

ZEST-WARE

Restaurant Automation

Group 8:

Shehpar Sohail (158000878)

Fahd Humayun (168000889)

Nathan Morgenstern

(152006948)

Raphaëlle Marcial (157005932)

Ama Freeman (159001400)

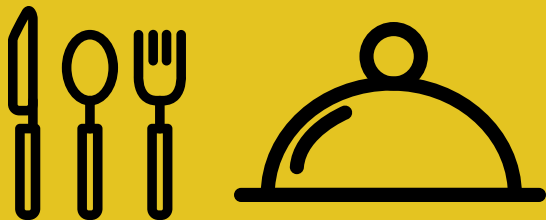
Alexander Dewey (151003906)

Dwayne Anthony (143008534)

Project Webpage URL:

[https://github.com/ncmi/](https://github.com/ncmi/ZestWare)

ZestWare



ZEST-WARE GIVES CUSTOMERS
"WHAT THEY WANT AND WHEN THEY WANT IT"

ZEST-WARE is a software that aims to remove many of the problems restaurants today are facing. Our proposed plan provides a solution to better the coordination of activities throughout restaurants and increase the restaurants productivity. The goal of our automation plan is to improve the overall restaurant operation by eliminating the outdated working styles and services. The solution we are providing helps reduce dependency on the staff of the restaurant and leaves customers feeling satisfied.

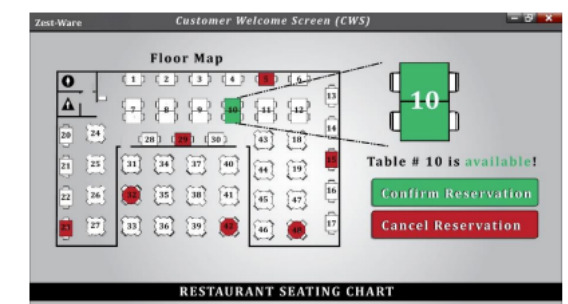
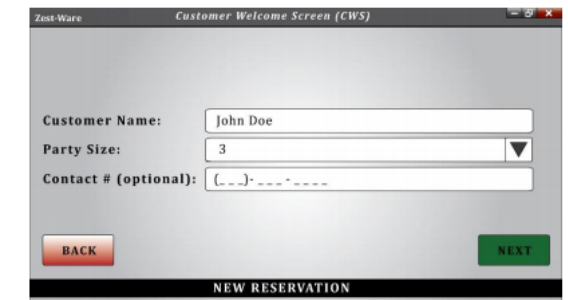
Our system will have the following features:

A **Customer Waiting Area Screen (CWA)** that will calculate the waiting time for the next available table that fits the party sizes accordingly. It will allow customers to know how much wait time and will notify them when the table is available.

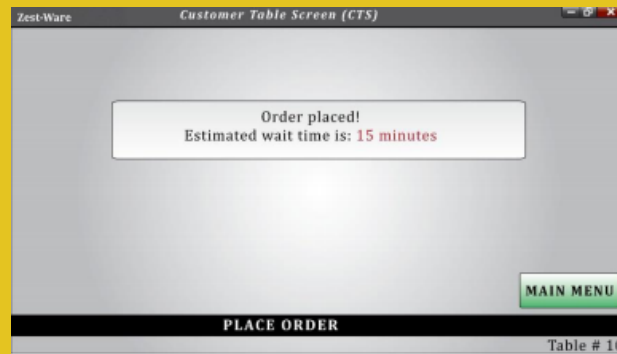
A **Customer Welcome Screen (CWS)** that will have the necessary options for pre-reservations or new-reservations and a floor map. Customers will directly check into the system and their designated table will be highlighted on the screen. They will not need to depend on the host to check in to a pre-reservation or make reservations because they can do it independently. The CWS will direct customers to wait in the waiting area if necessary

A **Customer Table Screen (CTS)** that customers will place their order and make their payment through. On the CTS, customers will select items from the menu at their own pace and can edit their order without having to depend on the waiter to return to their table. The CTS displays the stages of the foods as the chef prepares them to give the customer an idea of when their meal will arrive. The customer does not have to wait for the waiter to bring their bill and process the payment. They can make a payment through credit card or via Bitcoin using the CTS.

Customer Welcome Screen:



Customer Table Screen:



A **Manager Portal** that only managers have access to. Many of the processes which take up a lot of the manager's time will be automated and easily reachable.

A **Manager Inventory Screen** makes it easier for managers to know the stock of necessary food stuffs and items of the restaurant. In just a few clicks, the manager, can view and sort the inventory, and even add and purchase inventory items.

A **Manager Shift Editor** that displays the shift table as an easy to understand visual comprised of the days and times which employees will be working. With this Shift Editor, the manager can easily change the shifts of employees when needed in a few clicks.

A **Kitchen Clock In Screen (KCS)** where all Kitchen staff login upon starting their working shift. This is important as it allows for efficient allocation of human resources such as knowing what waiters are currently on the floor. Along with the number of chef in the kitchen.

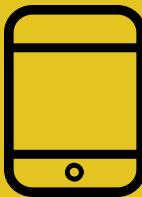
A **Chef Order Screen (COS)** that will contain a queue of table side orders, which the chef will have to prepare in a timely fashion. The COS will display the name of the menu item, table which ordered the meal, waiter assigned to the table, and the time at which the order was processed.

A **Waiter Order Screen (WOS)** interface which is seemingly similar to that of the COS at the surface however it is very different under the hood. The WOS receives the order after the it leaves the COS and the chef as marked the order as completed and ready for delivery. After which a available waiter delivers the meal to the customer table and marks the transaction as complete.

System Requirements

Tablet:

Screen Size: 13"-15"
Display Type: Touch Screen (Colored)
Display Format: 4:3 Standard LCD
Resolution 800x600
Processor: 1GHz
RAM: 512 MB
Storage: 16GB
Network Connectivity: IEEE 802.11a Wi-fi



Touch Screen Computer:

Screen Size: 17"-22"
Display Type: Touch Screen (Colored)
Display Format: 4:3 Standard LCD
Resolution: 1024x768
Processor 1.8 GHz
RAM: 1 GB
Storage 20GB
Network Connectivity: IEEE 802.11a Wi-fi

