2017

Zest-Ware

User Documentation

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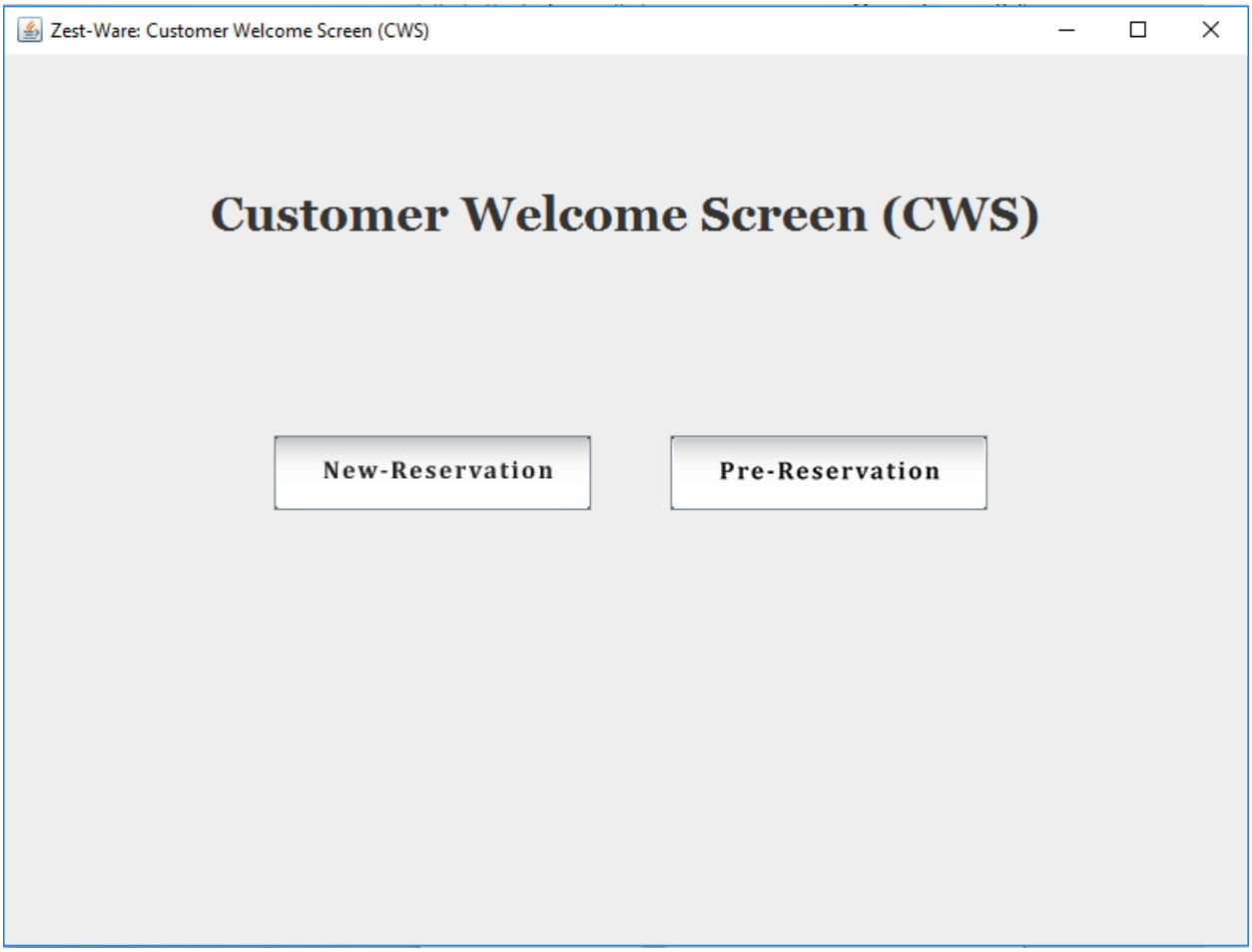
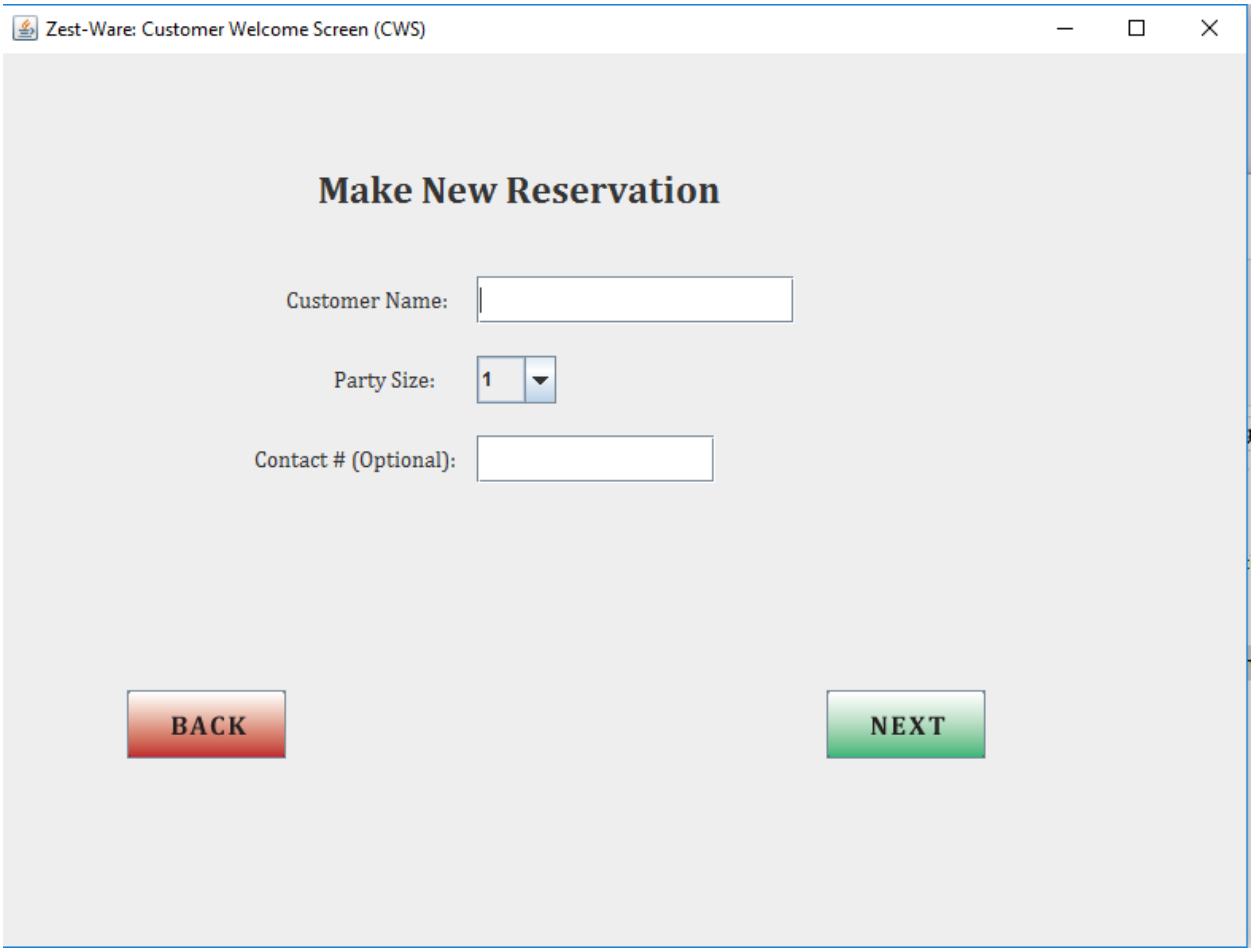
Customer:

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



1. Making A New-Reservation:

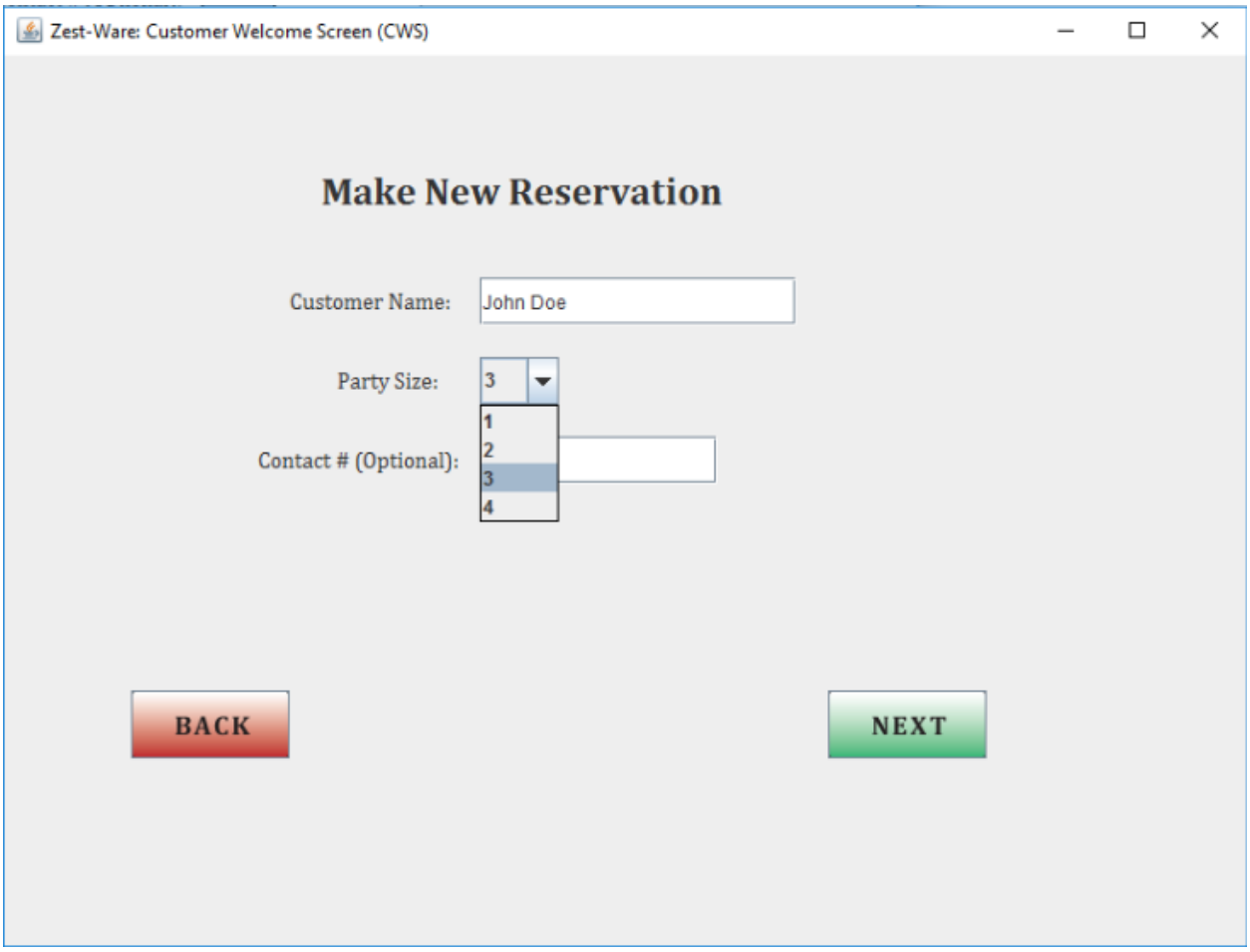
Select the “New-Reservation” option to create a new-reservation, which will bring to new different screen for inputting information.



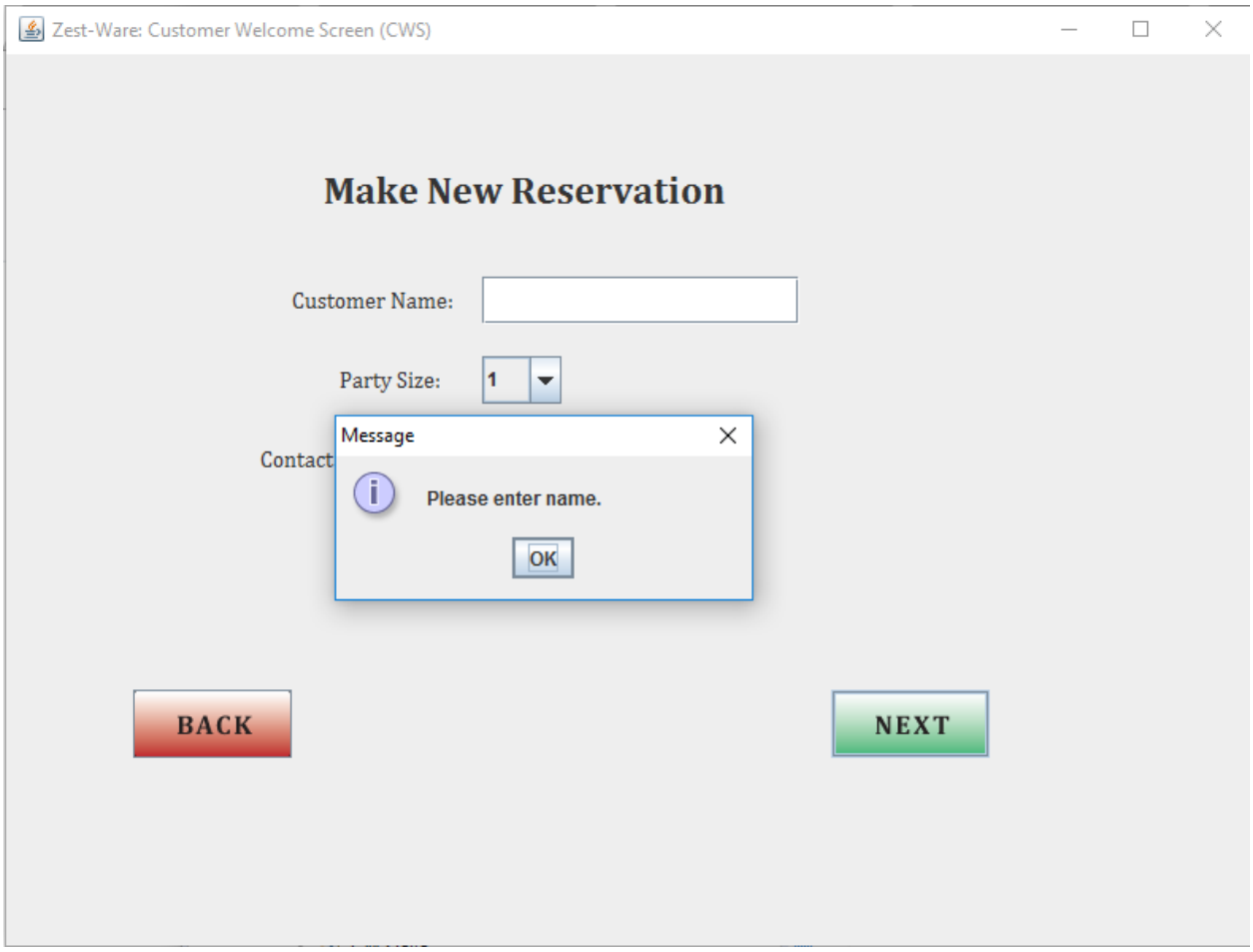
Enter the customer name and party size into the respective fields. The contact # is optional and may be implemented later for final demo.

Input the name using keyboard for now. The length of the name will determine the number of taps on the keyboard. The on-screen keyboard for touch screen 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 "Party Size." By default, there will be 4 numbers shown (the max table size is set to 4 for now) that will represent the party size.

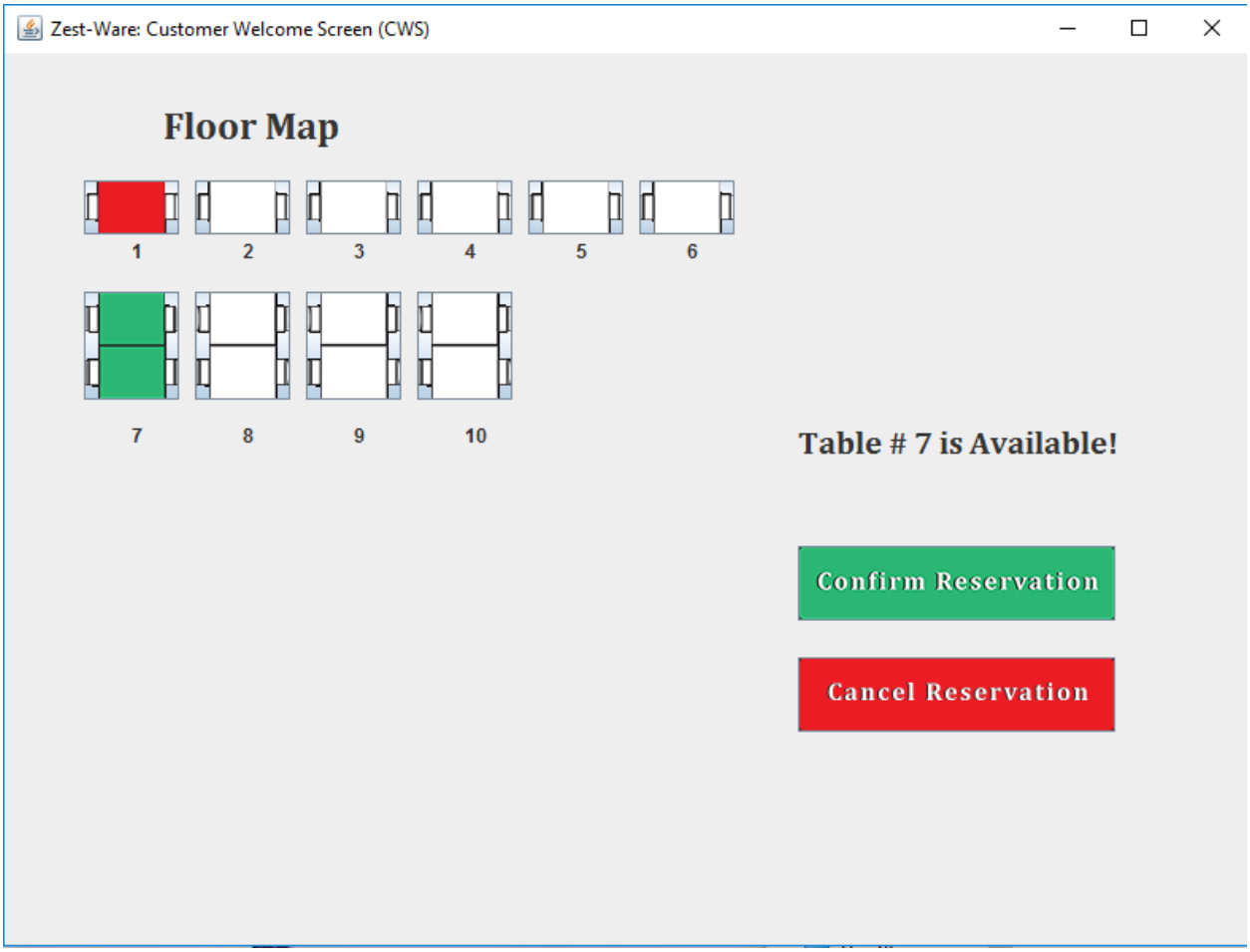


The BACK and NEXT can be used to either go to the previous screen or proceed to next screen after giving input. If the name is not entered and NEXT is selected a message will be displayed asking for the name to be entered.



To enter the party size, select the appropriate size in the drop down menu by scrolling up and down the options (if the table size has been made larger in which all the numbers might).

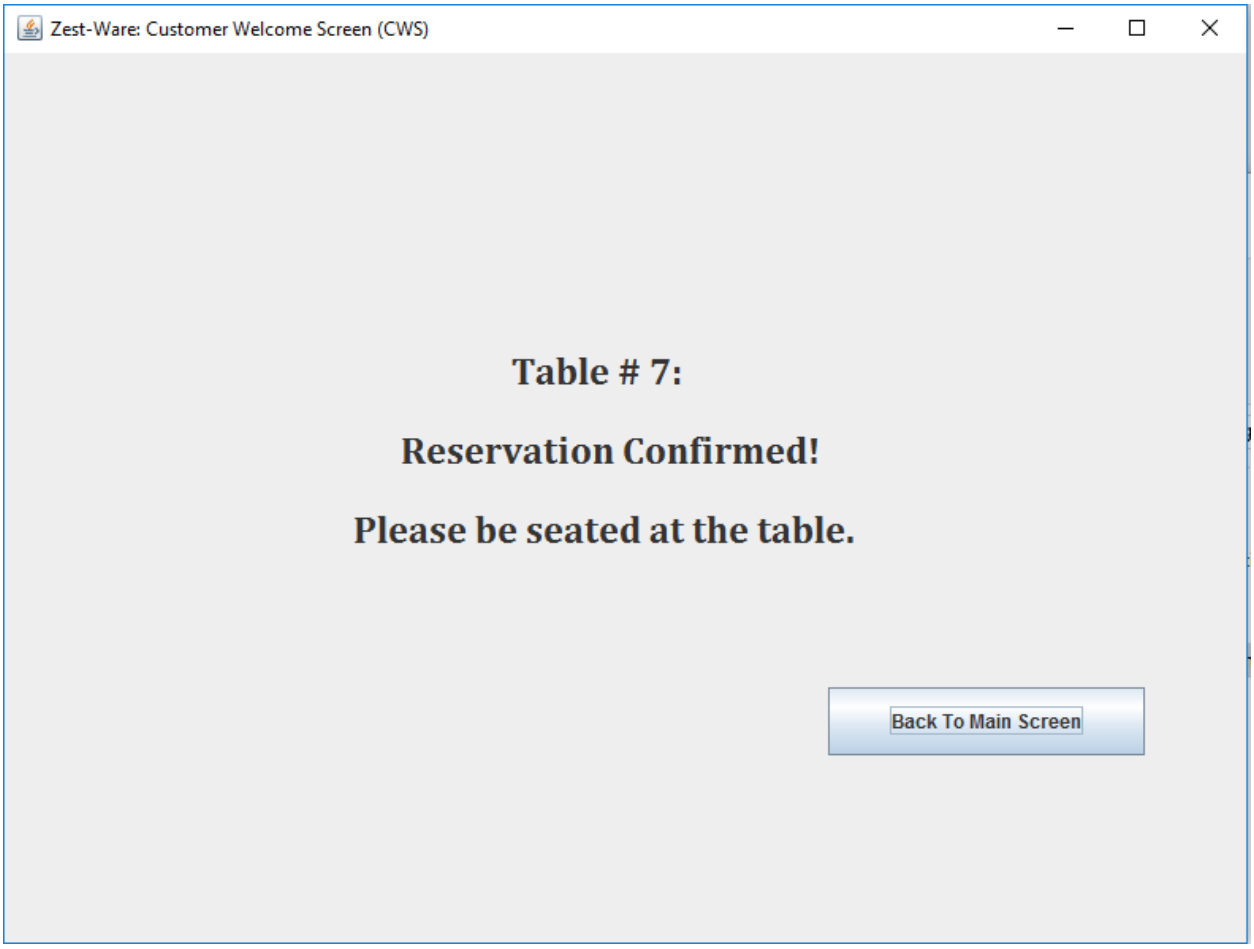
Once the needed information is entered into their respective fields, click on “NEXT” button.



A floor map will be displayed which will show the green color table being assigned to the customer, the red color tables show the tables being occupied, and the white tables show the tables still available.

Note: the floor map is not complete, it will be implemented as a complete floor map where the tables can be selected by the customer of their own choice, for first demo the tables are being assigned by the system depending upon the availability of the tables and the party size.

The user/customer can either confirm reservation or cancel the reservation by selecting the respective option. When the confirm reservation is selected a screen will pop up that will display a message of the reservation being made, and by selecting cancel reservation the main screen of CWS will brought up.

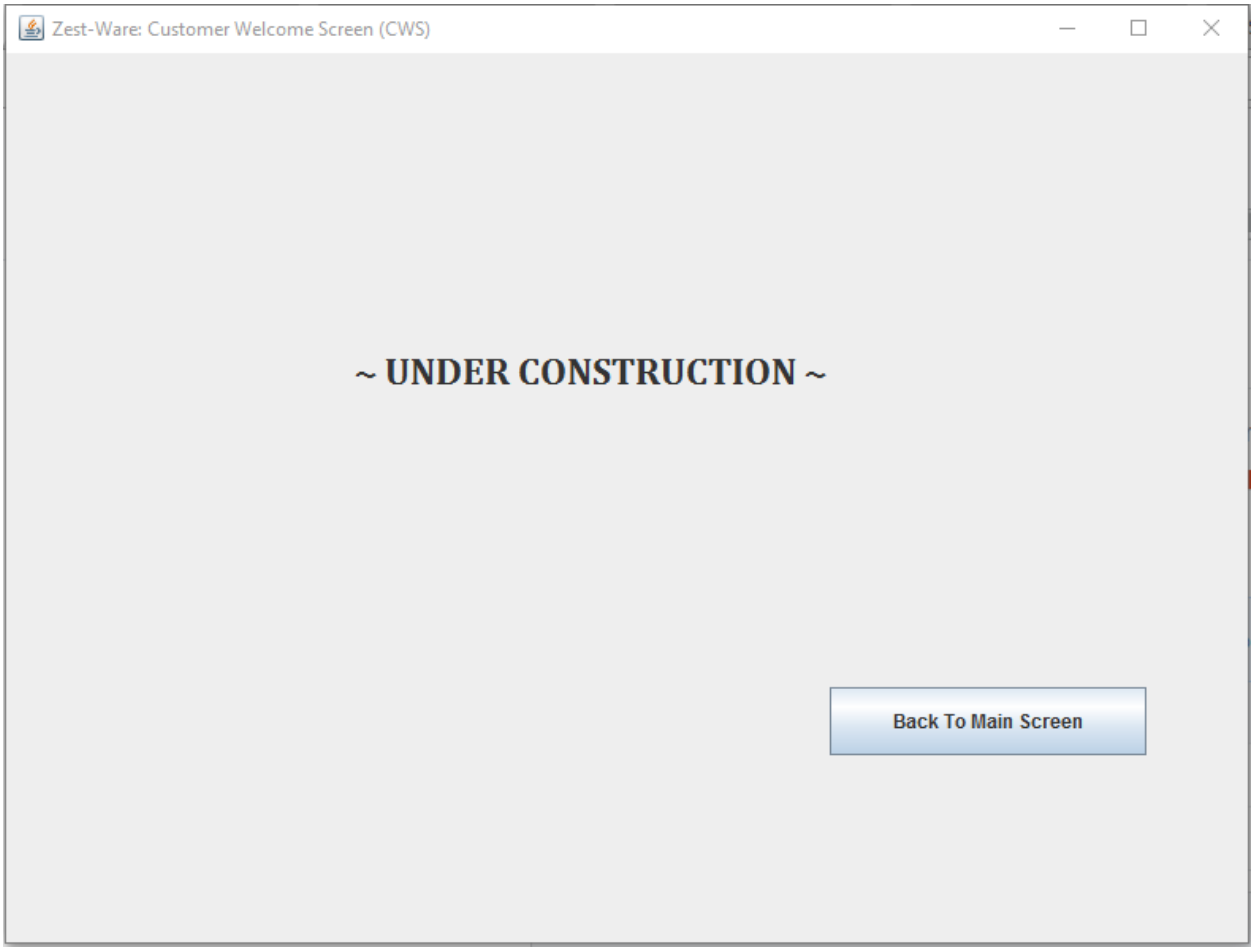


Note:

After selecting the confirm reservation the information of customer i.e. the customer name, the party size, contact number (if any), the table number assigned to the customer and the time reservation has been made are stored into the database. This information will then be used to check for overlapping or putting the requested reservation in a queue if no tables available. There are 48 tables right now according to the screen mock-up of floor mapping system that was shown in the prior report submissions. So, the tables have been kept as 48. The waiting system will be implemented for next demo. (couple of screen shots of the database are given at the end).

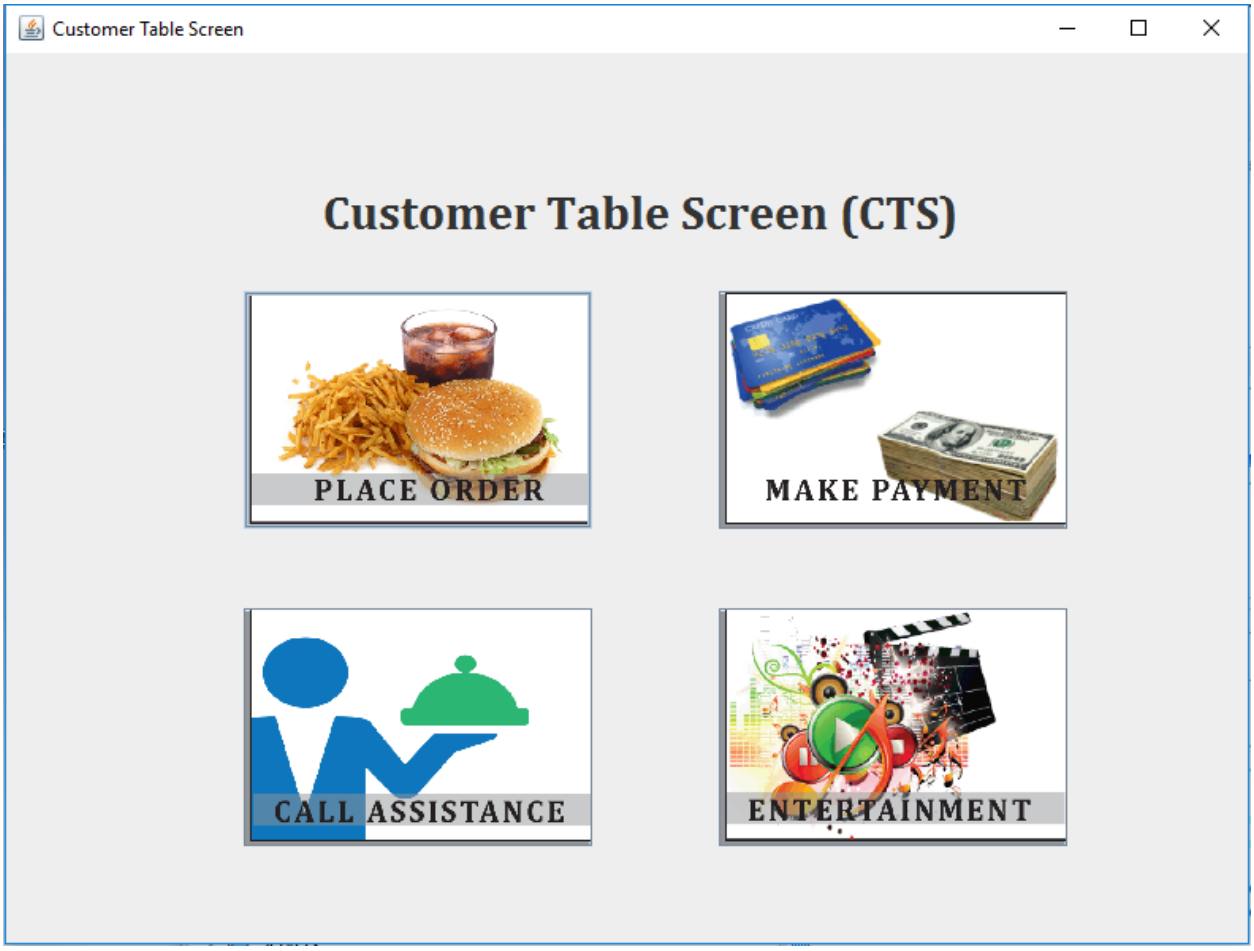
2. Making A Pre-Reservation:

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.



4. Placing Order

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



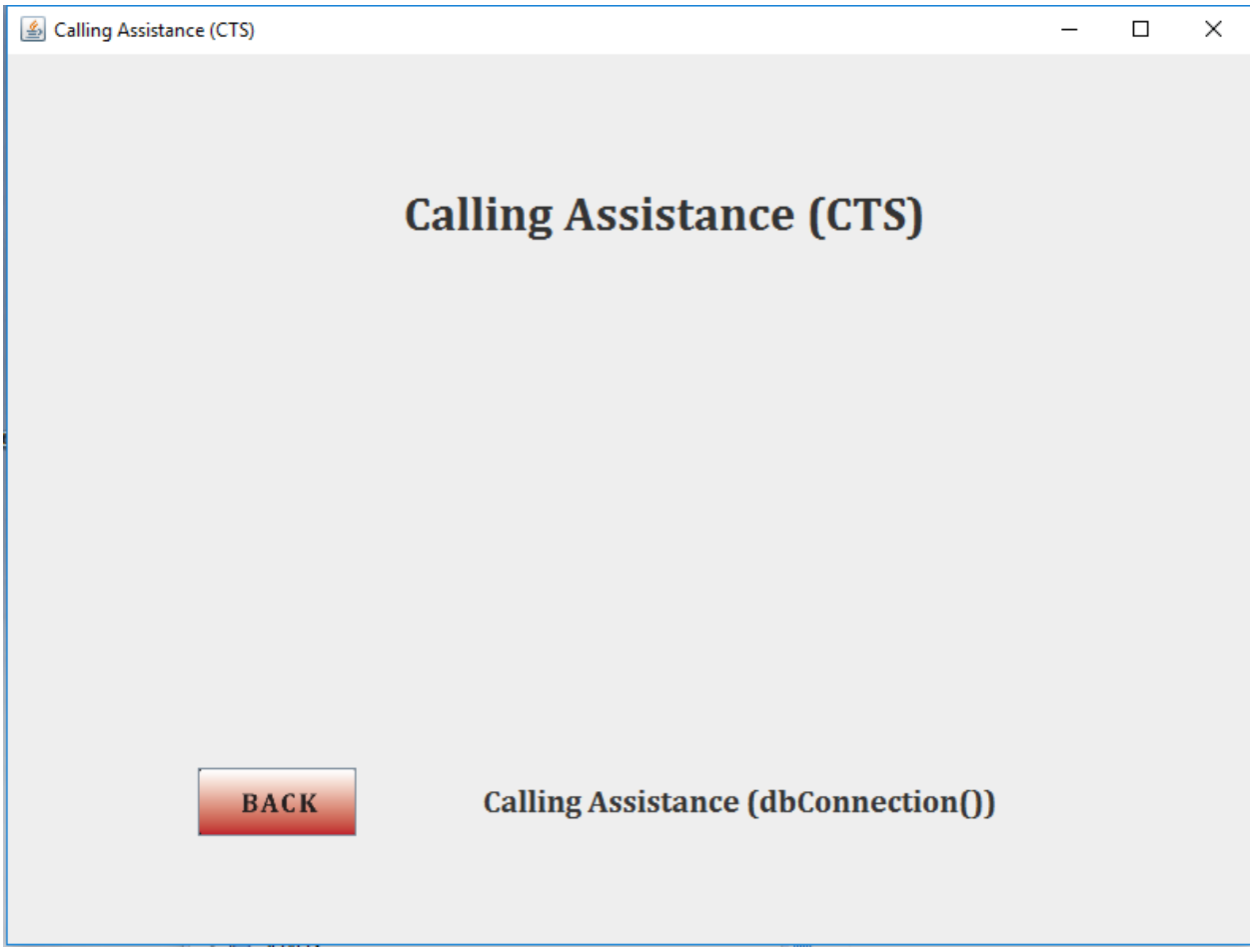
On the Customer Table Screen (CTS) click “Place Order” option.

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. This Use case has high priority and will be implemented by demo 2.

5. Calling Assistance

Currently in the process of being implemented.

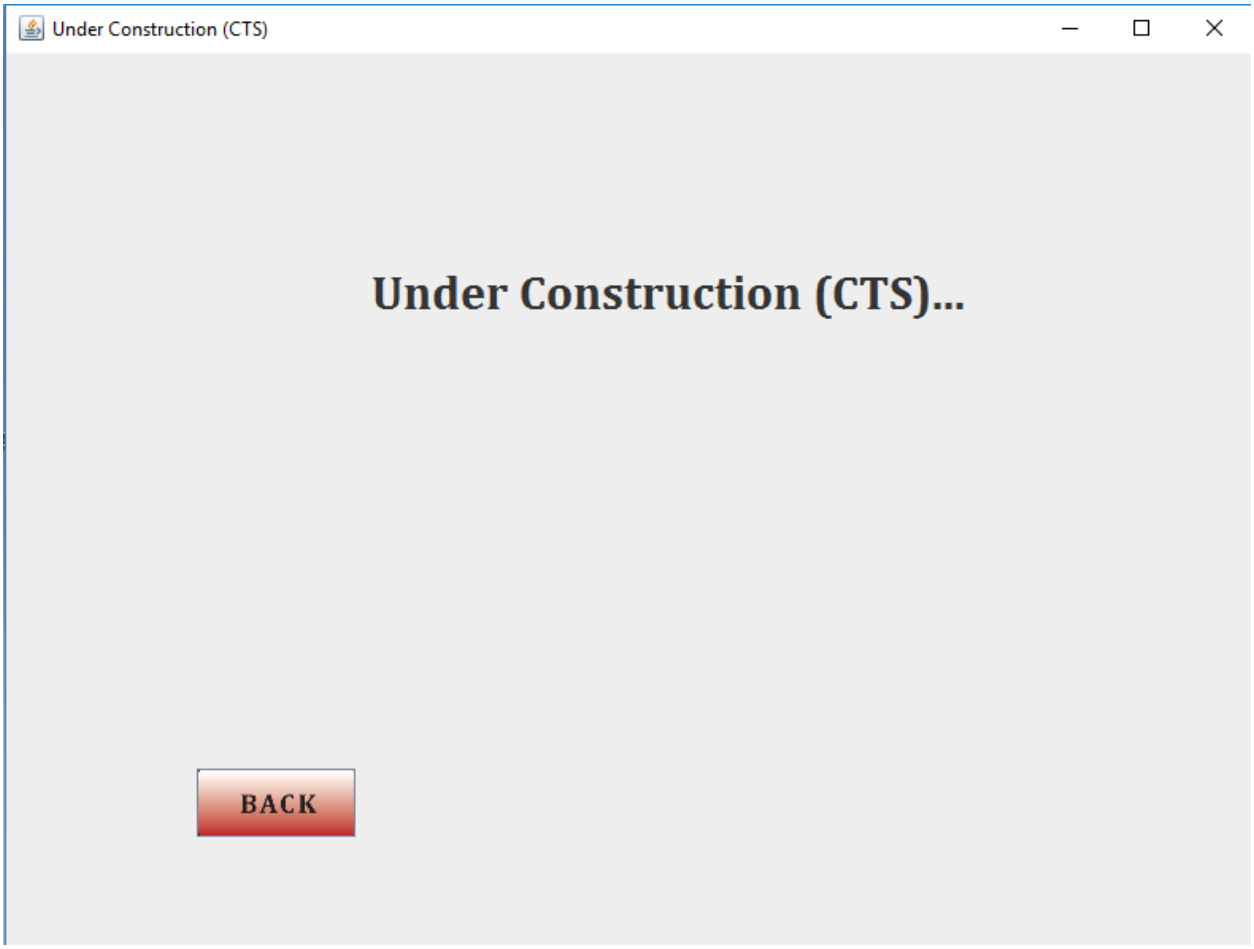
Click “Call Assistance” option to notify waiter that assistance is needed.



This function is still being implemented, but for now a rough idea of what the customer will be presented with is shown.

6. Entertainment(Optional)

Click “Entertainment” button for entertainment options.



This is currently a low priority use case, that will only be implemented if the other use cases(high and medium) can be successfully completed in time for demo 2. For now, an under construction notification will be displayed.

7. Make Payment

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

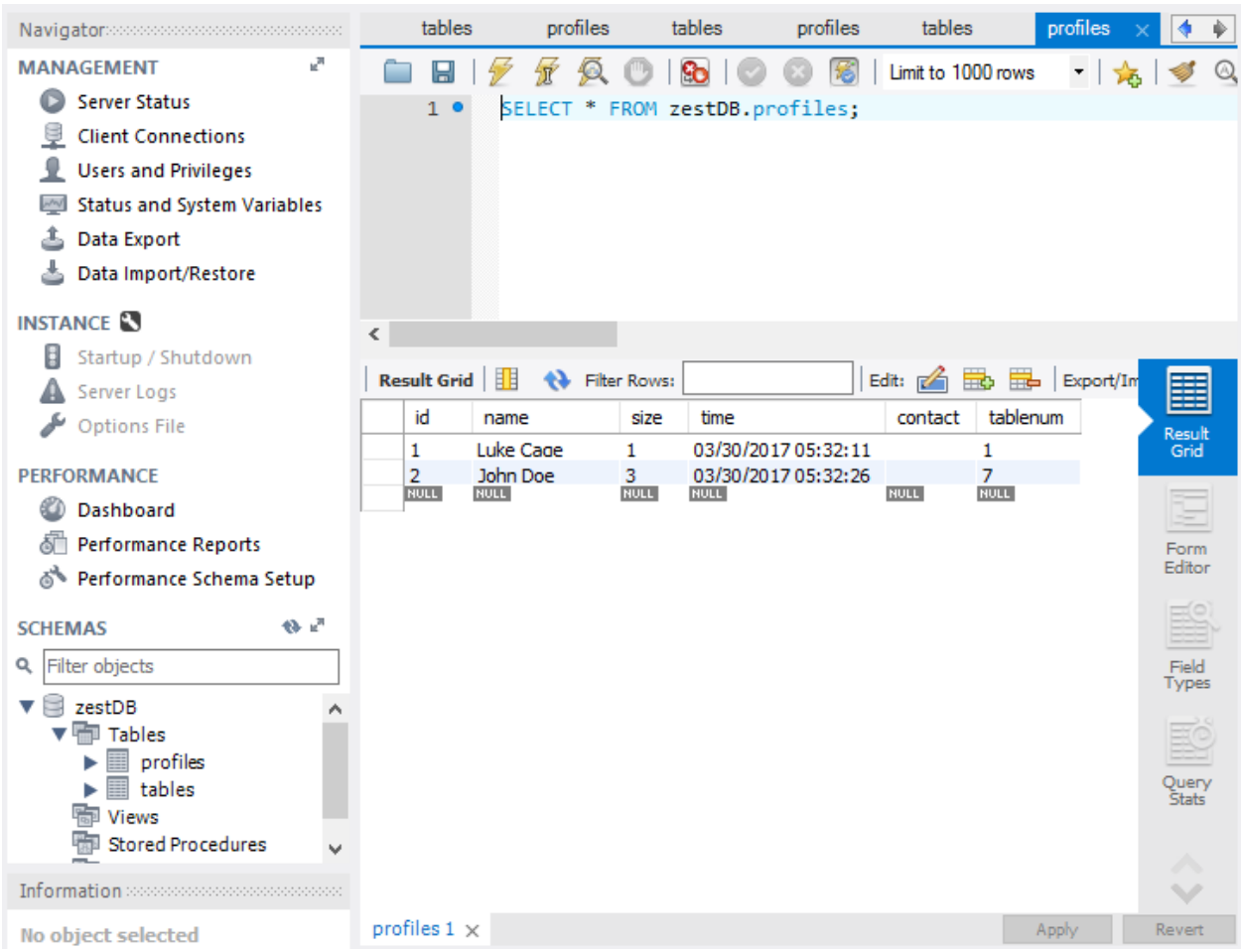
Click “Make Payment” option to make a payment and then click on icon that symbolizes the form of payment. Click “BACK” if need to go back.

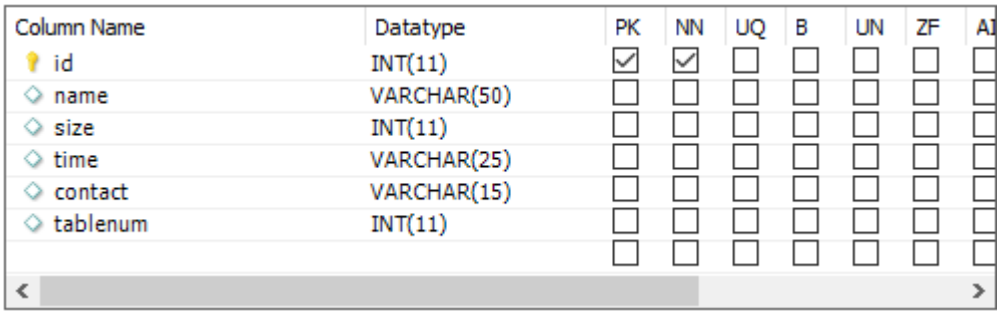
As of now, there is a temporary QR code to demonstrate the functionality of the bitcoin payment. In the future, either blockchain.info API will be used or a custom built function that notifies the customer once payment is received. Bitpay was being used previously, although a compliance notice was sent notifying us that the API access was blocked. This Use case is highly likely to be implemented completely by demo 2.

7. Database Screenshots

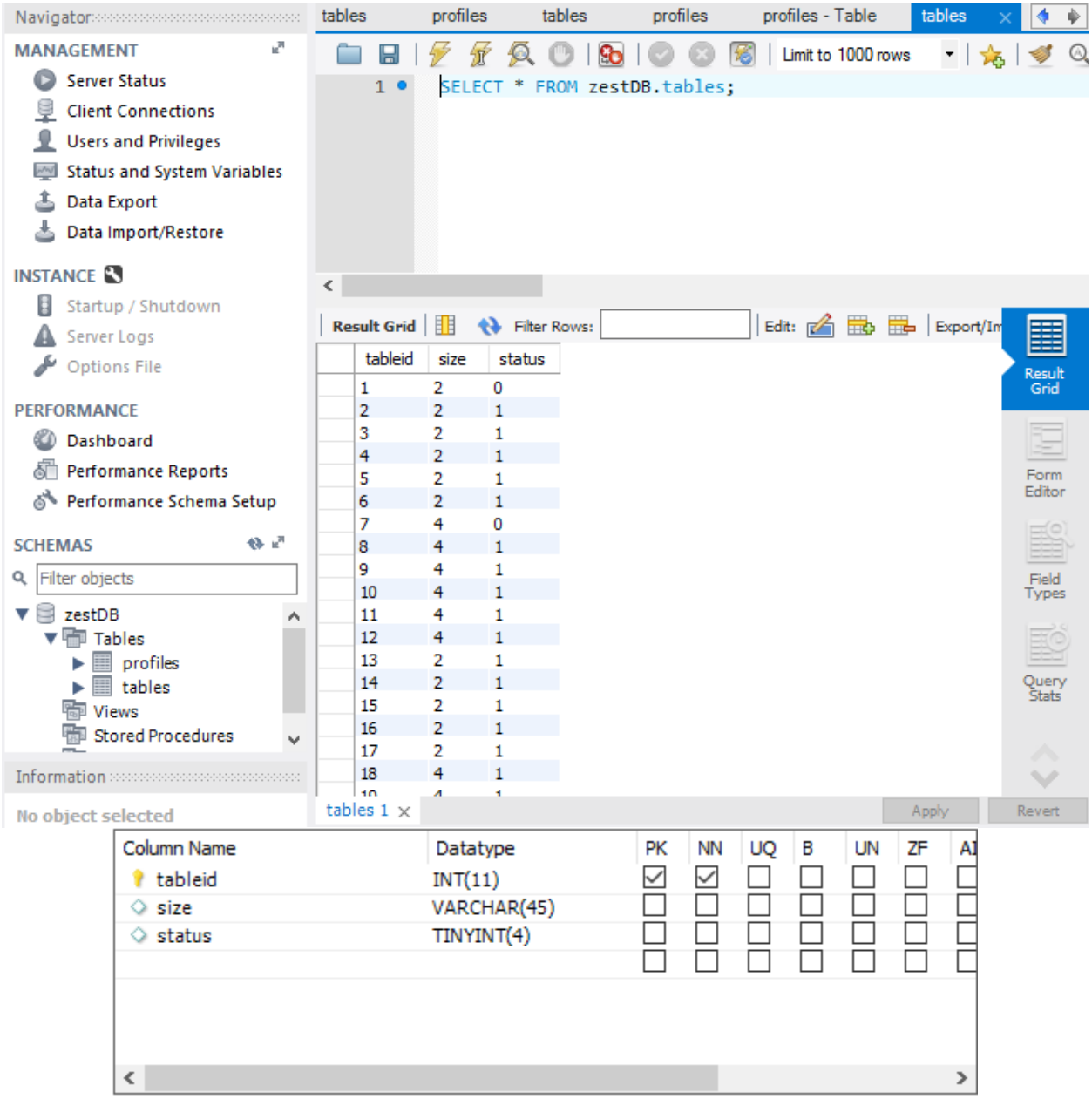
The screenshots have been taken from the MySQL workbench where the tables have been set up for the database, and they update when the software is ran.

Below are the screenshots of the customer profile table with the primary key (PK) as the customer id which is assigned by default by the system.





Below are the screenshots of the tables for FMS,



The tables 1 and 7 have status as 0 which are occupied by the customers Luck Cage and John Doe.

Note: there will be more information (i.e. columns) to the current tables will be added to the database and more tables with different information will be added for the next demo.

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.