food Entrepreneurs of NSTU. It is essential according to our university current situation and location. Being far from Maijdee city, getting good food has been always a problem. Higher authority is also facing many obstacles to overcome this problem.

Benefits of our system are:

- It will provide quality food for students and university staffs
- It will also help new entrepreneurs to start up their business
- It will also be helpful for authorities of our university

8. Brief review of works related to the proposal:

Online food ordering is the process of placing a food order from a website or other application, either for delivery or pickup. Recently, there has been a huge shift in the food sector. Nowadays, customers may easily buy meals online and have it delivered to their houses as quickly as possible. The growth rate for online food ordering and restaurant delivery has actually been above 20% over the last five years.

The following businesses provide online Food ordering:

- Uber Eats
- Hungry Panda
- Swiggy
- HungryNaki
- FoodPanda

Our project is primarily focused on NSTU students and food vendors. Local students or other people may be the buyers. This app will provide students with a fantastic opportunity to start their own business.

9. Methodology

Software development models are the types of models that specify how a project should be carried out, including the steps involved in developing software in accordance with user and business requirements. For our project, we essentially follow the waterfall model. Software development is divided into various phases using the waterfall model, which is a sequential concept. Each step of the SDLC is created to carry out a particular task.

Reason for selecting waterfall model:

1. Uses clear structure
2. Determines the end goal early
3. Transfers information well

10. Expected outcomes

The system is mostly based on our campus so that students can get benefits from it. The expected outcomes are-

1. Students order food online because it's just so convenient and easy for them. Everything is at their fingertips. Just about anyone who has a smartphone or a laptop can use it to order food online.

1. Numerous third-party businesses, including Uber Eats and Deliveroo, charge up to 30% in fee on each order. There will be some initial costs involved in setting up this food ordering system for our campus, but once it's up and running, all you'll have to pay is a subscription fee and a small transaction fee.

2. They can order whenever they want. Even if a tong is closed, its online food ordering service may still remain operational. Students can place orders at any time and select a specific delivery or pickup time for when the tong is open while using the online food ordering system.

11.Beneficiaries/Users:

The Noakhali science and technology students are the system's key beneficiaries.

References:

Sommerville, I. (2016) Software Engineering. 10th Edition, Pearson Education Limited, Boston.

Web Technologies: A Computer Science Perspective

Book by Jeffrey C. Jackson