

# Zest-Ware

## User Documentation

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## *Customer:*

On the Customer Welcome Screen (CWS) there are two options “Pre-Reservation” or “New-Reservation”:



### *1. Making A New-Reservation:*

Select the “New-Reservation” option to create a new-reservation, which will bring to new different screen for inputting information.

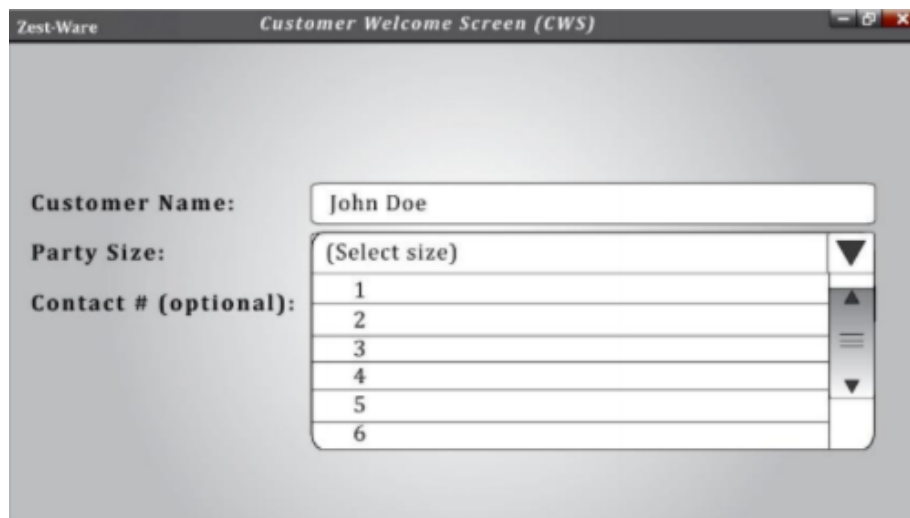


Enter the customer name and party size into the respective fields. The contact # is optional and may be implemented later for final demo.

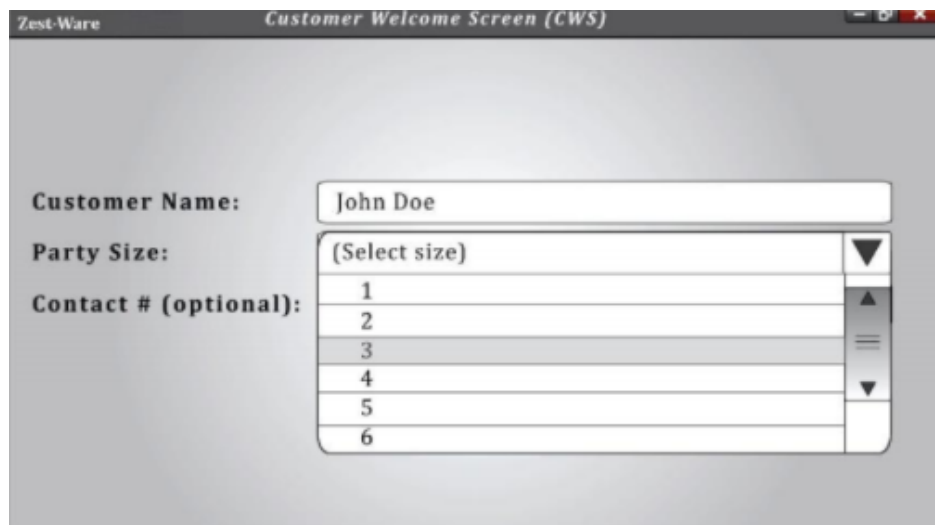
To input the customer name, a keyboard will be displayed. Enter the name on the keyboard. The length of the name will determine the number of taps on the keyboard. The keyboard has yet to be implemented in the system and will be for final demo.



To enter the party size, click on the drag down arrow on the right of "(Select size)." By default, there will be several numbers shown that will represent the party size.



To enter the party size, select the appropriate size in the drop down menu by scrolling up and down the options.



The screenshot shows a window titled "Zest-Ware Customer Welcome Screen (CWS)". It contains three input fields: "Customer Name:" with the text "John Doe", "Party Size:" with a dropdown menu showing "(Select size)", and "Contact # (optional):" with a list of numbers 1 through 6. The dropdown menu is open, showing the options 1, 2, 3, 4, 5, and 6.

Once the needed information is entered into their respective fields, click on "NEXT" button.



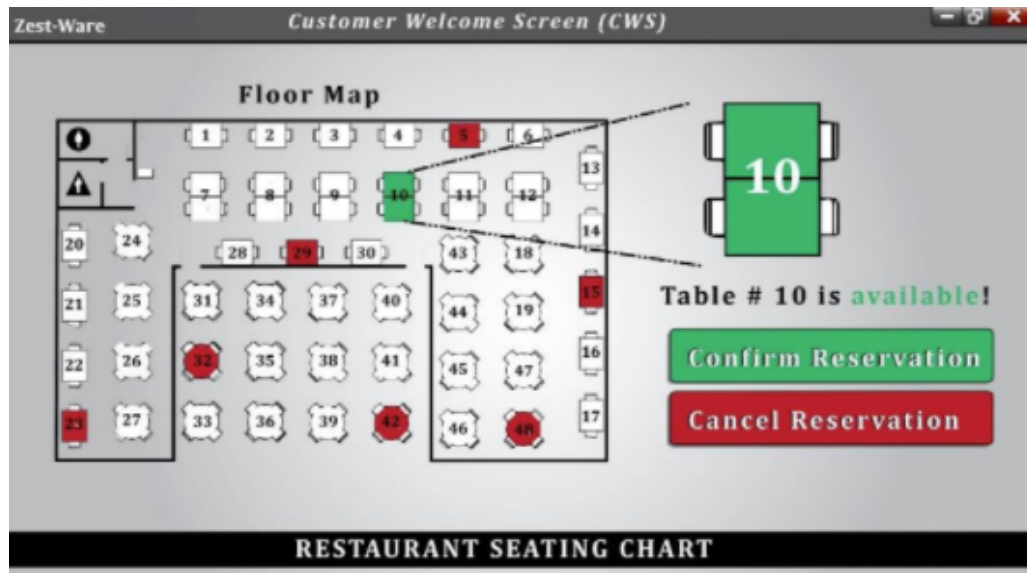
The screenshot shows the same window after data entry. The "Customer Name:" field still contains "John Doe". The "Party Size:" dropdown menu now shows the number "3". The "Contact # (optional):" field now contains a masked input pattern "(---)- --- - ----". At the bottom of the form, there are two buttons: "BACK" (red) and "NEXT" (green). A black bar at the very bottom of the window contains the text "NEW RESERVATION".

## 2. Making A Pre-Reservation:

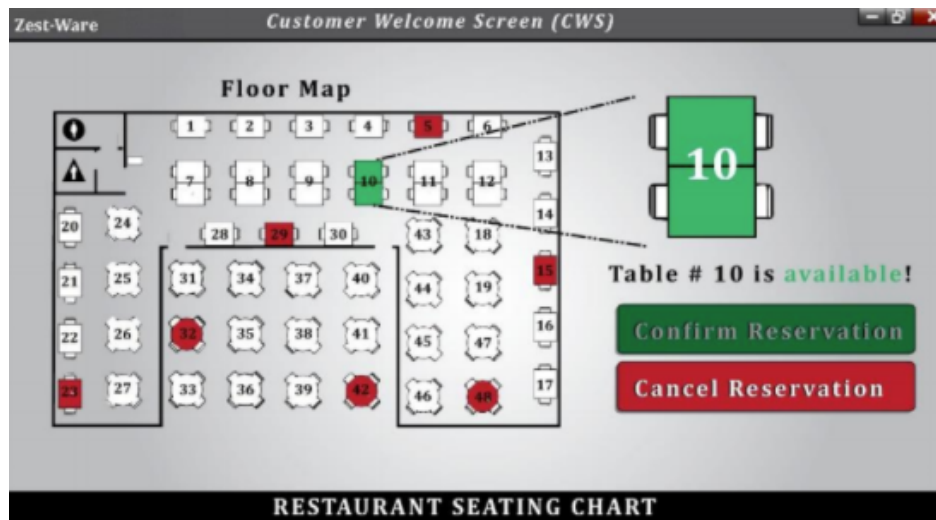
Currently in the process. It will be similar to the “New-Reservation” option, but will use the restaurant’s database connection that has been implemented to verify that a reservation has been made under a given name.

## 3. Table Status

Mostly completed, a few features yet to implemented if time allows.



Once one of the reservation options is clicked, necessary information is entered, and “NEXT” option is clicked, the database checks for availability of tables that fits party size selected from drag down arrow options. The floor map displays available tables marked in green and unavailable tables marked in red. By default, the assigned available table will be enlarged.



After available table found, click “Confirm Reservation.” After clicking confirmed button, path to table displays and screen returns to pre-reservation and new-reservation for next customer (currently in the process of being implemented).

#### 4. Placing Order

Currently in the process of being implemented. Menu options have been selected and their pricings.



On the Customer Table Screen (CTS) click "Place Order" option.





Click on the icon of the type of food interested in adding to order. Click “BACK” if need to go back to previous menu and choose different options. Procedure of selecting menu items, adding/removing items, and estimated wait time for food are in process of being implemented.



## ***5. Calling Assistance***

Currently in the process of being implemented.

Click “Call Assistance” option to notify waiter that assistance is needed.

## ***6. Entertainment***

Currently in the process of being implemented.

Click “Entertainment” button for entertainment options.

## 7. Make Payment

Currently in the process of being implemented. When menu items have been completely implemented, then payment will be implemented fully.

Click “Make Payment” option to make a payment and then click on icon that symbolizes the form of payment. Click “BACK” if need to go back.



## *Manager:*

### *8. Toggle Menu*

Click to reveal the side menu.

### *9. Log Out*

Logs out of managers current session.

### *10. Employee Shift Table*

Shows current employees checked in to work.

### *11. Absence Reports*

Displays absence forms submitted by employees for review.

### *12. View Employee Table*

Displays employee currently hired by the restaurant.

### *13. Inventory*

Displays current inventory of the restaurant.

**Add Item** Allows the user to add a new inventory item to the inventory. **Alphabetical Sort** Sorts all items alphabetically.

**Back to Portal** Sends user back to the main portal home page.

### *14. Add Employees*

Allows user to add a new hired employee to the restaurant database.

### *15. Survey Results*

Displays customer surveys for review by user.

**Respond** User may respond to specific surveys by entering the survey ID number and a response in the response text box.

## *Employee Portal:*

### *16. Login Screen*

In the respective username and PIN fields, type in your username (lastname) and your assigned PIN number to access the Employee Portal.

The main screen contains your name, hourly wage, and type of employee. The type corresponds to W - waiter, B - busser, and C - chef.

- • **Report an Absence** to the manager by selecting a date from the drop-down calendar, or manually typing in one. Afterward, you may type an explanation in the comment box. Finally, click submit.
- • **Clock In** by pressing the "Clock In" button once.
- • **Toggle Menu** access the sidebar which contains more functions

### *17. Employee Shift Table*

See information about when other employees are working.

### *18. Edit Information*

Change any inaccurate personal information, or change your PIN.

## *Kitchen:*

Buttons 0-9 display that number in the text box, the delete buttons deletes the selected data item in the text field. The OK button accesses the sever to confirm that someone with the given ID number exist. Waiter list is still being worked on, however the Chef list is functional and items can easily be removed once selected from the table of orders.