Mobile App Development
(CSL-341)

Food Delivery App

Project Report

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I. Abstract

An Online Food Delivery App is proposed here which simplifies the food ordering process. The proposed system shows a user interface and updates the menu with all available options so that it eases the customer's work. Customers can choose more than one item to make an order and can view order details before logging off. The order confirmation is sent to the customer. This system assists the staff to go through the orders in real-time and process them efficiently with minimal error.

II. Introduction

The labor rates are increasing steadily year on the year thus making it difficult to find employees. The food industry is highly labor-intensive and the biggest expense in the food industry is the cost of employing the right kind of people to do the work. One of the ways to reduce this expense is to use modern technology to replace some of the jobs done by human beings and make machines do the work. Here we propose an "Online Food Delivery App" that has been designed for Fast Food restaurants, Take-Out or College Cafeterias. The system can also be used in any food delivery Industry. The main advantage of my system
is that it greatly simplifies the ordering process for both the customer and the restaurant. When the customer visits the ordering webpage, they are presented with an interactive and up-to-date Menu, complete with all available options and dynamically adjusting prices based on the selected options. After making a selection, the item is then added to their order, which the customer can review the details of at any time before checking out. This provides instant visual confirmation of what was selected and ensures that items in the order are, in fact, what was intended.

III Objective:

1. **Increased demand for delivery amid COVID-19 pandemic**

   We all know that with COVID-19 becoming increasingly widespread, the lives of people around the world have changed. Most countries have announced shutdowns, and life, as we know it, has changed completely.

   Almost everything is closed except for essential services. Whether it is grocery delivery or food delivery services, every essential business is growing. Many startup businesses have started to invest in 15-minute delivery apps, such as Dija and Weezy apps. The aim of these objectives of food delivery services are to deliver quality food in less time. These apps promise you to deliver your food within 15 minutes.

The target market also used to be busy people who needed a restaurant delivery service because they didn't have time. Now, the target market is everyone. Most people now require home deliveries.

With people practicing social distancing, self-quarantine, and staying indoors to stop the spread of the virus, food-delivery startups are in demand more than ever. They cater to more orders than ever. Food delivery companies can actually help people stay indoors and fight this pandemic.

If you already have a meal delivery business or restaurant, this may be a good time to build a food delivery app like Uber Eats or GrubHub. The best part is, you don't need to come out of your house to get it developed. You may get it outsourced from an app development company.

2. The food-delivery arena has the potential to flourish in the future

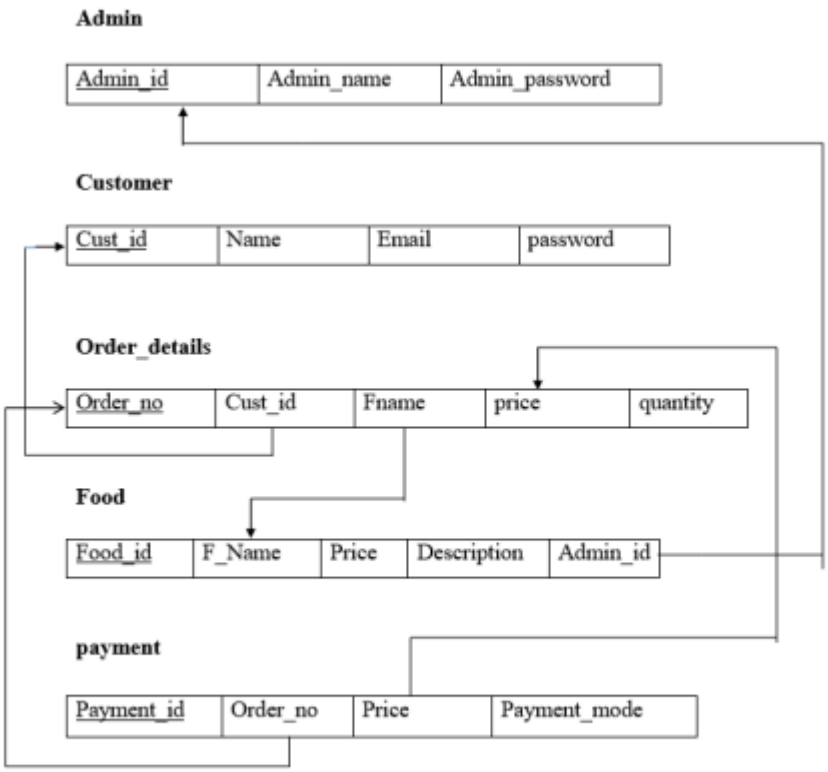
Change is a decent and obvious thing in the world of technology. So, we can expect changes in the food delivery market for a better future. According to the report from McKinsey & Company, "The worldwide market for food delivery was valued at €83 billion in 2016". In the current times, the food delivery market has already matured in most of the countries with an overall growth rate of approximately 3.5% for the next five years.

Till now, the most common objectives of food delivery app is to place an order online and from the restaurant. As of now, the tendency of people is no more to wait for food in restaurants. However, people do find it more convenient to get food at their doorsteps after a few minutes of placing the order through the app for food delivery.

Undoubtedly, the food delivery market is in the midst of dramatic changes. This is what you can see as the exponential growth in the on-demand food delivery market. And, this market has the potential for robust growth.

IV. Methodology

The simulation first starts with the customer entering his/her credentials (name, ID, and password). Once that has been verified, the customer can place an order specifying the quantity of the food required. Now we get a window that displays the order number, customer ID, food name, price, and quantity. Once the customer finalizes his/her order, they are redirected to the payment window where the total price is displayed and the customer can select the payment method of their choice. The above-mentioned simulation flow is with respect to the customer's point of view. Now if you are an admin, you can select the normal login option and enter the admin credentials (email ID and password). Once you enter the admin portal, you get the option of adding food, deleting food or updating food. Any option of choice leads you to the food menu. Once the selected operation is carried out, the end result, i.e, the added food or the updated food list is displayed and if you have deleted a food, that particular food disappears from the main menu.



(a).

V. Advantages:

There will be a lesser requirement of staff at the back counter.

iii. The system will help in reduction of labor cost involved and also reduces the space required to set up cafeterias in the restricted area.

iv. As it is an automated system it is less probable to make any mistakes.

v. The customers can avoid the long queues at the counter, with a reasonable speed of execution and maximum throughput

VI Tools To Be Used:

Software : Android Studio

Database: SQL

VII. Hardware Requirement:

A desktop computer with Intel Core i3 64 bit processor and Graphic card 4 GB RAM, and Microsoft Windows 10 operating system was used.

VIII. Discussion:

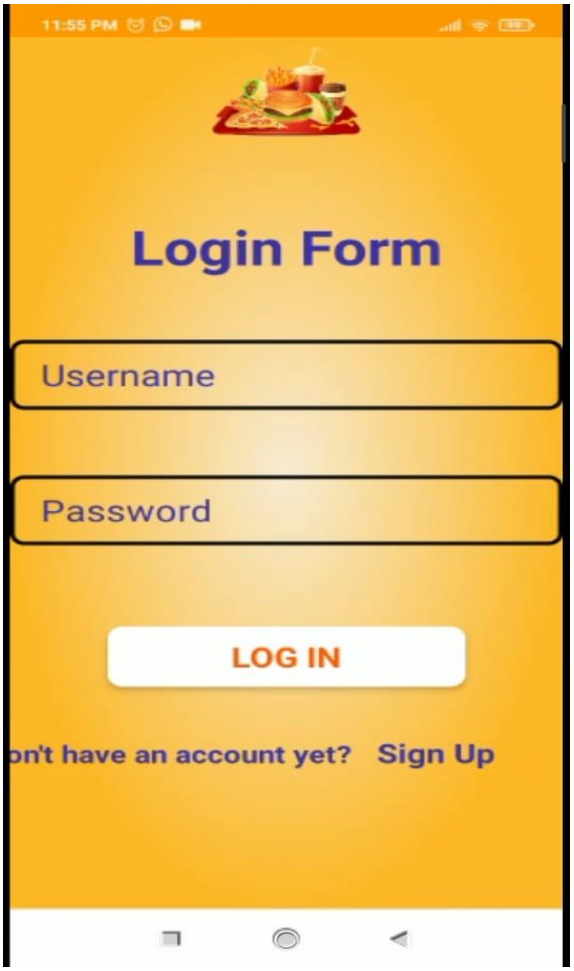
With the help of this system, people can easily order food. It can also ensure that the people do not waste their precious time and use their time productively in the other works. In long run, this will ensure that it helps to reduce labor costs. This system proves to be more cost-effective and reliable than other systems. This system is difficult to forge or cheat when compared to other systems in terms of payment for the food. It is very easy to use and has the least maintenance. It does not require any human intervention and thus can be called fully automated. There aren't any limitations as such for this system, however one needs to take care of the smaller parameters like server breakdown while this system is implemented.

IX. Conclusion :

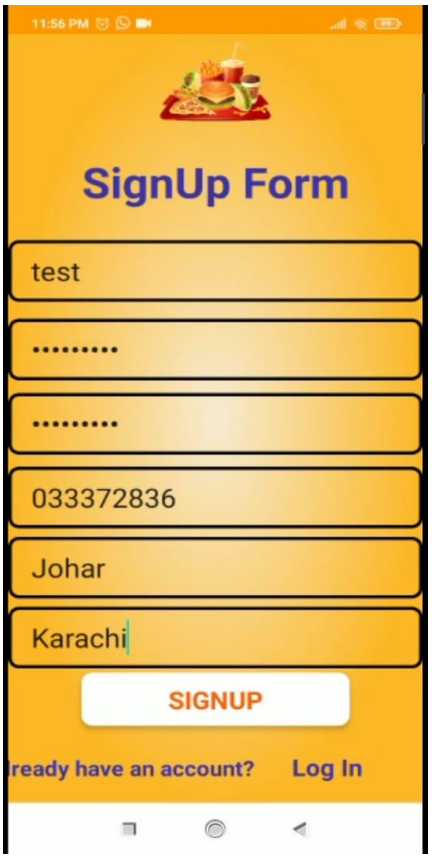
An online food Delivery app is developed where the customers can make an order for the food and avoid the hassles of waiting for the order to be taken by the waiter. Using the application, the end users register online, read the E-menu card and select the food from the e-menu card to order food online. Once the customer selects the required food item the chef will be able to see the results on the screen and start processing the food. This application nullifies the need for a waiter or reduces the workload of the waiter. The advantage is that in a crowded restaurant there will be chances that the waiters are overloaded with orders and they are unable to meet the requirements of the customer in a satisfactory manner. Therefore by using this application, the users can directly place the order for food to the chef online. In conclusion, an online food Delivery app is proposed which is useful in a small family-run restaurant.

X. Screenshots :

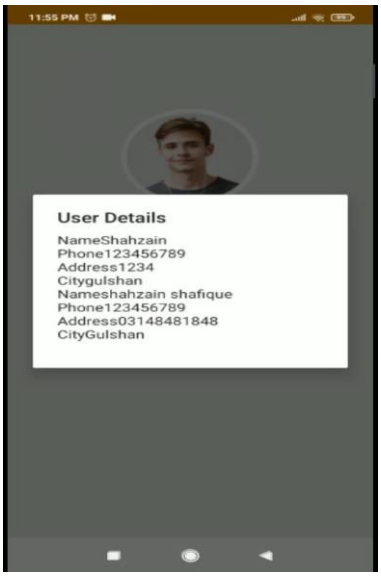
Login Activity



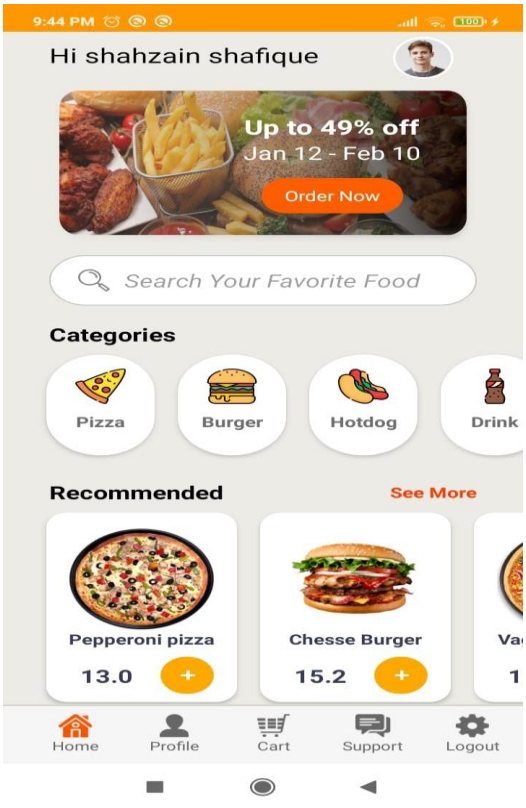
Signup Activity



User Details:

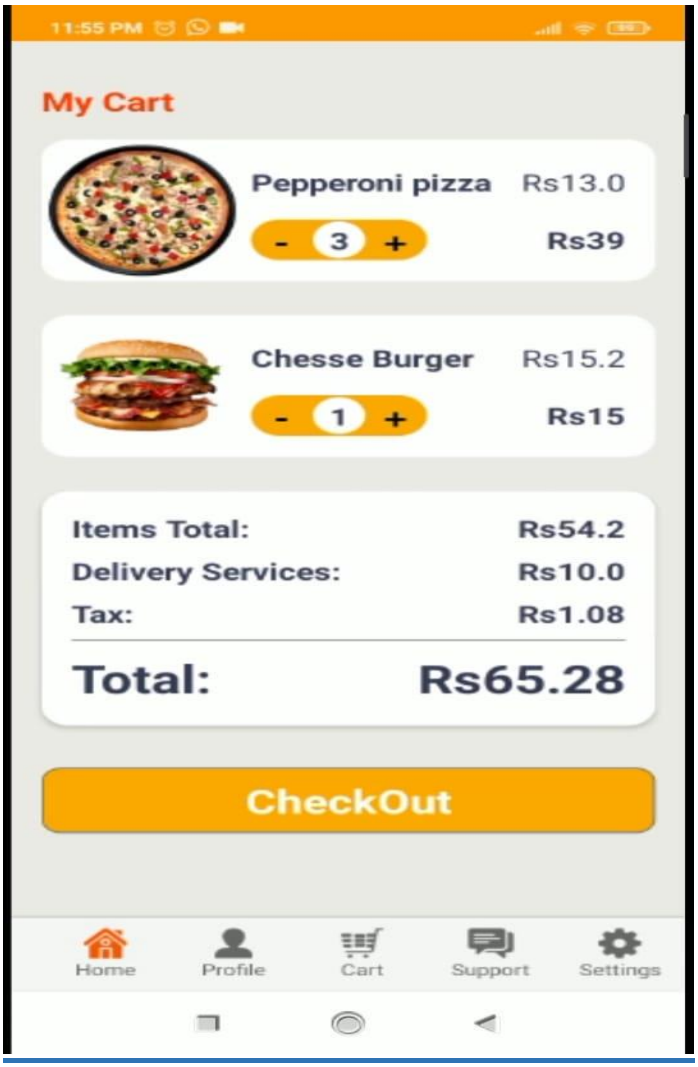


Main Menu:



Cart:

Checkout:



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