CS5200 - Database Management Systems Project Proposal

Husky Eats : Eat #LikeAHusky

Group Name :

AnandBabuBShahabuddinAVijayakumaranP

Group Members :

Afrah Fathima Shahabuddin

Balaji Sundar Anand Babu

Pradeep Kumar Vijayakumaran

Introduction:

Husky Eats is a community-driven platform created to improve university staff and students' eating and grocery buying experiences. By providing this lively community with a wide variety of nearby restaurants and supermarkets, we hope to promote the discovery of both delectable foods and necessary daily necessities. Enjoying meals and stocking up on groceries is made easier by the platform's ability to let users share their eating experiences, write reviews, and find new possibilities. Husky Eats wants to establish itself as the premier destination for those seeking to socialise with their peers and savour delicious meals.

Database Description:

The Husky Eats database is the foundational framework for a dynamic platform designed to connect university students and faculty with local dining and grocery delivery options.

Fundamentally, the database effectively handles user profiles, which comprise both university staff and students. Each user profile has features that are customised to meet their unique requirements. Users may interact and traverse the platform with ease thanks to this tailored approach.

The system makes it easy to explore a wide range of grocery products and menu items from nearby eateries. Finding new dining alternatives or replenishing necessary supplies is made easier by the ease with which users can browse, filter, and search for what they need.

Exploring a large selection of grocery and menu items from local restaurants is made simple by the system. The ease with which consumers may browse, filter, and search for what they need makes it easier to find new dining options or to restock essential supplies.

The shopping cart feature enables customers to gather their selections for checkout after they have chosen the things they want. To guarantee a speedy and effective transaction experience, this procedure has been simplified. To streamline monitoring and management, the database also manages order processing and billing, assigning each order to the appropriate user and store. Along with these capabilities, the Husky Eats platform uses a ratings and reviews system to promote community engagement. Users can share their experiences and feedback on restaurants and grocery items, contributing to a shared knowledge base that helps others make informed decisions. This element fosters a sense of community, allowing users to connect over shared culinary experiences.

Overall, the Husky Eats database not only enhances the convenience of accessing food and grocery options but also builds a vibrant food culture.

How the User Interacts with this Application:

The Husky Eats web application is designed to provide a seamless and engaging experience for university students and faculty as they explore local dining and grocery options. Users can easily create accounts or log in to access personalized features that enhance their interactions with the platform.

Upon entering the application, users are greeted with an interface that allows them to browse a variety of food and grocery items. They can quickly search for specific products or explore different categories, making it easy to find what they need. Each store listing provides detailed information, and user ratings, helping users make informed choices.

As users compile their selections, they can manage their shopping cart with ease, reviewing items and adjusting before proceeding to checkout. The ordering process is streamlined, ensuring that users can confirm their choices and enter delivery information with minimal effort.

Through a ratings and reviews system, the app also promotes community involvement by enabling users to share their dining experiences and perspectives with others. Users feel more connected to one another because of this contact, which supports the university's thriving culinary culture.

The delivery agent will be allowed to login and the list of orders, the delivery agent is free to choose which order he can deliver, and the order gets assigned to the respective delivery agent.

If the order fails to get assigned within 45 minutes, we go on to mark the order as not delivered and displays the status to the user as couldn’t be delivered and refunds the money.

Overall, the Husky Eats web application is designed to be user-friendly and responsive, enabling students and faculty to easily access food and grocery options while enhancing their overall experience within the local community.

Rationale for choosing this Domain:

The university community's increasing demand for easy access to shopping and dining options is the reason behind the selection of this domain. Since faculties and students frequently have hectic schedules, a platform that combines groceries and meal services improves their overall experience. Furthermore, encouraging user connections through common dining experiences encourages local food culture and community involvement. In the end, Husky Eats promotes research and discovery of a variety of culinary products while attending to actual demands inside the university.

Software & Languages Used:

* **Database Management System** : MYSQL for structured and relational storage.
* **Database Management Interface** : MYSQL WorkBench
* **Backend Framework** : Flask , integration and control.
* **Frontend Stack** : HTML,CSS,Bootstrap for creating an interactive and   
   decorated user interface.
* **Repository Management**: GitHub, utilized for version control and collaborative coding.

UML Class Diagram:

A diagram of a computer

Description automatically generated

UML Activity Diagram:

A black screen with white rectangles

Description automatically generated