

SWE

Serve With Ease



PowerPoint Presentation

Group 1 - Restaurant Automation

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Background

- Our Project
 - Who is it for?
 - What is the goal?
 - How do we do it?

Please Enter Employee ID:

1 2 3 Log In

4 5 6

7 8 9 Delete

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LogIn Screen

Special Features / Novelties

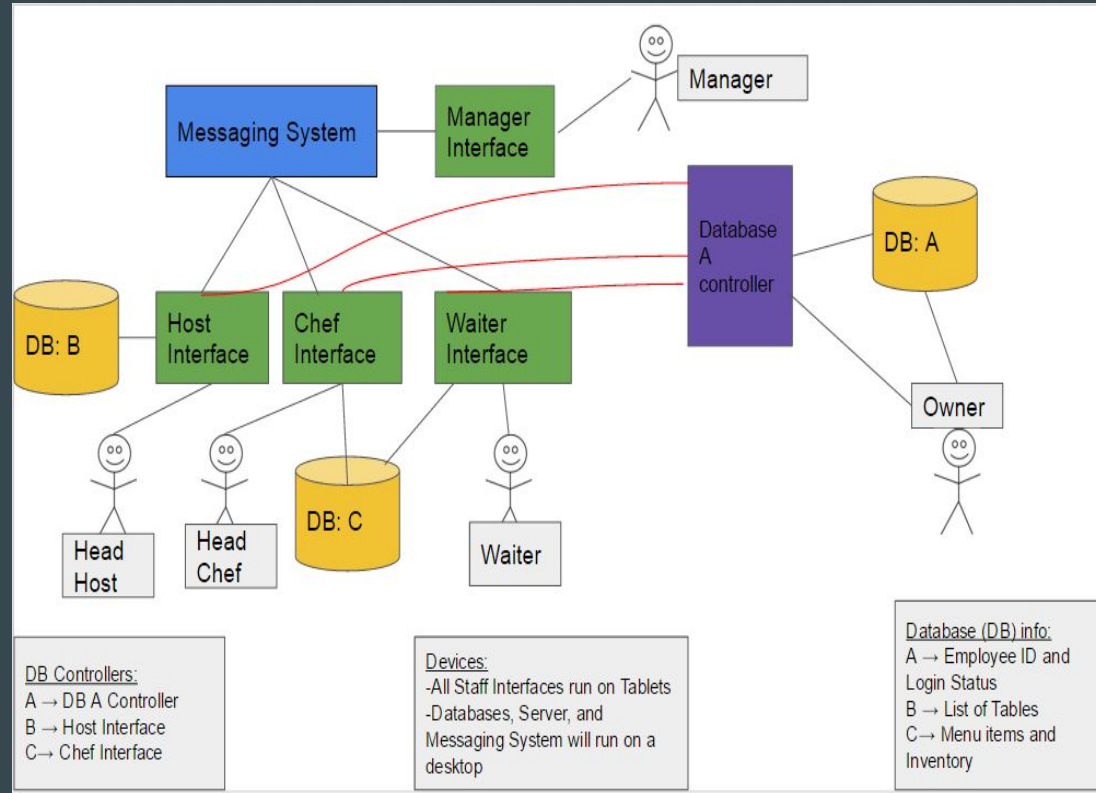
1. Are You Sure?
 - Security against Human Error
2. Hot Food / Recently Sat Status Alerts
 - Alert remains until acknowledged
3. Remove Food Button
 - Quick remove button for waiter
4. Host Screen Organization
 - Tables separated by status
5. Host updated upon waiter action
 - Waiter hits “Paid” button -> real time consequences for Host
6. Notify Manager Button
 - All employees have this button
7. Manager’s List of Messages -> TBI
 - Pending list of messages or alerts remain until acknowledged
8. Broadcast Messages -> TBI
 - Manager can broadcast messages to all employees



Waiter's Screen
when taking an
order

Distributed Databases

- We are using the client server model with distributed databases.
- Why use this?
 - Reduced Overhead
 - Limited Data Corruption
- Database A - List of IDs
- Database B - List of Tables
- Database C - Inventory, Menu



Why Does it Matter?

- Increases speed of service
 - Seating faster
 - Sending in orders faster
- Ease communication between staff
 - Sending tickets
 - Notifying the Manager
 - Manager broadcasting messages
- Better Organization
 - Status of table's progress
 - Chef's ticket queue
- Happier Employees
 - Improves Customer Experiences

Now let us go to the SWE Skits

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Projected Time Line

TBI: To Be Implemented by Demo 2

- Add a broadcast message for Manager
- Chef ticket queue color coordination and ordering
- Inventory Records
- Owner interface
 - Ability to add and remove employees
 - Ability to edit the menu prices and add/remove dishes
 - Ability to edit the inventory
- Priority Ticketing
- Display the table max occupancy on the host table lists.
- Display amount of tables each waiter has on the host screen