Project overview

This allows the most important requirements for your activities to be selected in order to interpret them and take efficient decisions

Project name:

Write Here

Date: Write Here

Main site objectives:

Develop a Frontend and Backend application that simulates a restaurant menu and ordering system. The system should handle customer orders, manage online deliveries across multiple restaurants, and oversee finances

Target Audience

Who are our users:

1. **Tech-savvy individuals:** Comfortable using mobile apps and websites for ordering.
2. **Busy professionals:** Short on time and value quick and easy ordering options.
3. **Families**: Need a user-friendly system to browse menus and customize orders for everyone.

What are their needs:

1. **Simplicity and Speed:** An intuitive interface that allows users to browse menus, find desired dishes, and complete orders with minimal steps.
2. **Customization:** The ability to personalize orders through add-ons and substitutions.
3. **Transparency**: Clear and detailed menus with high-quality pictures and accurate descriptions. All costs upfront, including menu prices.
4. **Convenience**: Ordering should accommodate add, view, tip, and remove items.
5. **Trust and Security:** A secure payment gateway that allows them to add credits.

Key Performance Indicators

Core features of the site:

1. User Authentication
   a. The application must provide secure user authentication features, enabling users to register, log in, and log out.
   b. User credentials should be securely handled, with passwords hashed before storage.
   c. Users should have a profile page to view and manage their account information, including adding credit and checking their account balance.
2. Menu Fetching and Display
   a. The application should fetch menu data from the provided API and display at least six categories from folowing:
      i. bbqs,
      ii. breads,
      iii. burgers,
      iv. chocolates,
      v. desserts,
      vi. drinks,
      vii. fried-chicken,
      viii. ice-cream,
      ix. pizzas,
      x. porks,
      xi. sandwiches,
      xii. sausages,
      xiii. steaks

b. All menu items must be displayed with:
        i. images,
        ii. food names,
        iii. prices.
        iv. restaurant names,
        v. country
    c. Users should be able to:
        i. filter category menu items and see menu items from the chosen category.
        ii. see all restaurants on the map.
        iii. view menu items upon clicking on the specific restaurant.
3. Order Management
    a. Users should be able to:
        i. add items to their order,
        ii. view a summary of their current order,
        iii. add tips to their order total,
        iv. remove items from their order before finalizing it.
4. Payment Processing
    a. Users should be able to add credit to their account and view their balance.
    b. Payments should only be processed if the user has sufficient credit.
    c. The application should provide feedback to the user on successful or unsuccessful payment attempts.
5. User Interface and Experience
    a. The application must provide an intuitive and seamless user experience for browsing the menu and placing orders.
    b. Responsive design techniques must be used to ensure functionality across various devices and screen sizes.