

BMSIT PROJECT

(WEB APPLICATION) as of now

PROJECT DEFINITION:

Target Audience:

Students and faculty of the college

Purpose: (How does the application help the users)

A multi-purpose application in:

1. **Cafeteria:** To serve the customers on time and guarantees that the food is delivered, notifies in case of unavailability
2. **Stationery:** End-to-end delivery of the products ordered
3. **Vehicle Pooling:** Safety issues are resolved since the person who gives and takes the ride belongs to the college

Adjectives:

FOOD

Safe

User-friendly (convenient)

VEHICLE POOLING

Product Catalogue

Affordable

On-time Delivery

STATIONERY

Reliability

Time saving

Elegant

Refers To:

USER: Student and faculty of college

CLIENT: Institution, Cafeteria, Stationery in college (Vehicle Pooling)

ADMIN: All controls

FUNCTIONALITY

USER

Cafeteria	Stationery	Vehicle Pooling
Placing orders	Placing orders	Post Ride
View menu	View menu	Take ride
Add cart	Add cart	Payment
Rate	Rate	Previous ride
Post reviews	Post reviews	Current rides
Offers	Offers	Searching
Payments	Payments	
Previous orders	Previous orders	
Recommendations	Recommendations	

CLIENT

Cafeteria	Stationery	Institution
Creating Menu items	CRUD on items	Registering
Delete/ Modify Items	Creating Menu items	Student list
Receive Orders	Delete/ Modify Items	Faculty list
Update Orders	Receive Orders	Cafeteria
Accounting	Update Orders	Stationery
Discounts /Offers	Accounting	Authorization
	Discounts /Offers	

CRUD – Creating Reading Updating Deleting)

REQUIREMENTS:

Tech Stack:

Client Side:

- React.js
- Redux Toolkit (State Management)
- Axios (HTTP client for node.js and browser) / RTX Query
- MUI (Material UI – react library)
- React Router (client and server routing library)

Server Side:

- Node.js (& express.js)
- Firebase / Cloudinary Storage
- Mongoose
- MongoDB
- (Passport – Authentication)

Teams:

Front-end	Back-end
Arham & Sagar	Arham & Sagar
Rohit	Nagashree
Surabhi	Punith
Lavenia	Brindha
Kritika	Likitha
Malavika	

(Learning -- After Exams Till We Start Development)

UX DESIGN: (October 2nd week)

- Flow/ Sequence
- Low-fi & Hi-fi Wireframes

UI DESIGN: (October 3rd week)

- Color palette
- Typography
- Logo Design
- everything else :)

REVIEW ()

DEVELOPMENT: (November)

Front-end and back-end development done in parallel