System Design for Food Delivery app

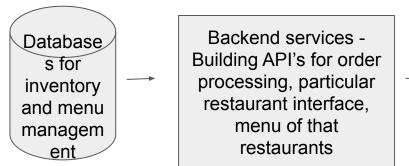
User Segments:

Restaurants — Delivery Partners — End users who order food

Restaurants:

Components: Menu Management, Inventory management,notific ation for order, order processing

System Requirements

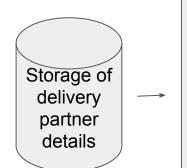


Front end services for restaurant staffs to manage the order, accept the order and notify the order details to the delivery partners and/or to the consumers

Delivery Partners:

System Requirements

Components :Real time tracking system through maps integration, matching nearby delivery partner to the nearby restaurants. notification on the available order from the restaurants. Display payments related objectives, incentives, gateway transaction. communication channels to the end users.



Backend services Building API's for order
assignment, to notify
the delivery status, and
payment related
services, to track the
order details (scaling
the os for both the
android and ios
systems for both web
interfaces and app
development).

Front end services for to track the deliveries,manage the orders, (web interfaces and app development on android and ios.)

Note: Connection between the restaurants and the end users are managed through delivery partners, acts like a middlemen here.

End users: System Requirements

Components: Functionalities to view restaurants in the locality, to view menu of the particular restaurant, to place orders, track orders and deliveries, order placing and add to cart options, payment gateway interactions for various order types, communication channels for the users to the restaurants and the delivery partners, feedback and notifications receive.

Databases to store user info, order history, feedback data and notification s of feedback data

Backend services Building API's for
restaurant search and
menu, for order
lifecycle(menu
display-add to
cart-order
placement-paymentfeedback)

Front end services
users to browse,
order and track
deliveries and to
provide feedback
(interfaces on android
and ios for web
services and app
development).

Considerations:

User Experience for restaurant staffs to delivery partners to order placers.

Building for mobile applications as well as for pc users.

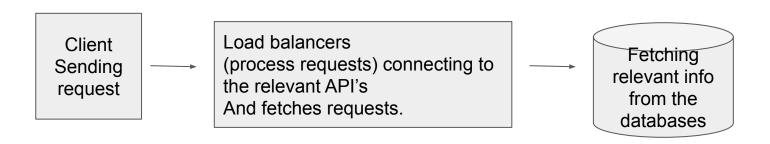
Building on web services and even for apps.

Building for different versions for android users and ios users.

Security and Authentication factors in payment gateways.

Scalability factors and response time for users.

Basic common architecture:



System requirements for OTT platforms

User Segments:

Content Creators → Content Aggregators → Content Viewers/Production House

Content Viewers/ Production House

System Requirements

Components: Handles Encoding, decoding, and streamlining of different video qualities. Sticking out to platform compliance and regulations, content distribution network for scaling contents across networks. Cloud based support to upload content, Payment gateways to receive Payments.

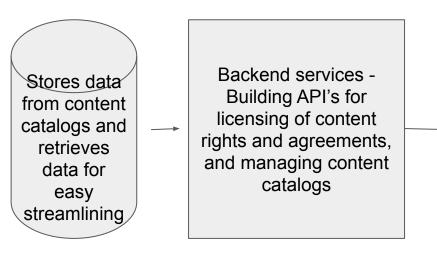
Manages
Video files,
audio tracks,
images and
data related
to the
content

Backend services Building API's for
managing and
streamlining contents,
Stores data on
ownership, licensing
and royalty
agreements.

Front end services for content creators and production hub for visulas, logos and thumbnails, Content Upload feature, Managing content and metadata tagging.

Content Aggregators: System Requirements

Components: Handles
Quality control and
compliance checks for
contents, Standardization
of metadata formats based
on categorization tags, and
labels for consistency and
ease of use. Features to
interact with license
providers and content
creators.



Front end services for dashboard of content

acquisition and

content catalog.and

content scheduling

and categorization,

content selection

tools and search

engine filters based

on genres and

language

Note: Here, Content Aggregators checks the compliance and regulatory standards and manages the content catalog and streamlining process. The content creators or production Hub after their work routes all the work to content aggregators who will approve it and then the content reaches the viewers. (if needed content aggregators can add an extra step to route the content for regulations and compliance checks and then approve.

End users: System Requirements

Components: Functionalities to explore content. allow different functionality and preference selection. Options for text display. Content Network to reduce latency and high quality streaming. Providing connections from mobile apps/ servers to TV's. Cloud based services for content download and storage. Payment Gateways for secured Payments, Pay for every watch system, based on points instead of subscription based model.

Databases
to store user
info, order
and
authenticatio
n of users
Content
history

Backend services Building API's for User
Authentication and
content functionalities,
Share accounts and
customised
functionalities.

Front end services for users to interact in dashboard and content search, content navigation based on different features like genres, navigation. User authentication and registration and connections for different hardwares or platforms.

Considerations:

- User Interaction between Content Creators/Production Hub to Aggregators and User Experience for Content Viewers.
- Building for mobile applications to connect with hardware components like TV's and Microphones.
- Building on web services and even for apps.
- Building for different versions for android users and ios users without any discrepancies or content change.
- Security and Authentication factors in payment gateways of the subscriptions or pay per watch rates.
- Caches, a temporary memory storage units can be used for faster content delivery.

Design Of Local Food Delivery App

solution2! - Before completely developing a product, word of mouth would actually help branding a product Food Delivery App: USEr segments -> Delivery partner I rend users who order toods Can create pages in social media websites and Do Social media Marketing or digital Marketing

Title: Mission Food L Problem Statement: To design a Food delivery app in the locality and sealing From small scale to compete between Ties 2 so ties 3 Competitions Goal: -* To increase the reach of small scale Focal Food stals in the Local communities. * To promote health Factors through the supply of Food Objective: -It To promote the healthy Food reach the Local communities through Branding / contents strategies. Product Design: -> Pain Point 1: Delivery cost/ from Far away places are high => Painfoint 2: - Health issues from outside Foods becomes an Hazard. User segment -7 Locals - School going children - Working professionals - Office teaps. the minds of people. & Solution one. > Suppose I say, there is big office setups or MNC's located in the marked place, the app can reach that particular offices to receive Food From that delivery app. like a tupip or collaboration.