Life is Great Eatery Proposal

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1 Introduction

We intend to implement an electronic restuarant, which will be a much faster sit in (or take out) experience that involves minimal interaction with staff members. If the customer chooses to dine in, they can choose their seat, order food, and pay electronically, all on an available screen, which cuts the wait time significantly. The customer is then seated, given a price for their order, and is prompted to pay. The customer chooses a payment option and pays on screen. The customer then receives their change, if applicable. The staff then makes the food and delivers it to the appropriate seat. If the customer chooses take out, the process is expedited further, and the customer can immediately order their food without being prompted to choose a seat.

2 Purpose

The intent of the project is to improve the typical dining experience by significantly reducing wait time and offering more menu choices. Many restaurants (such as Wawa and our own Zacks Food Court) implement versions of this to cut down wait time, but we intend to go a step further; the customer no longer needs to choose between the speed of the fast-food experience and the long wait of many sit-down restaurants without compromising the menu. All customers will have the option to choose whether they want to dine in the restaurant, where they will then have the opportunity to select the seating of their choice before being redirected to the menu, or order for take-out, where they will immediately be directed to the menu. We offer a fully-customizable menu, where each option will display the price, so customers will be able to select the various dining options as they wish. This project is designed to give customers more dining options while cutting down the wait time significantly.

3 Platform

All Windows platforms.

4 Audience

This system is ideal for people who like the restaurant atmosphere or for people who are just simply hungry. Our system is perfect for people who want to just grab a quick bite to eat but have the option to either sit down or take out. What makes our system unique is that users will be able to see whether seating is available on a screen. This will help users decide whether to dine in or take out. If individuals do not like being in the restaurant scene, our take out option would be perfect for them. Our system offers a menu that gives individuals options to customize their meals in various ways of their preference. This system is only available with users with a Windows operating system. User with operating systems such as Linux, Mac, etc., will not be able to use our system. Individuals who need voice assistance with microphones or voice activation, and people that are visually impaired will not be able to use our system and will need the assistance of a staff member.

5 Team Dynamic

We intend to have weekly meetings on Tuesdays at one thirty in the afternoon. If more meeting times are need, we will discuss this at the Tuesday meeting or over a group chat. We have created a google share folder to put all relevant documents. Here all members will have access to current progress and add more the project continues. With the google documents all members can work on different parts of the weekly assignment at the same time during the meetings and at different times outside of meetings. Everyone will contribute to all parts of the project. Each part of the project will have an unofficial leader determined based off of everyones strengths. Unofficially Chiara will be the head of writing, Felix and Lauren will handle design issues, Jeremy will be in charge of the GUI and code, and Ashlyn will help manage code. These leaders will step up as conflicts arise and more guidance is needed in specified area.

6 Description

Customers will walk into the restaurant and decide whether to eat in or take out. If the customer decides to eat in then they are given a list of open tables to pick from. If they decide to take out, then the table options will be skipped and instead can immediately order their food. After picking a table the customer will be presented with a list of different food options. They can customize their food and drinks and keep adding items on until they are satisfied. Once they are finished they can checkout and the total price will be presented. The customer will have various payment options and receives their change if they paid in cash. The staff makes the food and a waitperson brings the food to the customers seat.

6.1 Interface

We will implement this using a complete graphical user interface (GUI). The GUI will prompt the user with a button reading Dine In and one reading Take Out. If the customer (user) chooses Dine In, the GUI will display a visual seating plan and buttons representing each seat. The customer (user) clicks the button which represents their desired seat, and the seat is then filled. A menu and the prices for each item will then be displayed for the customer to choose their food, and again, there will be buttons corresponding to each menu item. The customer chooses food from the menu until they are satisfied and click a Done button. The price is then displayed on the GUI and the customer clicks the button corresponding to their preferred payment method. The program then displays the customers change, if applicable, and the useful life of the GUI ends here.

6.2 Processing

The system must process each choice made by the customer. After the customer chooses their seat, the system must check if the seat is empty; if it is empty, the system fills that seat with the current customer. As the customer chooses their food items, the system must process each request and add up the cost of the items. When the customer is done with their order, the system must finish its calculations and display the total cost. The system must then

calculate appropriate change for the customer if applicable for the chosen payment method.

6.3 Data

The system must keep track of menu data, food/beverage items, cost, staff, the customer, the seating plan of the restaurant, and the inventory.