St Aloysius College (Autonomous), Mangaluru

Department of Computer Science, Application & Animation

VI Semester BCA

Eatables

Group No. : 07

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Project Synopsis

**Title of the Project**

Eatables

**Abstract**

EATABLES is a location-based food discovery platform that allows users to explore and find new dining options. Users can access information about nearby restaurants, including contact details, location, and reviews from other users. They can leave their own reviews, add food items to favorites, and upload food vlog videos through the "drops" feature. The platform offers filtered search results based on price and allows users to submit new restaurant additions for review by the admin. EATABLES aims to provide a comprehensive and engaging experience for users to discover, share, and review food options in their area.

**Objective of the Project**

The objective of the EATABLES project is to provide users with a convenient and comprehensive platform to discover new food options based on their location. The project aims to fulfill the following objectives:

Location-based Food Discovery: Enable users to find nearby restaurants, view their information, and read reviews from other users, helping them make informed dining choices.

User Reviews and Engagement: Allow users to leave their own reviews, fostering a community-driven approach and facilitating knowledge sharing about dining experiences.

Favorites List: Provide users with the ability to create a personalized list of favorite food items or restaurants for easy reference and future visits.

Drops Feature: Allow users to upload and share food vlog videos, enhancing engagement and providing a platform for users to discover and appreciate food-related content.

Price Filtering: Offer users the option to filter search results based on price, ensuring that they can find dining options that align with their budget or desired price range.

Restaurant Submission: Enable users to suggest new restaurants to be added to the platform, ensuring the continuous growth and relevance of the database.

Overall, the objective of the EATABLES project is to enhance the dining experience for users by providing them with a user-friendly platform that leverages location data, user reviews, engagement features, and personalized preferences to facilitate food discovery and decision-making.

**Project Category –** Web-based Application

**Language(s) to be used**

Frontend : HTML, CSS & JavaScript

Backend : PHP

**Structure of the proposed project**

User Management: This component enables user authentication and registration, allowing users to create accounts and log in to access the system.

Location-Based Restaurant Discovery: Using the device's location services, this component identifies nearby restaurants and provides users with relevant information, such as contact details and location.

User Reviews: Users can leave reviews for restaurants they have visited, sharing their experiences and opinions to help other users make informed dining decisions.

Favorites Management: Users can create a personalized list of favorite food items or restaurants for easy access and future reference.

Drops: The Drops feature allows users to upload and share food vlog videos, fostering engagement and enabling users to discover and appreciate food-related content.

Price Filtering: Users can filter search results based on their desired price range, aiding in finding dining options that match their budget.

Restaurant Management (Admin Panel): This component grants administrative privileges and allows the admin to manage restaurants. It includes functionalities such as adding new restaurants, editing existing ones, and reviewing user requests for adding new restaurants.

**Module Description**

User Management Module: This module handles user authentication and registration. It allows users to create accounts, log in securely, and manage their profiles.

Restaurant Discovery Module: The Restaurant Discovery module utilizes the device's location services to identify nearby restaurants. It provides users with essential information such as contact details, location, and user reviews.

User Review Module: The User Review module enables users to leave reviews for restaurants they have visited. Users can share their dining experiences, providing valuable insights for other users.

Favorites Management Module: With the Favorites Management module, users can create a personalized list of their favorite food items or restaurants. This module allows users to easily access and organize their preferred options.

Drops Module: The Drops module is designed for users to upload and share food vlog videos. Users can showcase their culinary experiences and engage with other users' content.

Price Filtering Module: The Price Filtering module enables users to filter search results based on their desired price range. This module helps users find dining options that fit their budget.

Admin Panel Module: The Admin Panel module is accessible only to the admin. It allows the admin to manage restaurants, including adding new restaurants, editing existing ones, and reviewing user requests for adding new restaurants.

**Future scope of the Project**

Mobile app: Developing a mobile app version of the web app, allowing users to access the app's features on their smartphones and tablets.

Integration of Advanced Recommendation Systems: The platform can incorporate advanced recommendation algorithms to provide personalized food recommendations to users based on their preferences, previous reviews, and browsing history. This can greatly enhance the user experience and help users discover new food options tailored to their individual tastes.

Social Media Integration and Influencer Collaborations: The project can explore integration with popular social media platforms, enabling users to share their dining experiences and reviews on their social media accounts directly from the EATABLES platform. Collaborations with food influencers or bloggers can also be considered to enhance the visibility and engagement of the platform.

Enhanced User Engagement and Gamification: Implementing gamification elements such as badges, rewards, and challenges can boost user engagement and create a more interactive experience. Users can earn rewards for leaving reviews, participating in community activities, or achieving specific milestones within the platform.

Expansion to Additional Geographical Locations: While initially focusing on a specific location, the project can expand its reach to cover more cities or even different countries, allowing users to discover food options in various locations.

Integration with Third-Party Services: The platform can explore partnerships and integrations with third-party services such as reservation systems, food delivery aggregators, or restaurant booking platforms. This would offer users a comprehensive solution for discovering, reviewing, and accessing various restaurant services through a single platform.

**Bibliography**

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