# Final Project Report: Pizza Ordering Mobile App

# 1. Project Aim and Description

The aim of this project is to design and develop a user-friendly mobile application for ordering pizzas online. The app allows users to browse a variety of pizzas, mark favorites, manage a shopping cart, select payment options, and view order history — providing a seamless food ordering experience.

# 2. Functional Requirements (Detailed)

## • User Authentication:

Users should be able to register and log in using their email and password. Logged-in users should stay signed in unless they explicitly log out.

#### • Browse Pizza Menu:

Display a list of available pizzas with images, names, descriptions, and prices. Each pizza card should show a quick "Add to Cart" button and a "Favorite" icon.

## • Add to Favorites:

Users should be able to mark any pizza as a favorite. Favorite pizzas should be stored locally or in the database and be accessible in the 'Favorite Pizza' section.

#### Add to Cart:

Users can add pizzas to the cart, increase or decrease quantity, or remove them. The cart should display each item's name, quantity, price, and estimated delivery time.

#### • Order Placement:

Users can place orders through the cart page by selecting a payment method: Credit Card, Debit Card, or Cash On Delivery. Order confirmation and success message must be shown upon placing an order.

## • Order History:

Users can see all past orders with details like Date & time of order, Items ordered, Total amount paid, and Payment method used.

## • Payment Handling:

For card payments, users must enter card details with proper field validation. A secure experience must be ensured with visual cues.

# Log Out:

Users must be able to log out, and a confirmation dialog should be shown before doing so.

# 3. Non-Functional Requirements (Detailed)

#### • Performance:

App should load the pizza menu and cart within 2 seconds. Transitions should be smooth.

## Usability:

UI must be intuitive with clearly labeled buttons and icons. Consistent color and typography.

# • Responsiveness:

App must work well on different screen sizes and orientations.

# • Scalability:

Support adding more pizzas, categories, or payment methods without major redesign.

## • Security:

Mask card fields and never store sensitive data locally. Confirm actions like logout or removal.

## Reliability:

Handle network issues gracefully with error messages and retry options.

## Data Persistence:

Favorites and order history should persist across sessions using local DB or cloud.

# 4. User Stories (Detailed)

- 1. As a new user, I want to sign up with my email and password so that I can create a personal account to place orders.
- 2. As a returning user, I want to log in securely so that I can access my previous orders and favorites.
- 3. As a user, I want to view a list of pizzas with descriptions and prices so I can choose the best one for my taste and budget.
- 4. As a user, I want to mark pizzas as favorites so I can easily reorder them next time.

- 5. As a user, I want to add pizzas to my cart and adjust the quantity so that I can customize my order before placing it.
- 6. As a user, I want to review my cart and see a detailed cost breakdown including tax so that I know exactly how much I'm paying.
- 7. As a user, I want multiple payment options including credit, debit, and cash so that I can choose the method I'm most comfortable with.
- 8. As a user, I want to see a confirmation message once I place my order so I know it went through successfully.
- 9. As a user, I want to check my order history with full details so that I can track what I've ordered and reorder quickly.
- 10. As a user, I want to log out from my account securely so that no one else can access my personal data.

# 4. Individual's Role and Responsibilities

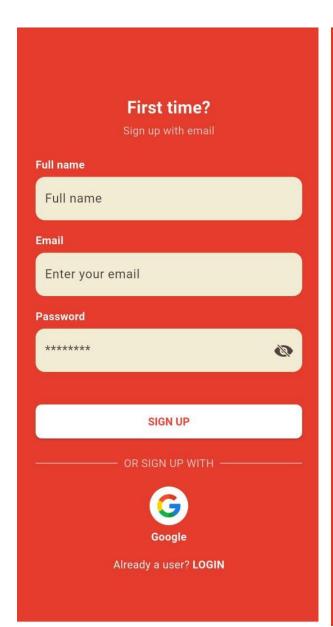
Our team consists of three members:

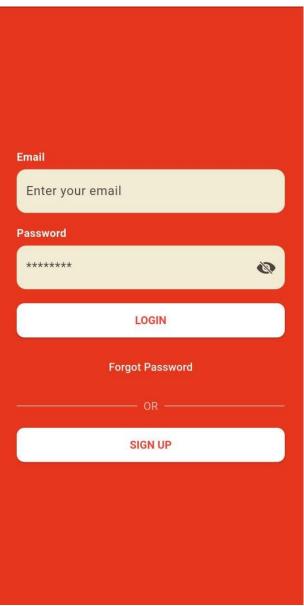
- Prinsi Hareshbhai Falakiya
- Poojan Bharatbhai Suthar
- Kiran Suraj Syamkumar

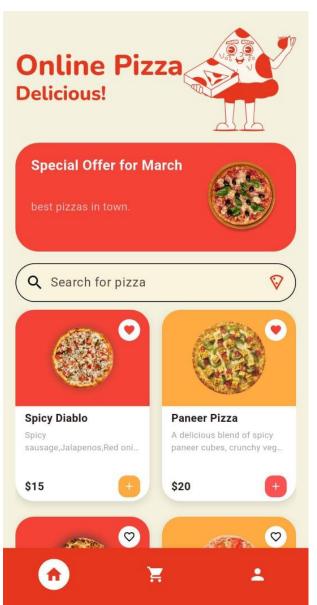
As all of us were new to Flutter development, we initially began by dividing tasks individually. However, during the early stages, one of our team members, Poojan, encountered an issue related to state management. Kiran was able to resolve the issue within a short period, which made us realize the value of collaborative problem-solving.

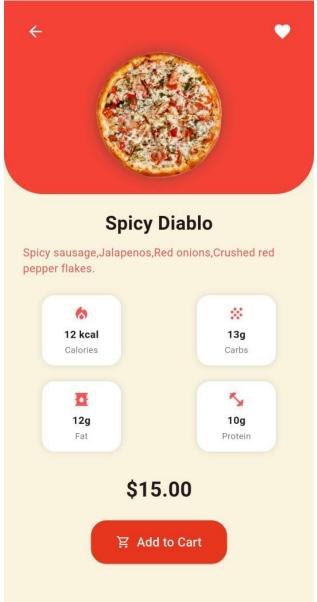
From that point onward, we decided to adopt a more team-oriented approach. We worked closely together, shared knowledge, and assisted one another throughout the development process. This collaboration not only improved our understanding of Flutter but also enhanced the quality and efficiency of our project.

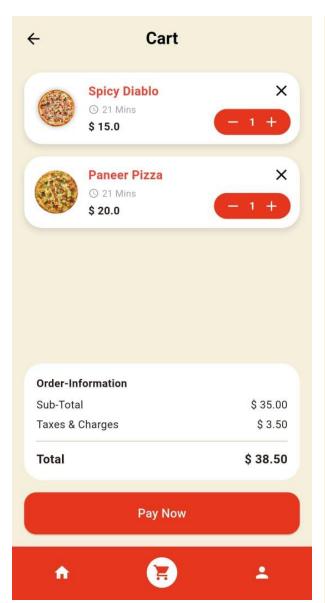
Each team member contributed equally in terms of coding, UI design, API integration, and testing. By supporting one another, we were able to overcome challenges more effectively and complete the project successfully.

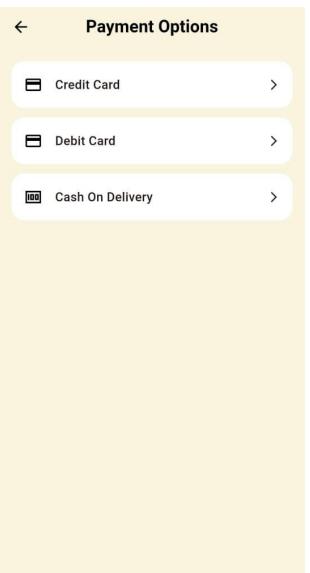


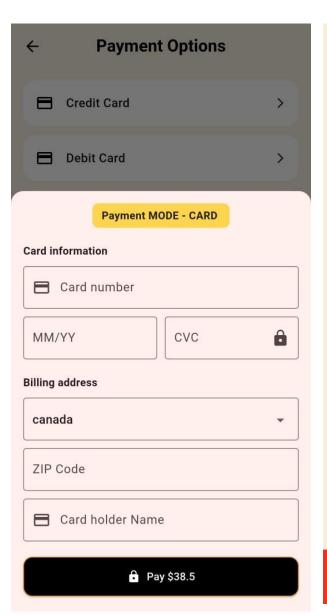


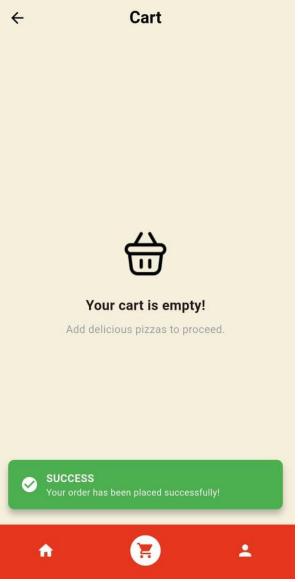


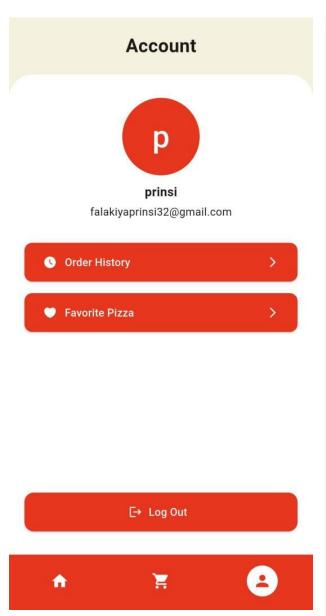


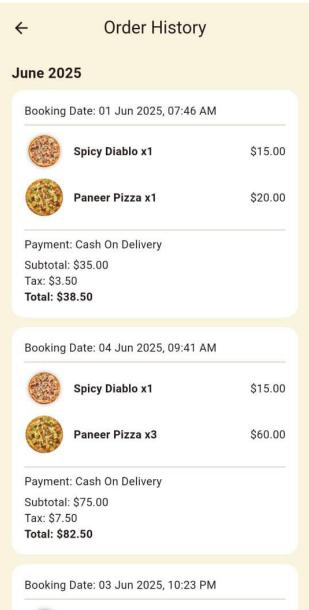




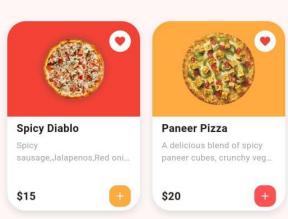














Oh no! You're Leaving... Are you sure?

Yes, Log Me Out

Nah, Still here