

Student Credit System

Group 5 - Canteen C Cash Cash

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Project Overview

Purpose

- Resolve long wait times and queues at campus canteen
- Implement a student credit system for seamless transactions.
- Order placement and management without queues and cash handling.

Project Overview

Objectives

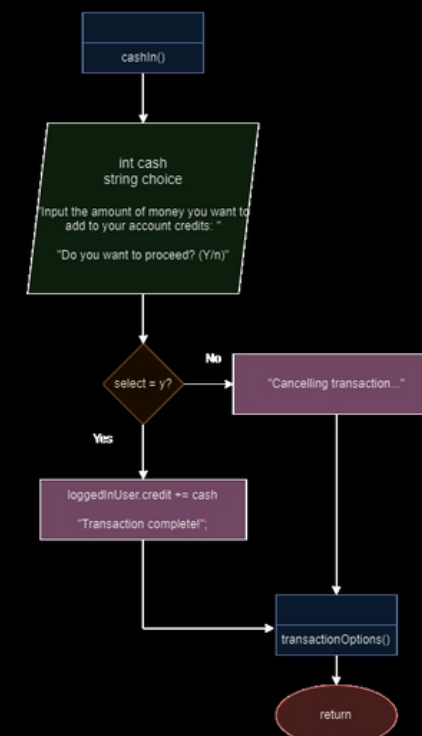
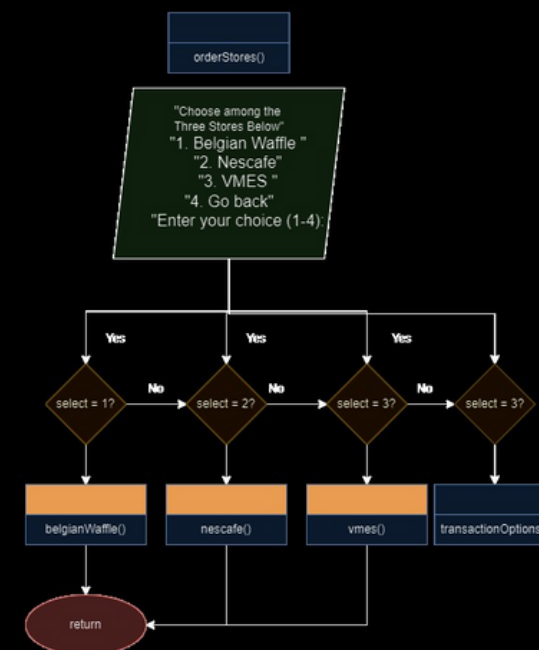
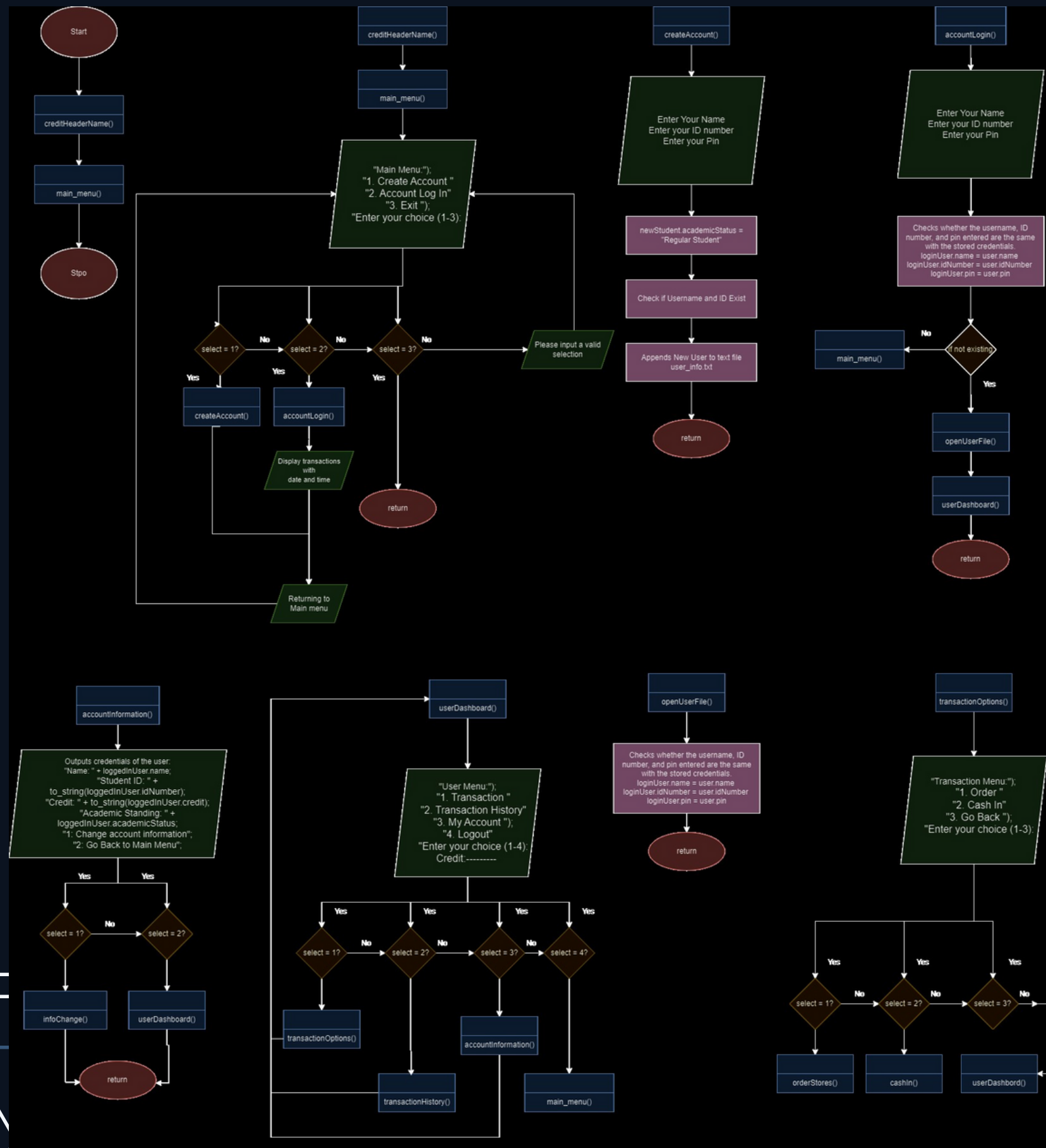
- .Showcase a cashless system within the campuses of Mapua, befitting the name of being an institute of technology.
- .Promote an efficient and convenient means of campus transactions without using cash.
- .Promote digital literacy and financial inclusion to every student on campus, even those who do not have bank accounts.

Project Overview

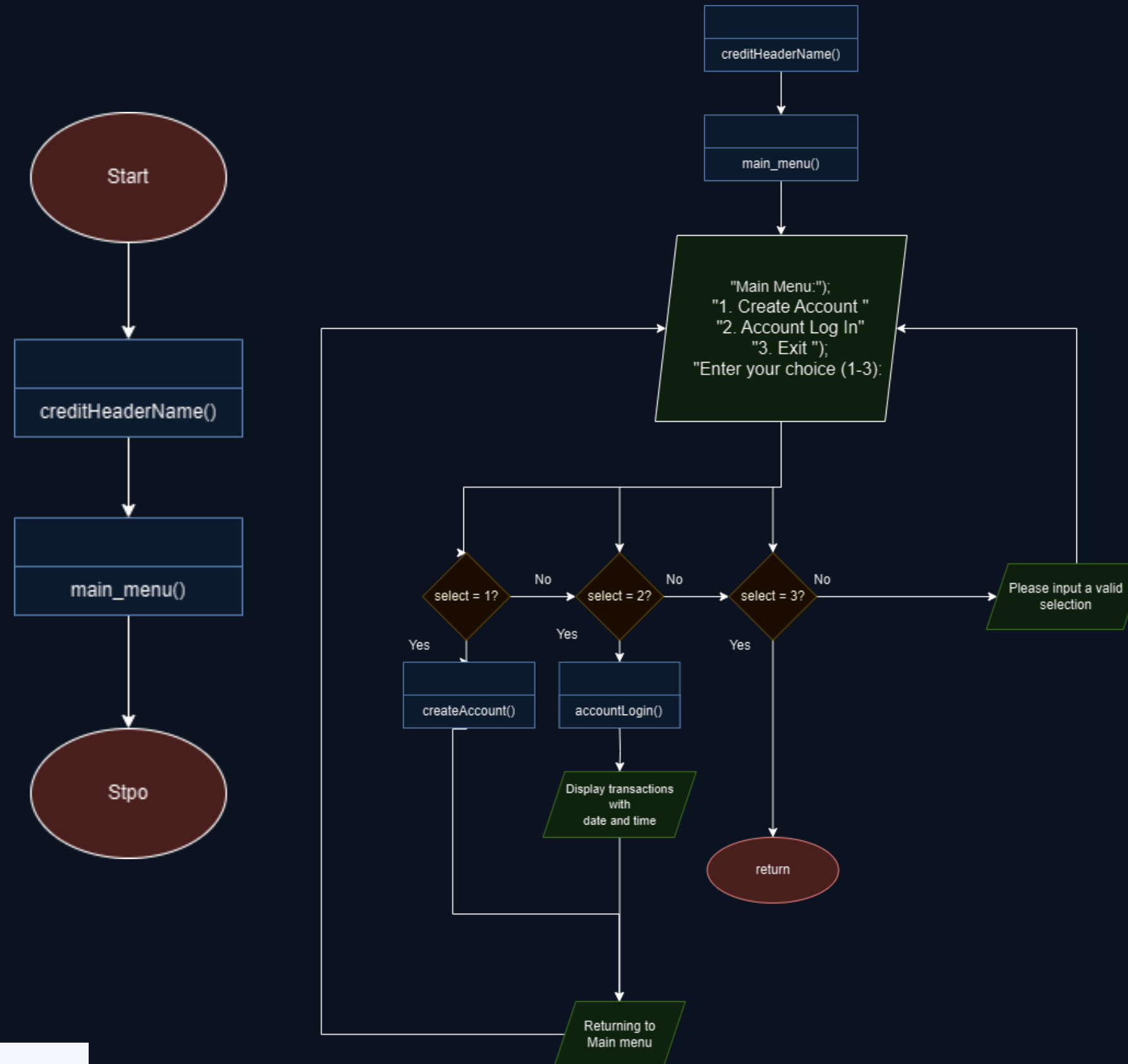
Innovation

The project implements a cashless, credit-based payment system that streamlines transactions across campus while rewarding students with discounts and credits for using the app and achieving academic success.

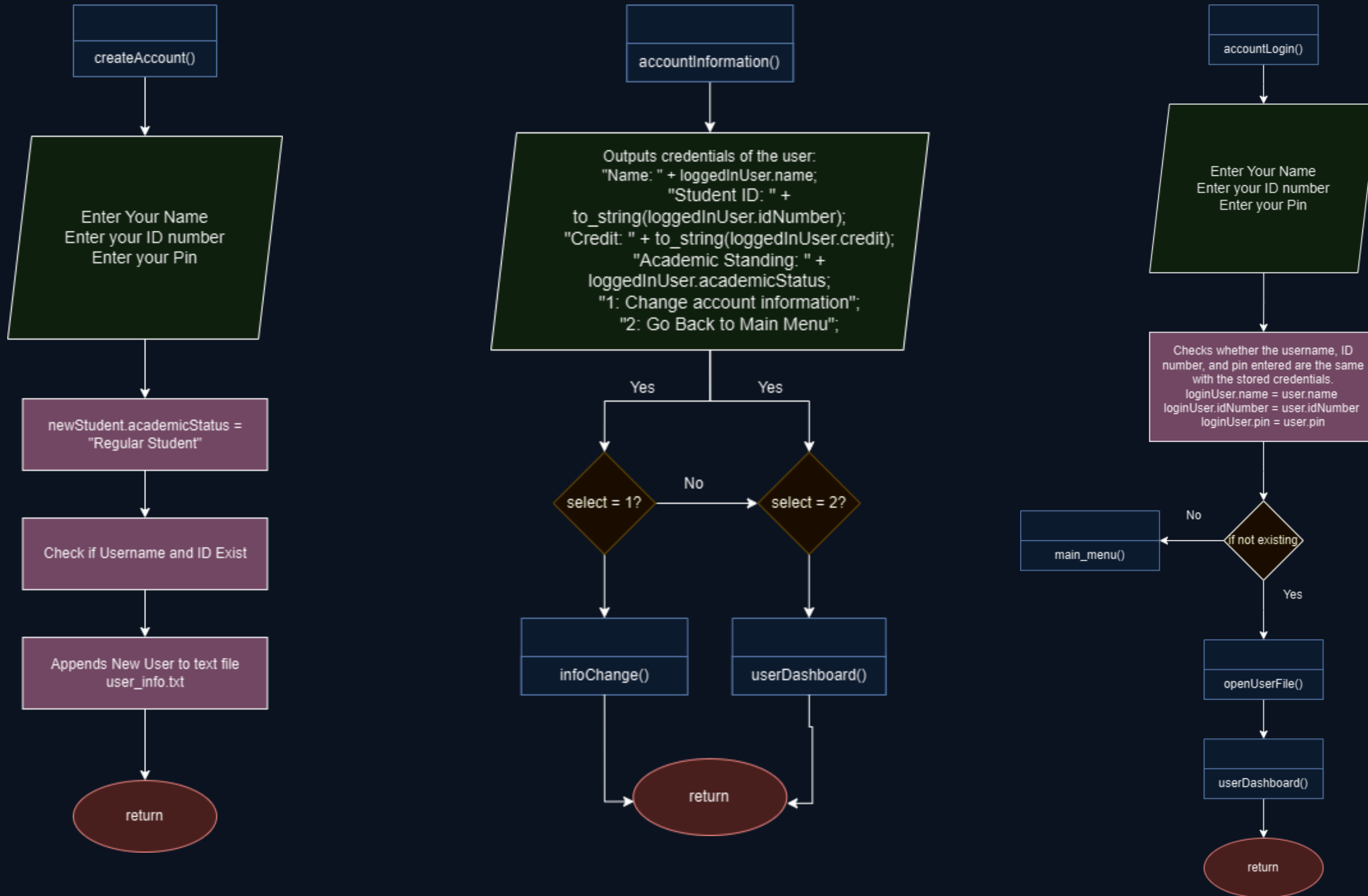
Whole Project Flowchart



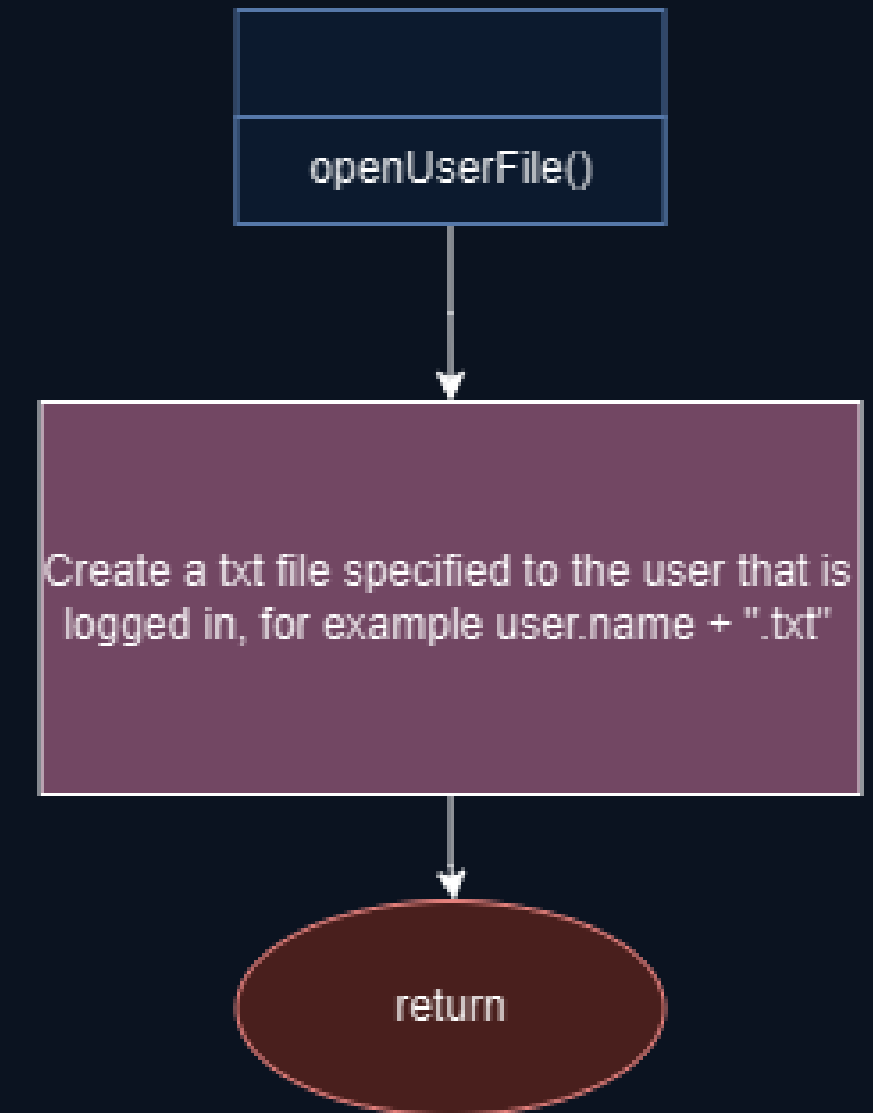
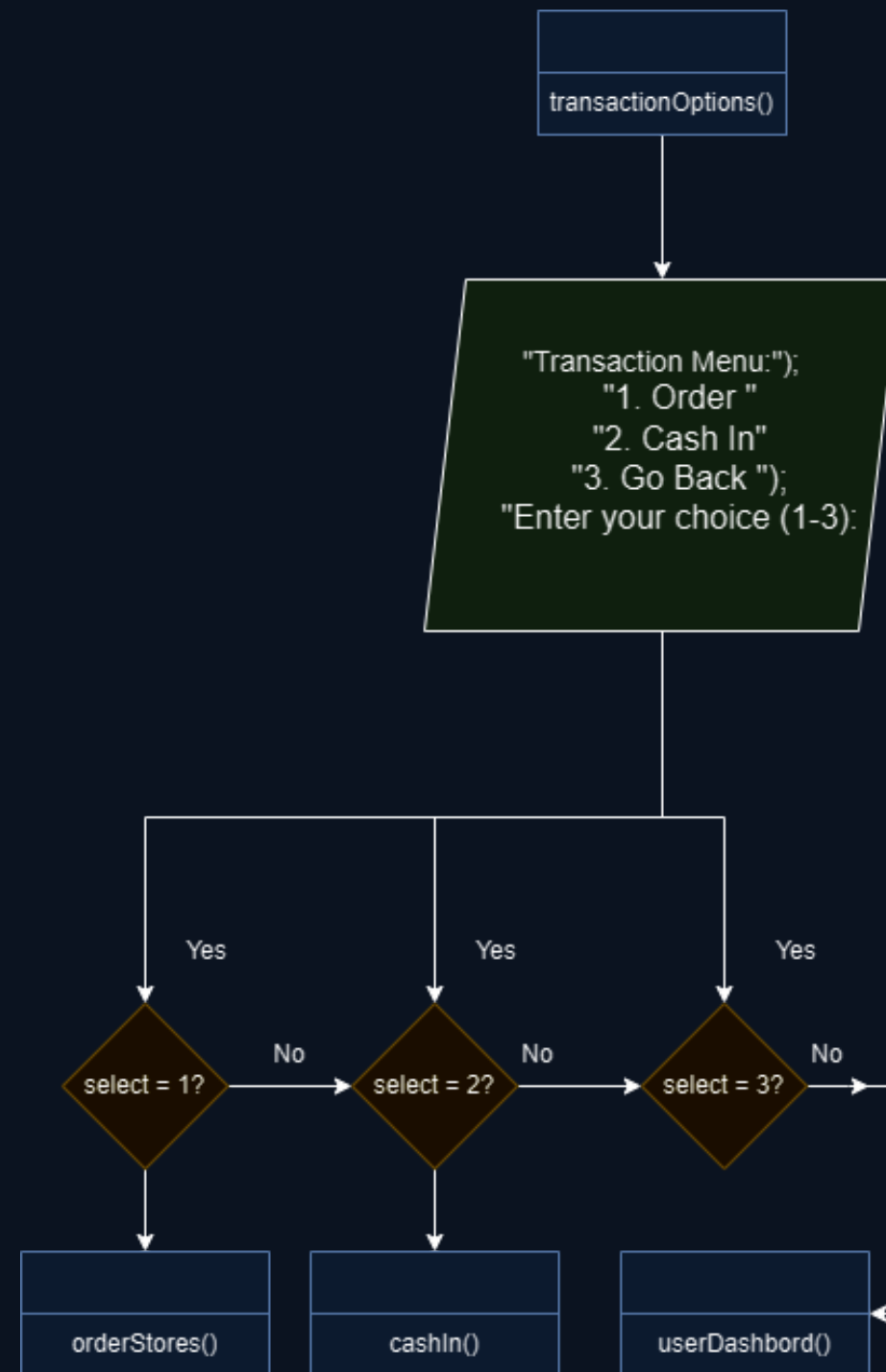
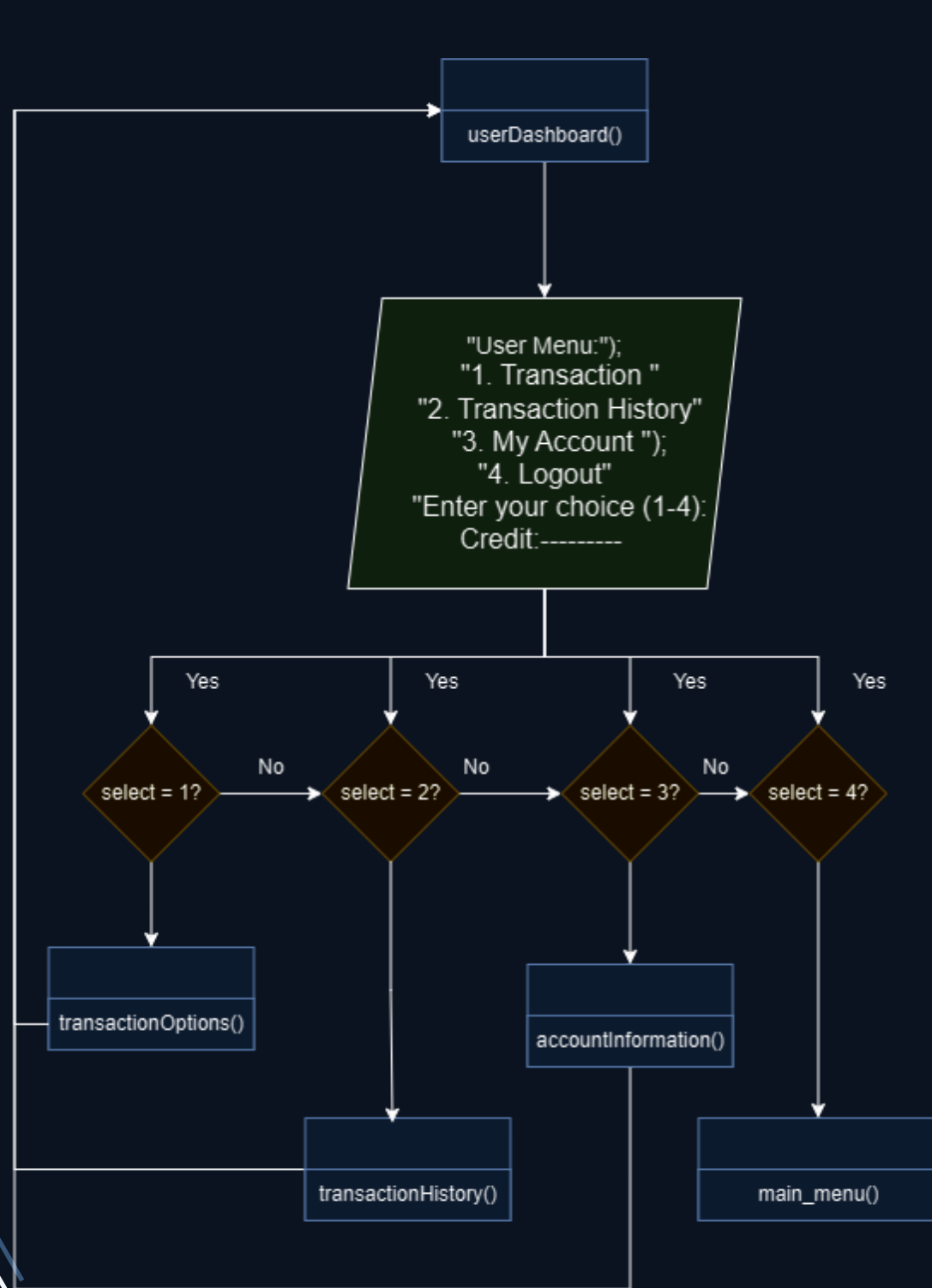
Project Flowchart



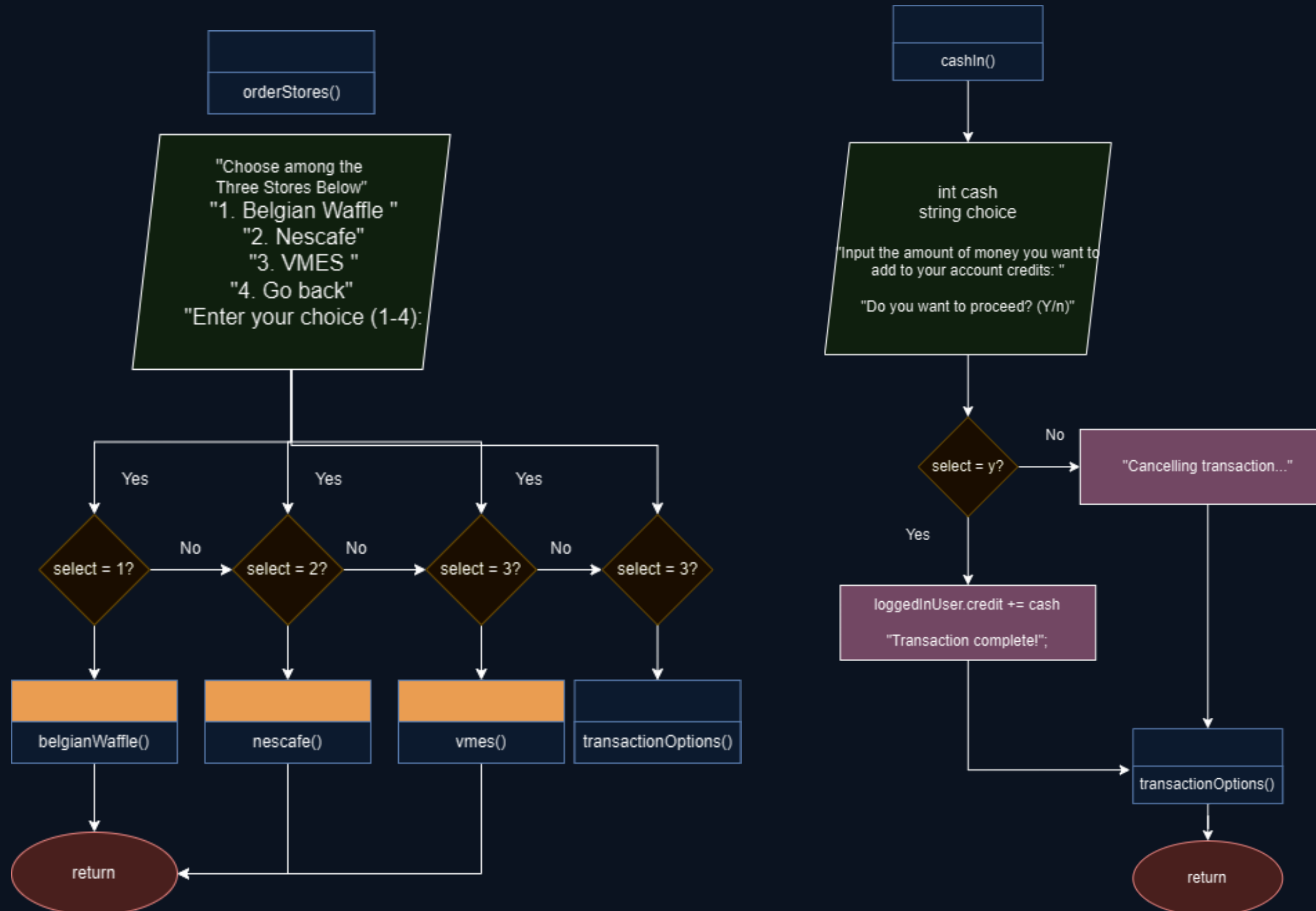
Project Flowchart



Project Flowchart



Project Flowchart



Project Features



1. The system can do C.R.U.D. The user can top-up to their accounts.
2. There will be multiple user roles in the system such as student, scholar, athlete. At least 5 users must be pre-made in the system with each varying privileges and discounts.
3. There will be a transaction history per user to be displayed in the account.
4. The system is able to simulate 3 separate stalls with multiple items and prices each.
5. The system is implemented in a console-based output with a menu-style display.



Thank you for
your time!

