

Zest-Ware

User Documentation

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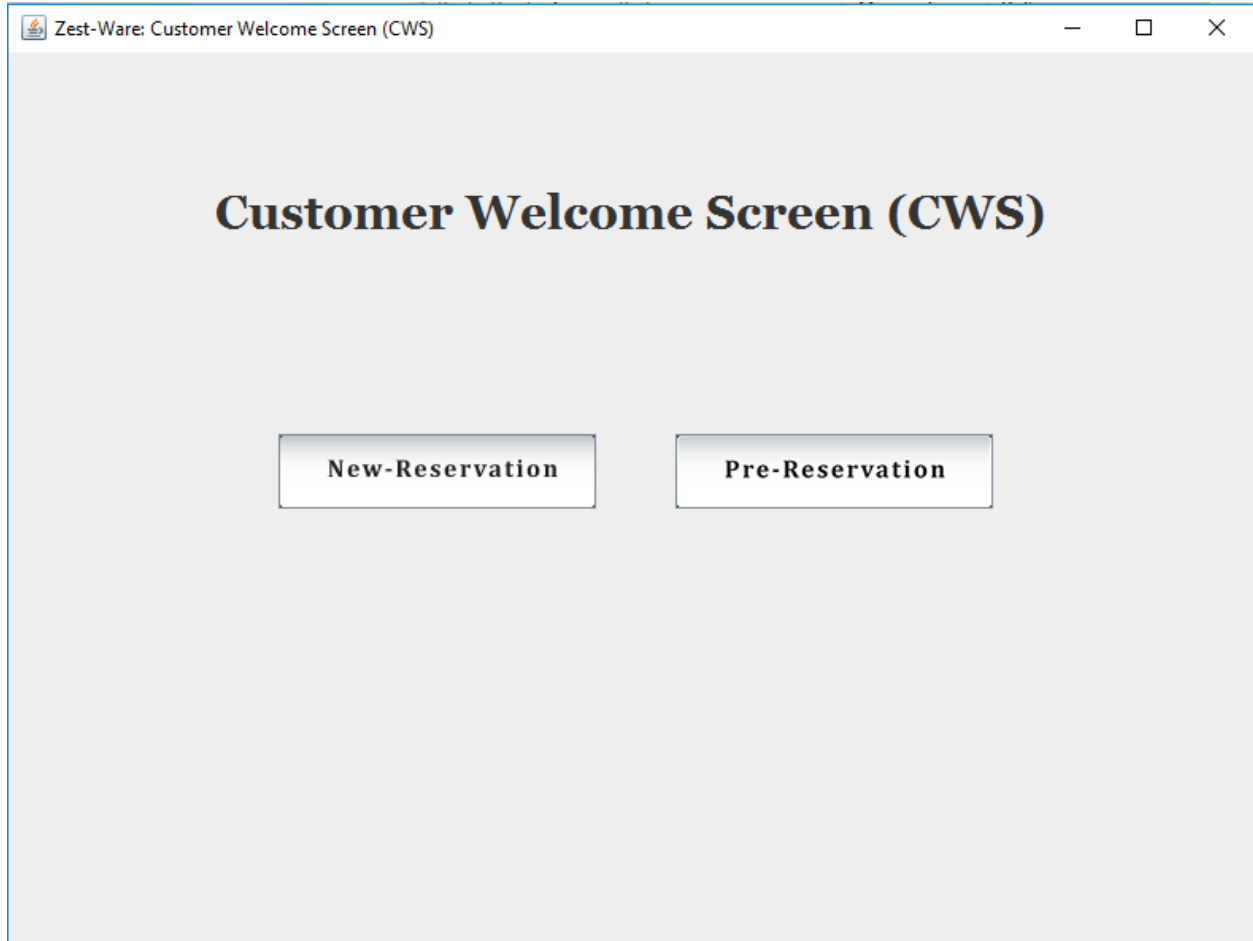
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Customer:

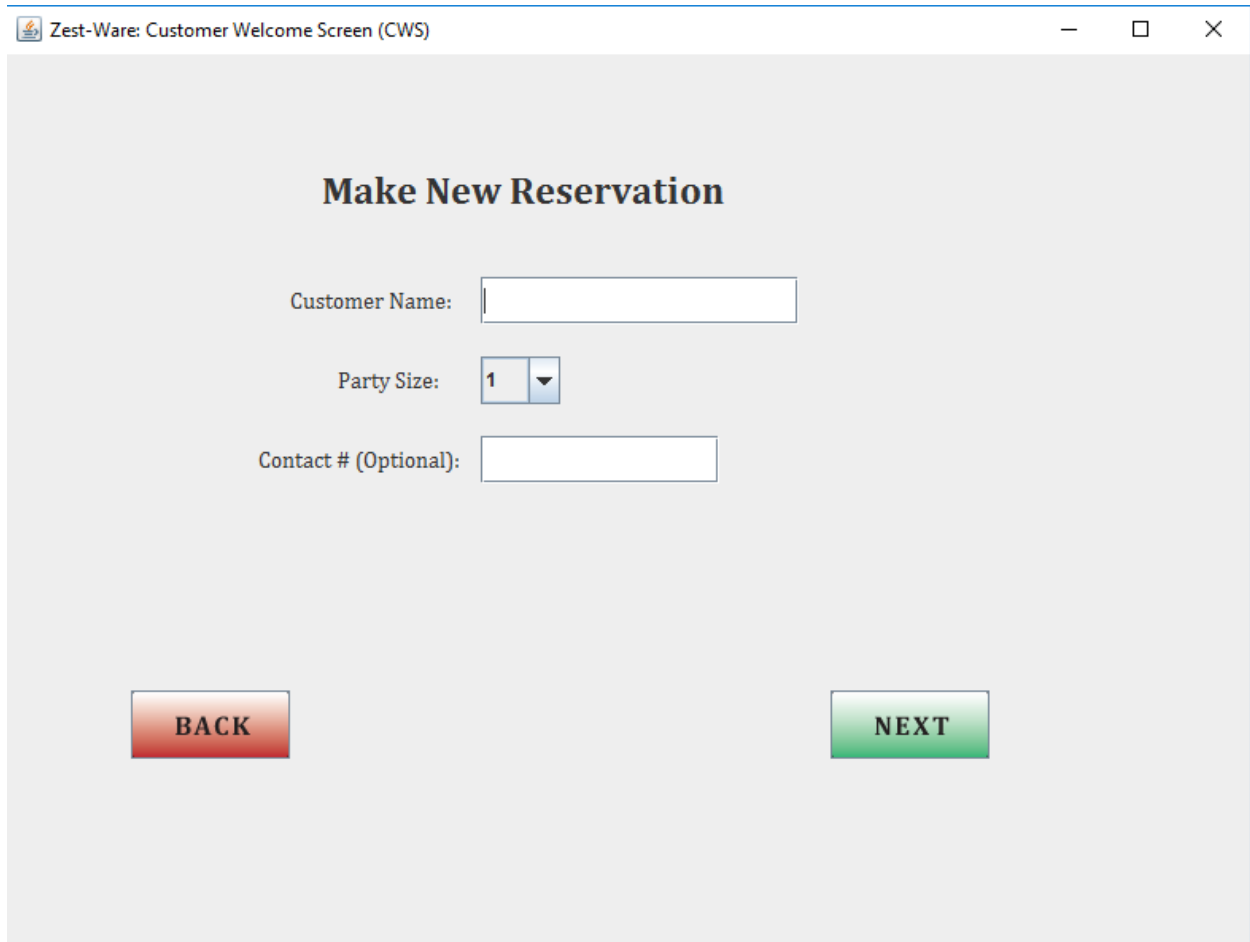
Contributed by Fahd Humayun, Nathan Morgenstern, and Shehpar Sohail

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



1.1. Making A New-Reservation:

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



The screenshot shows a window titled "Zest-Ware: Customer Welcome Screen (CWS)". The main heading is "Make New Reservation". Below this, there are three input fields: "Customer Name:" with a text box, "Party Size:" with a dropdown menu showing "1", and "Contact # (Optional):" with a text box. At the bottom, there are two buttons: "BACK" (red) and "NEXT" (green).

Make New Reservation

Customer Name:

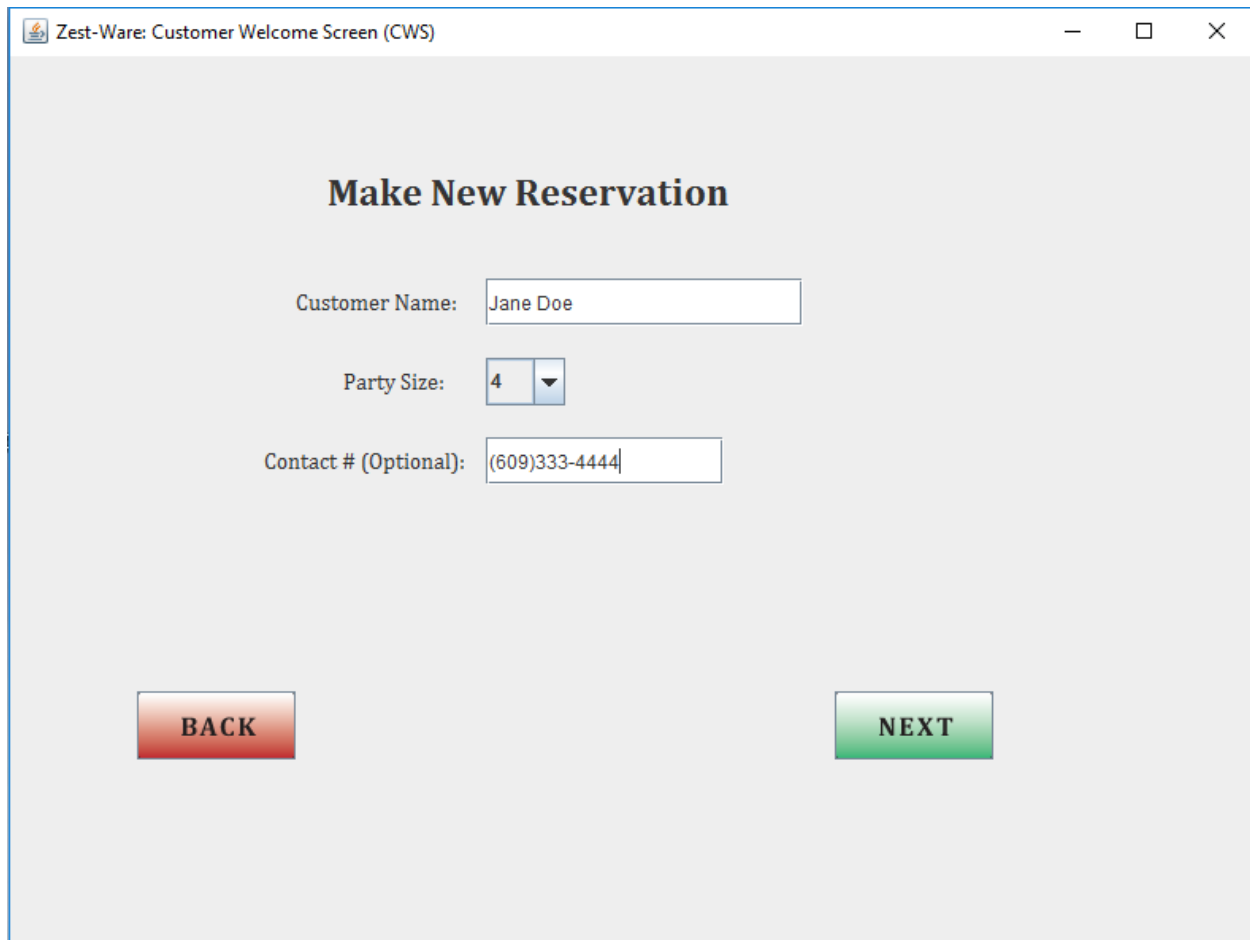
Party Size: ▼

Contact # (Optional):

BACK **NEXT**

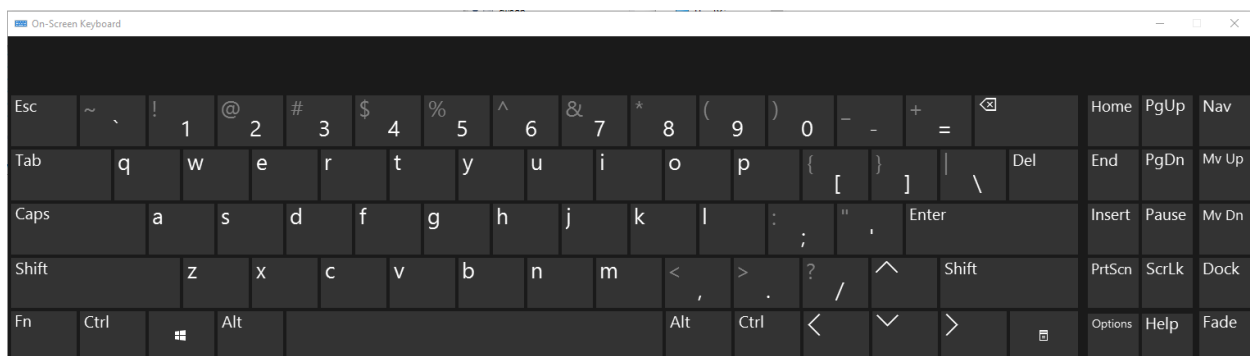
Enter the customer name and party size into the respective fields. The contact # is optional and may be implemented later for final demo.

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 screenshot shows a window titled "Zest-Ware: Customer Welcome Screen (CWS)". The main heading is "Make New Reservation". Below the heading, there are three input fields: "Customer Name:" with the text "Jane Doe", "Party Size:" with a dropdown menu showing "4", and "Contact # (Optional):" with the text "(609)333-4444". At the bottom, there are two buttons: "BACK" (red) and "NEXT" (green).

The keyboard will pop up for input:

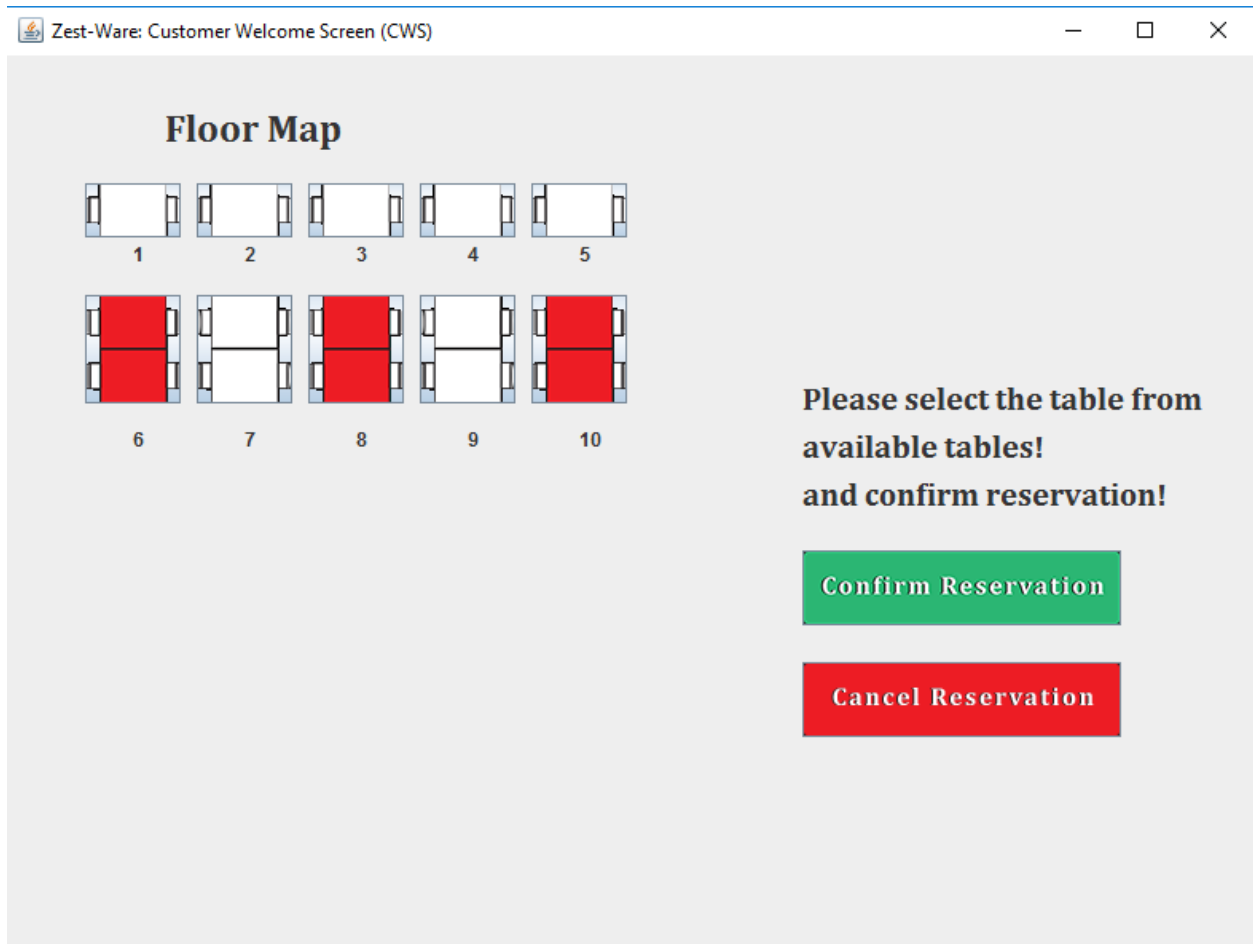


The BACK and NEXT can be used to either go to the previous screen or proceed to next screen after giving input. If the name is not entered and NEXT is selected a message will be displayed asking for the name to be entered.

The screenshot displays a software window titled "Zest-Ware: Customer Welcome Screen (CWS)". Inside the window, the main heading is "Make New Reservation". Below this heading, there are three input fields: "Customer Name:" (a text box), "Party Size:" (a dropdown menu currently showing "1"), and "Contact:" (a text box). A modal message box is overlaid on the form, titled "Message", containing an information icon, the text "Please enter name.", and an "OK" button. At the bottom of the window, there are two buttons: a red "BACK" button on the left and a green "NEXT" button on the right.

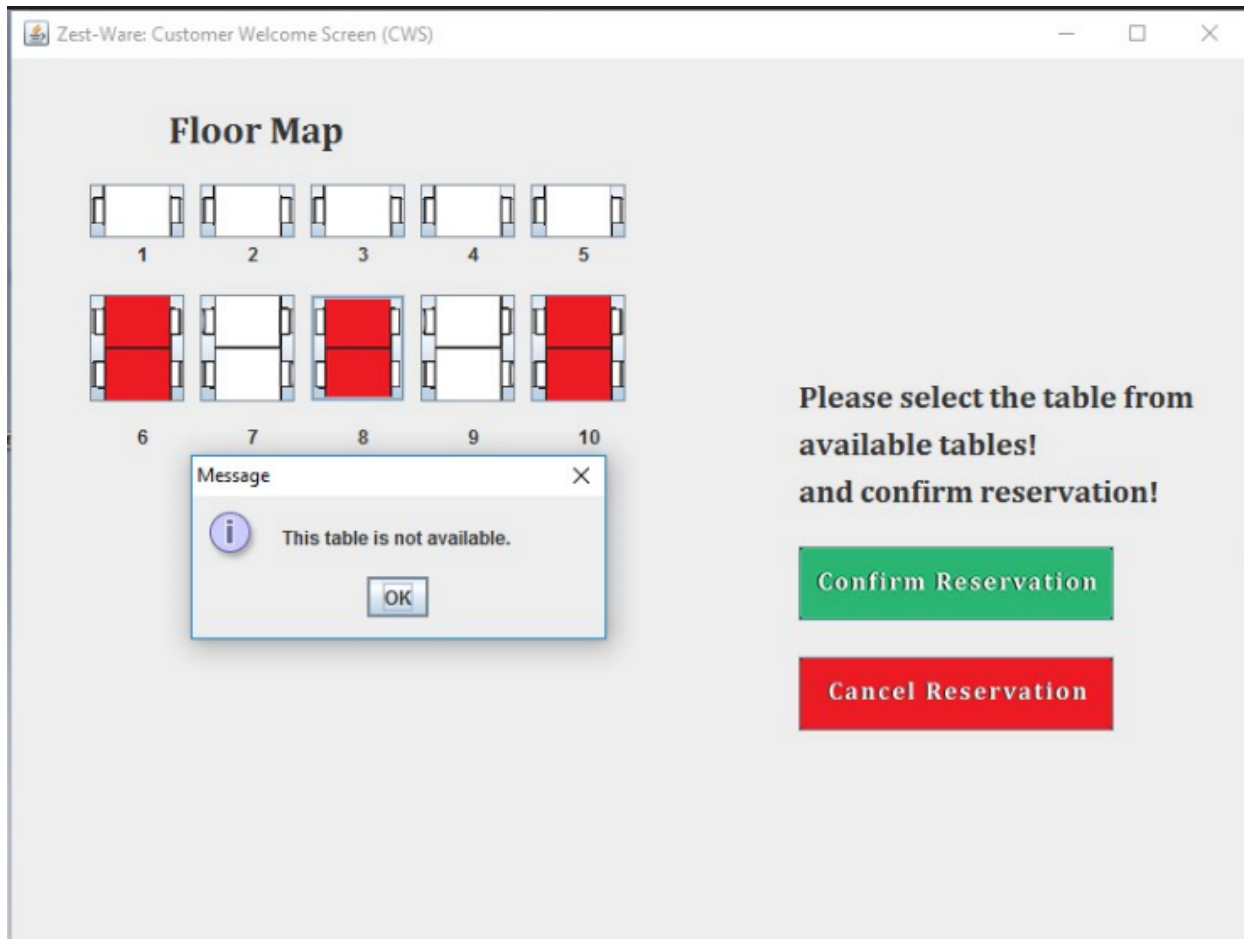
To enter the party size, select the appropriate size in the drop-down menu by scrolling up and down the options.

When the user tap NEXT the seating chart would show on the next screen as follow:

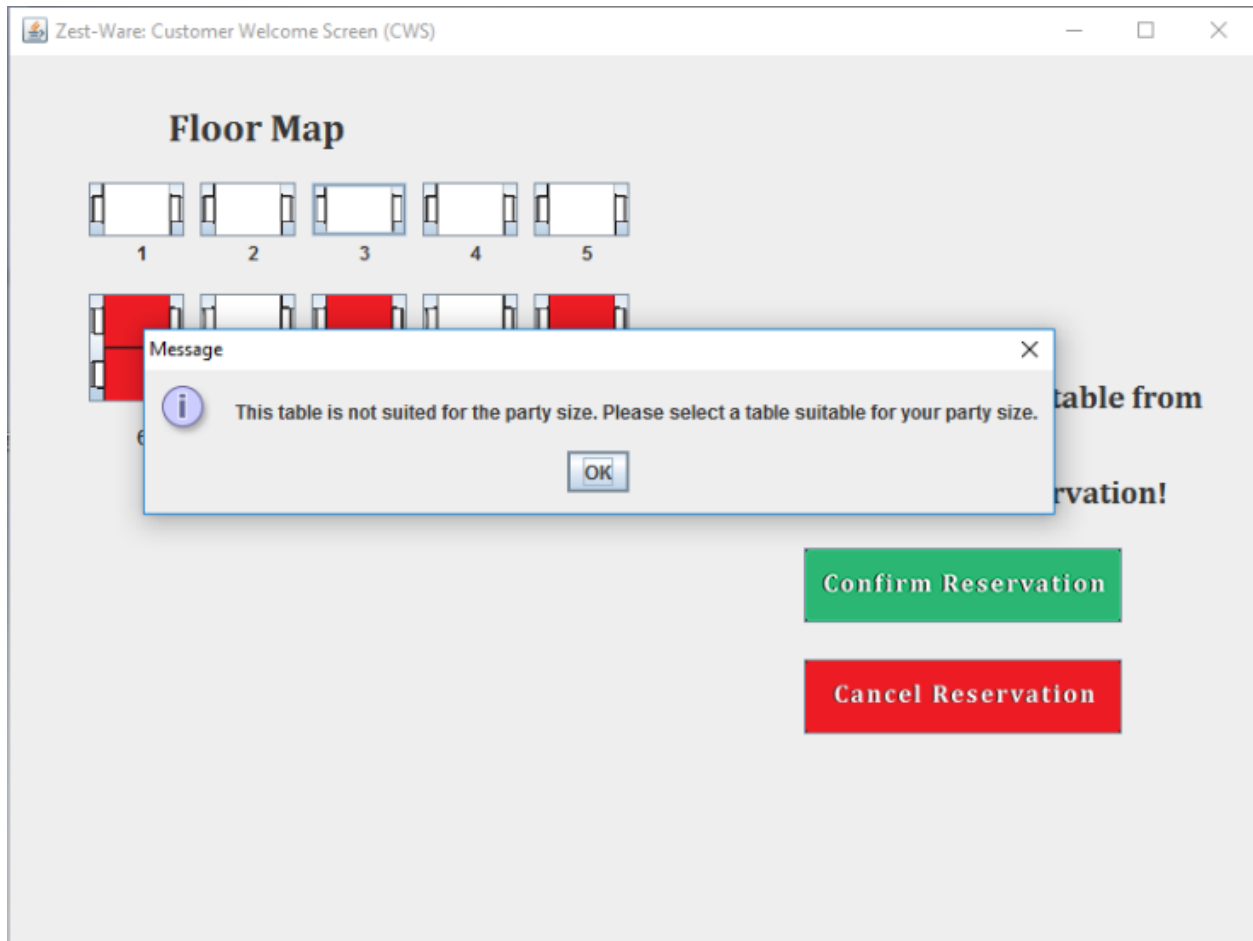


The user can select the table of their choice by selecting one of the available tables.

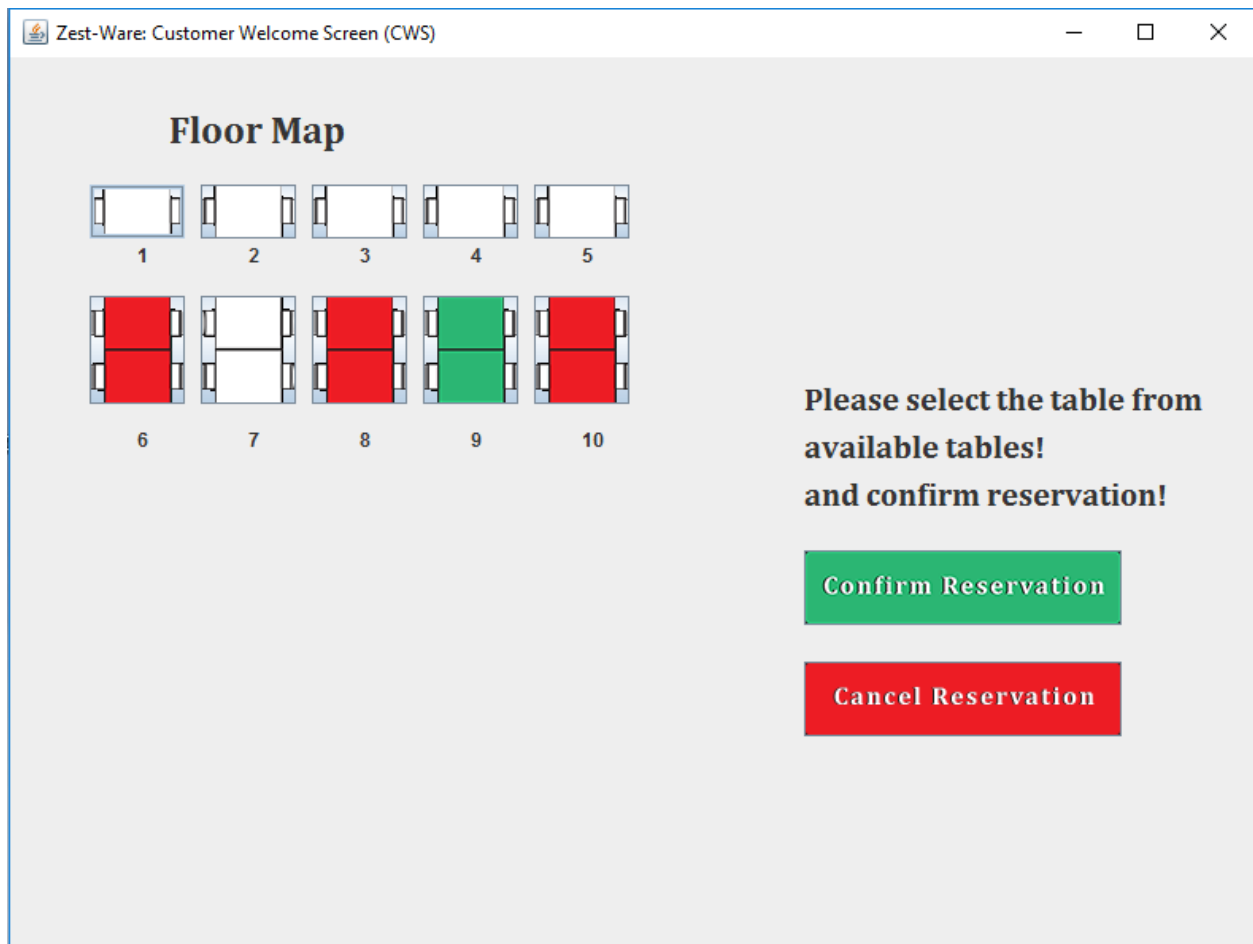
If the user selects a table that is not available, the system would pop up an error message again.



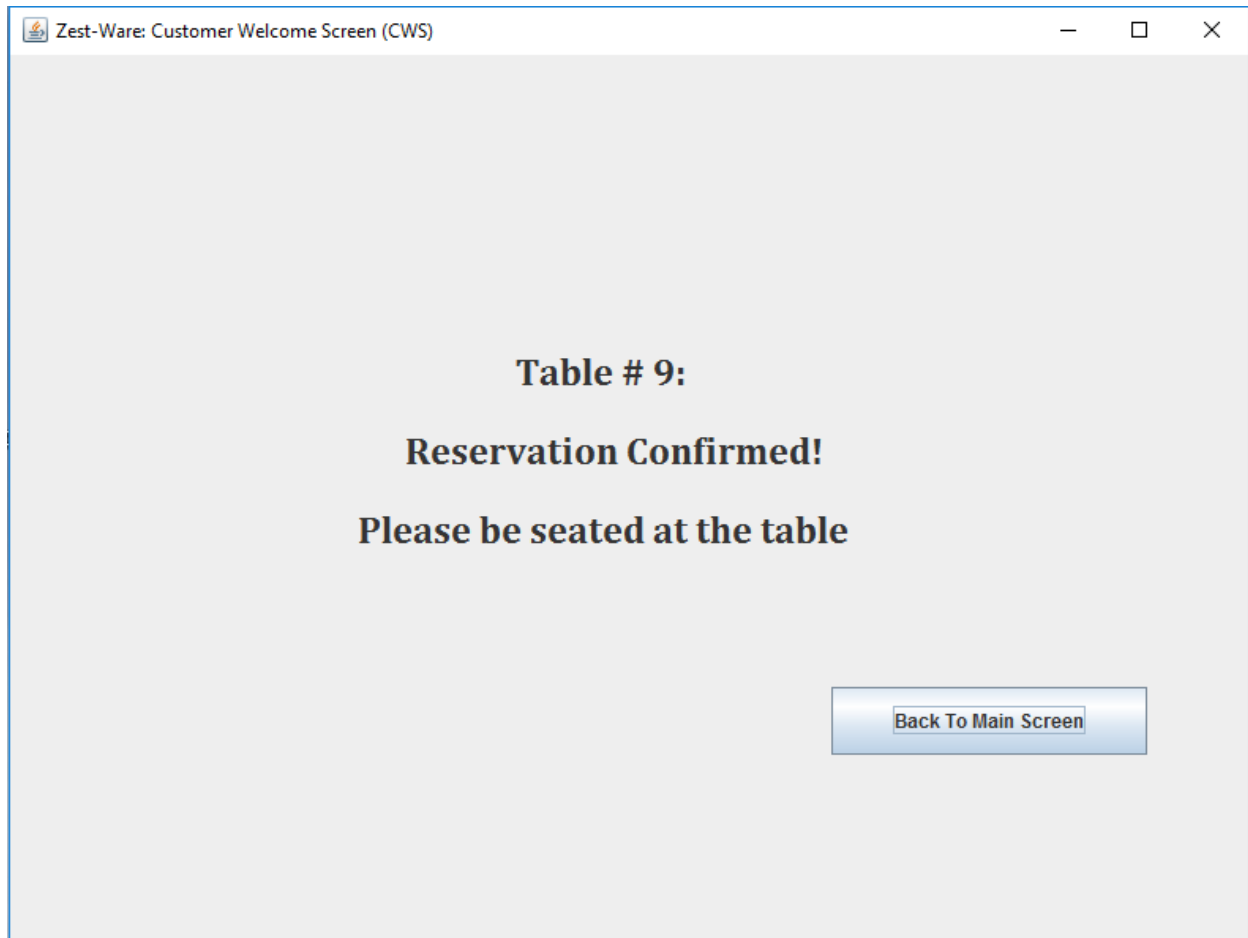
If the user selects a table that is available but not suitable for the size, the system would pop up an error message again.



Once the user selects a table that is suitable and available the table icon would change to green, the user can change another available table and then that table icon would change to green.



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 10 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 10.

The screenshot of profiles table in database before the addition of the new reservation

[illegible]

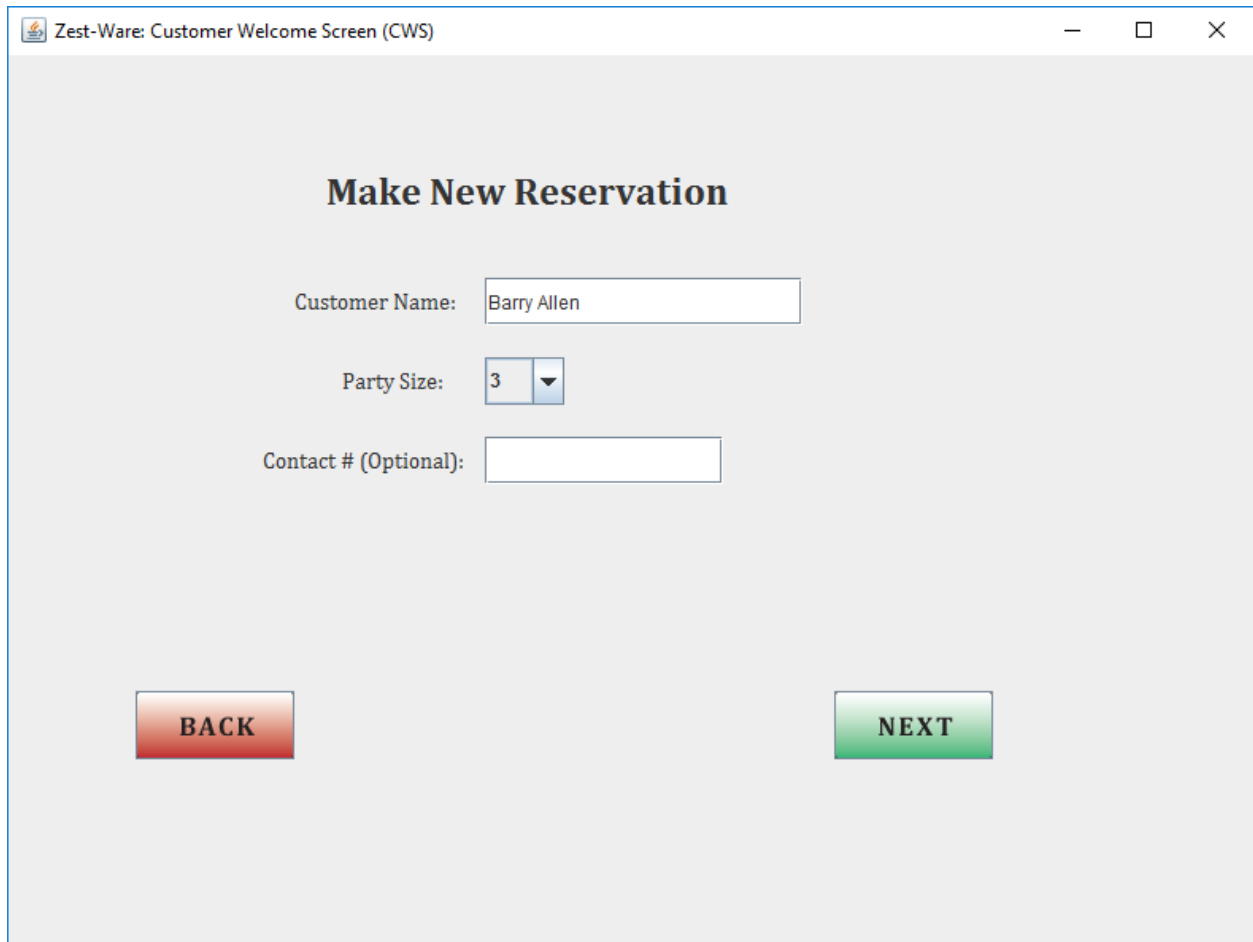
The screenshot of profiles table in database after the addition of the new reservation

[illegible]

1.2. Making A New-Reservation (Alternate Scenario):

If the user is making a new reservation and no tables are available.

The user as before enters the information for making new reservation:



The screenshot shows a window titled "Zest-Ware: Customer Welcome Screen (CWS)". The main heading is "Make New Reservation". Below this, there are three input fields: "Customer Name:" with the text "Barry Allen", "Party Size:" with a dropdown menu showing "3", and "Contact # (Optional):" with an empty text box. At the bottom, there are two buttons: "BACK" (red) and "NEXT" (green).

Field Label	Value / Option
Customer Name:	Barry Allen
Party Size:	3
Contact # (Optional):	

Navigation Buttons: BACK, NEXT

After tapping NEXT, if there are no tables available, the system calculates the estimated wait time, and the next table to be available soon and displays the next screen as follow:

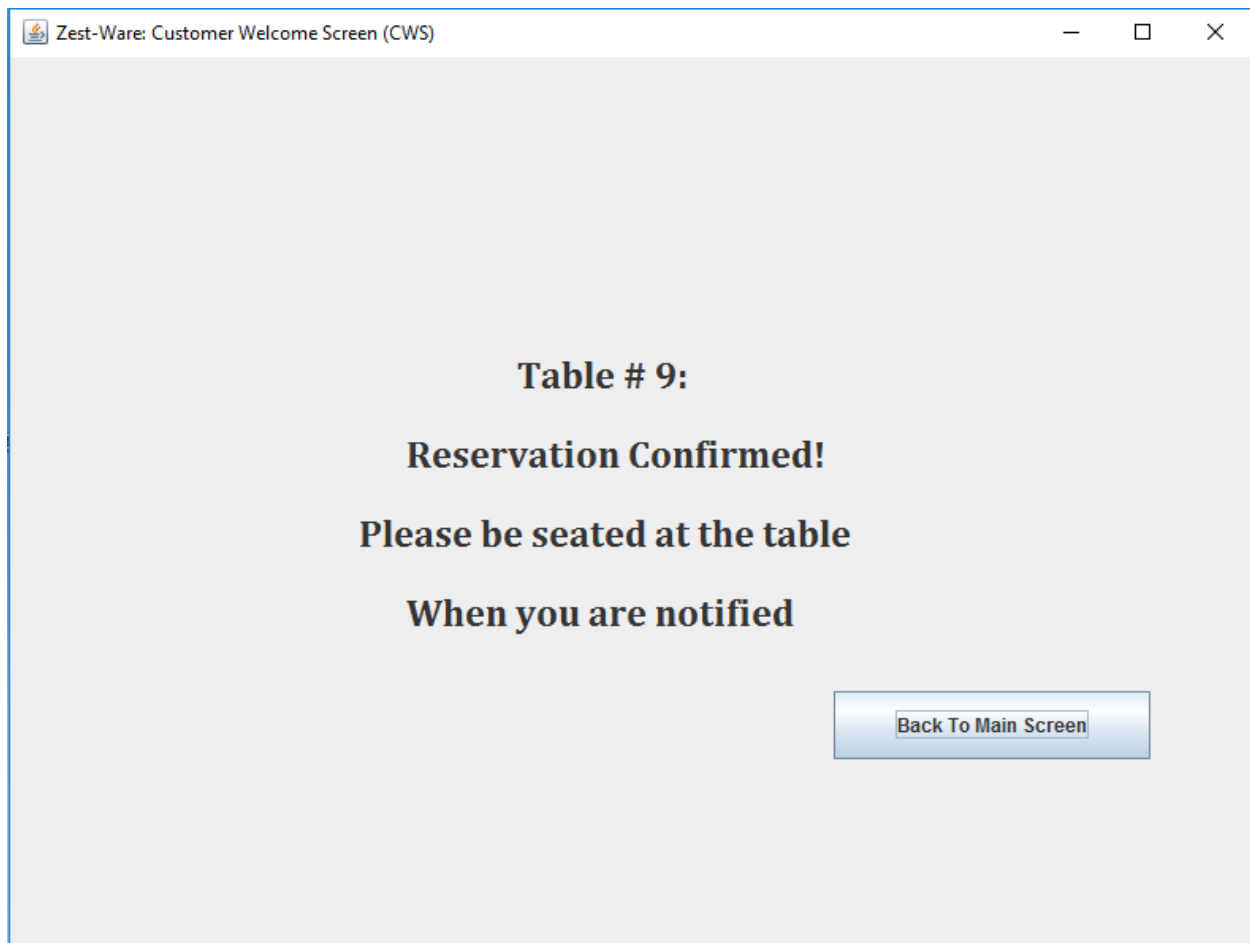
The screenshot shows a window titled "Zest-Ware: Customer Welcome Screen (CWS)". Inside, there is a section titled "Floor Map" with ten table icons arranged in two rows of five. The first row (tables 1-5) shows white tables, and the second row (tables 6-10) shows red tables. To the right of the floor map, the following text is displayed:

Sorry, no tables currently available!
Next available table will be # 9 with
Estimate wait time of 29 minutes
Please enter Contact # or email!
and click confirm reservation!
To get notified by an email or SMS
when next table is available.

Below this text is a text input field labeled "Contact #/email:". Below the input field are two buttons: a green "Confirm Reservation" button and a red "Cancel Reservation" button.

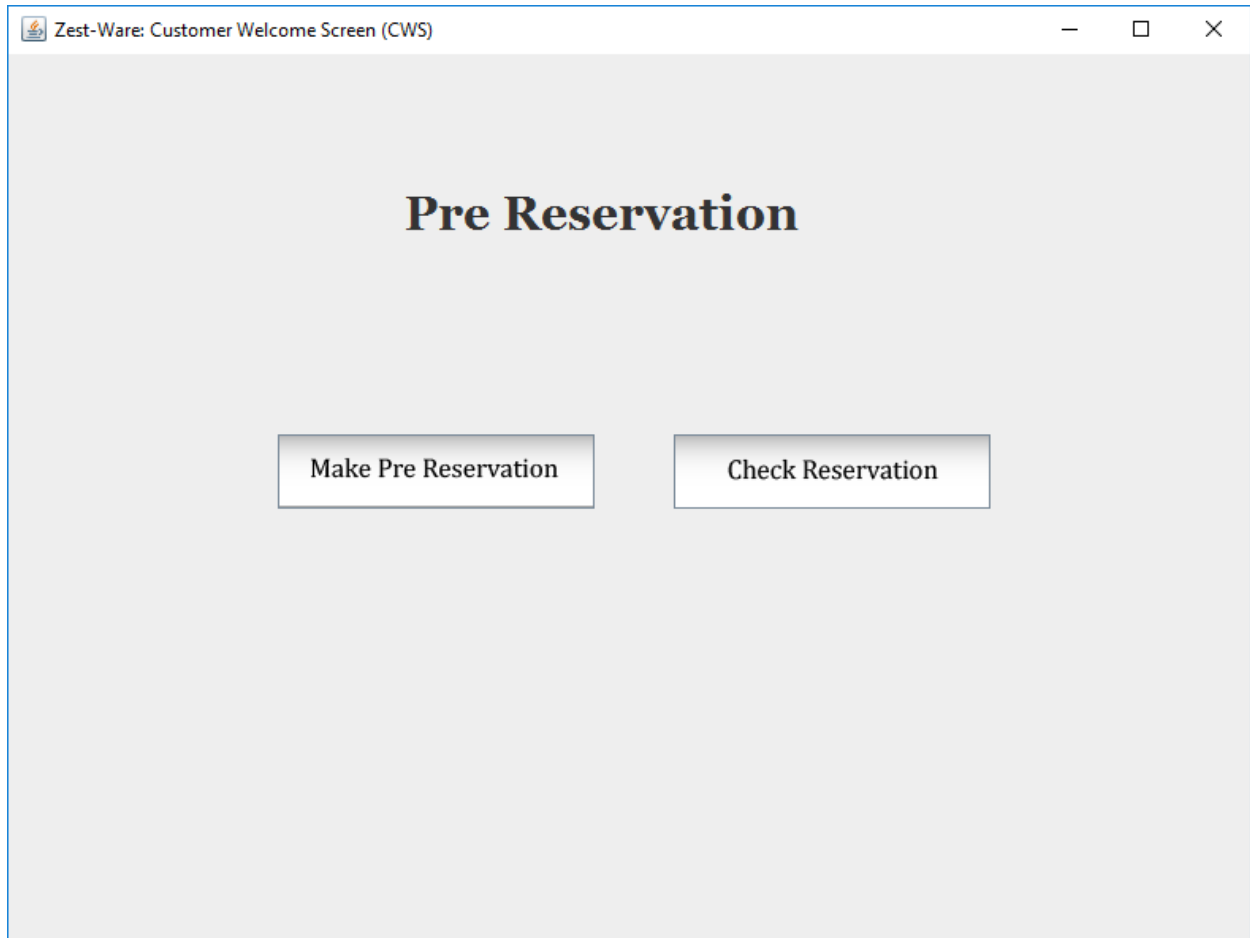
Note: the wait time is calculated by going through each customer in the database that has made reservation and has left the restaurant, in the database there are two columns one for reservation time and the other for timeout, so the system takes those two times, gets the difference, and gets the average of all those differences. The next table available is predicted by the table occupied first by the customer would likely be leaving soon.

After the user enters the contact number and confirms reservation.

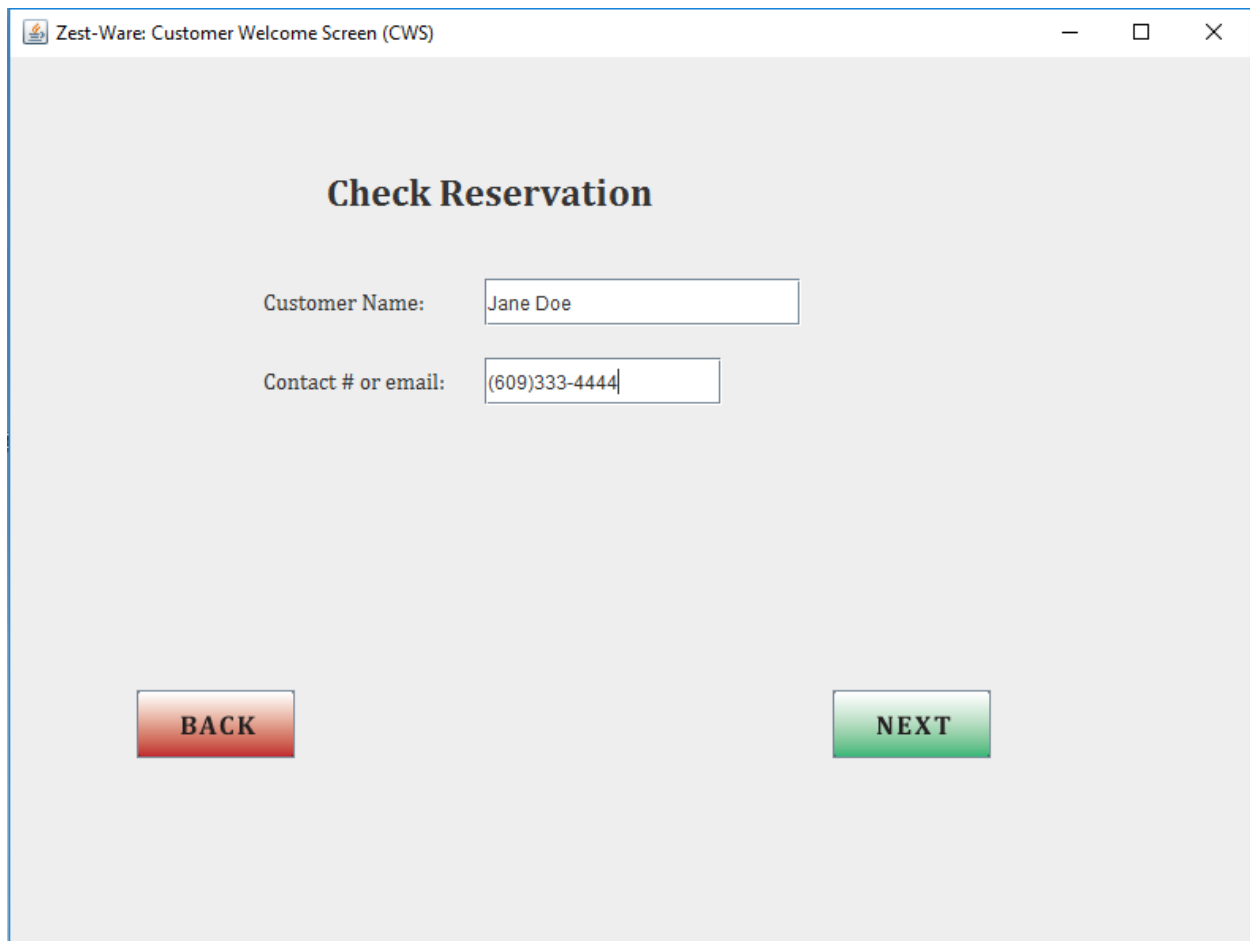


2.1. Checking Reservation:

The user taps on the Pre-Reservation button on the main screen of CWS, the system displays two more option i.e. Make pre-reservation or check reservation.



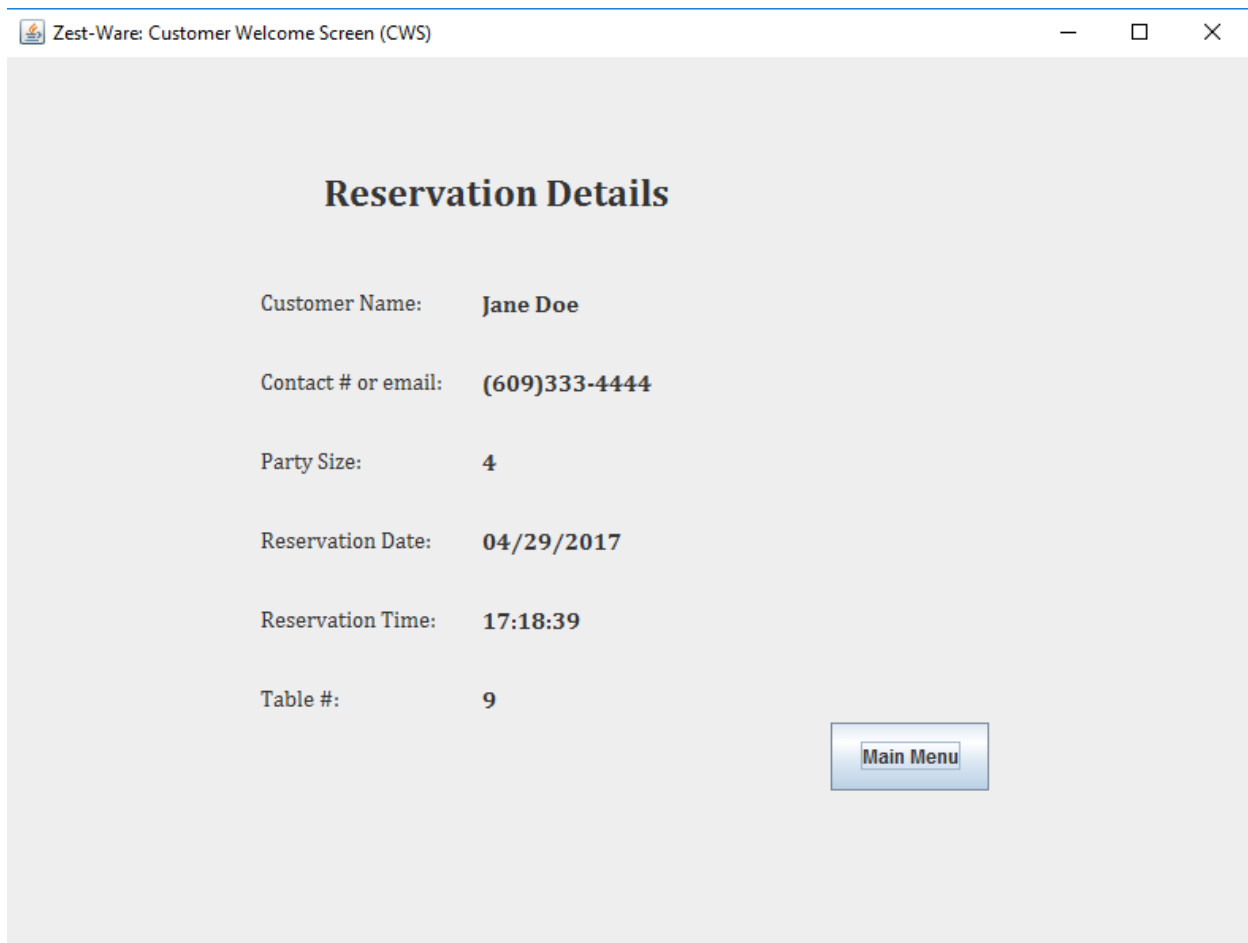
The user taps on the check reservation and the system asks for user input.



The screenshot shows a software window titled "Zest-Ware: Customer Welcome Screen (CWS)". The window has a light gray background and a blue border. At the top right, there are standard window control buttons: a minus sign, a square, and an 'X'. The main content area is centered and contains the following elements:

- A bold heading "Check Reservation" in black text.
- A label "Customer Name:" followed by a text input field containing the text "Jane Doe".
- A label "Contact # or email:" followed by a text input field containing the text "(609)333-4444".
- At the bottom, there are two buttons: a red button with the text "BACK" on the left and a green button with the text "NEXT" on the right.

If there is reservation made on that information the system would display the details.



The screenshot shows a window titled "Zest-Ware: Customer Welcome Screen (CWS)". The main content area has a light gray background and is titled "Reservation Details" in a bold, dark font. Below the title, there is a list of reservation details in a simple, sans-serif font. The details are as follows:

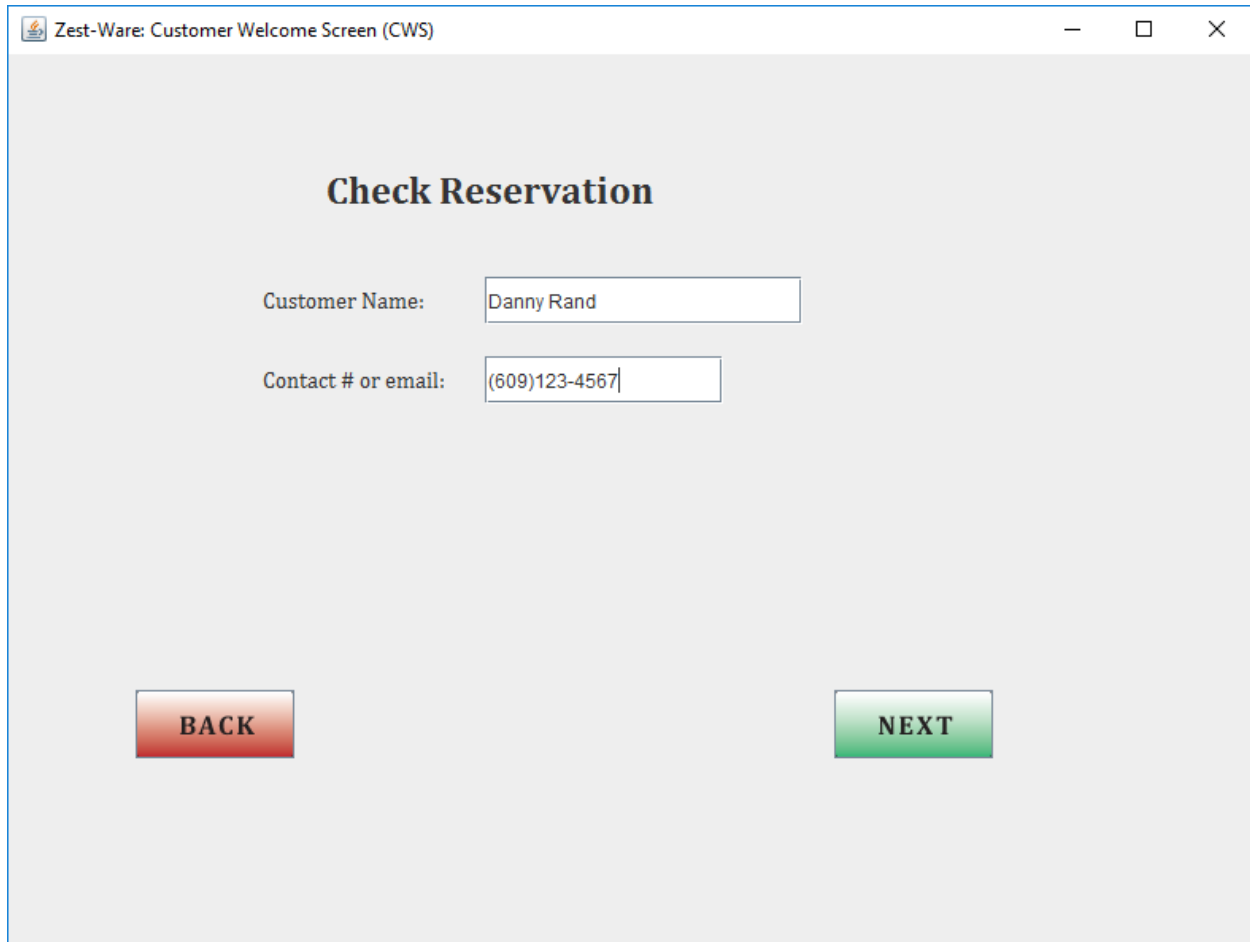
Customer Name:	Jane Doe
Contact # or email:	(609)333-4444
Party Size:	4
Reservation Date:	04/29/2017
Reservation Time:	17:18:39
Table #:	9

At the bottom right of the screen, there is a button labeled "Main Menu" with a blue gradient and a thin border.

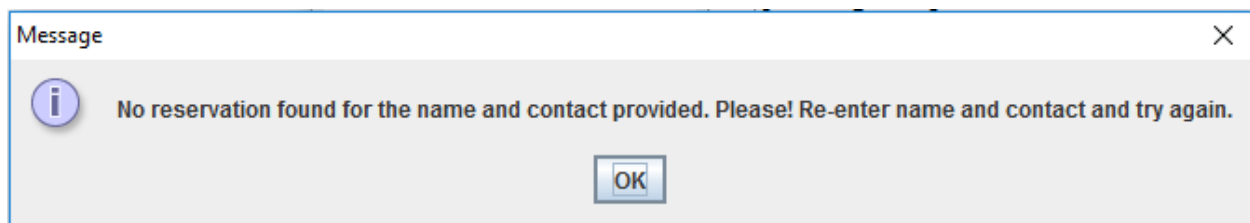
The system can check both with the email or contact number which ever is provided by the customer while making the reservation.

2.2. Checking Reservation (Alternate Scenario):

If the information entered does not match any reservations made the system displays a message.



The screenshot shows a window titled "Zest-Ware: Customer Welcome Screen (CWS)". The main heading is "Check Reservation". Below the heading, there are two input fields. The first is labeled "Customer Name:" and contains the text "Danny Rand". The second is labeled "Contact # or email:" and contains the text "(609)123-4567". At the bottom of the form, there are two buttons: a red "BACK" button on the left and a green "NEXT" button on the right.



The screenshot shows a "Message" dialog box. It contains an information icon (i) on the left. The text inside the dialog box reads: "No reservation found for the name and contact provided. Please! Re-enter name and contact and try again." At the bottom center of the dialog box, there is an "OK" button.

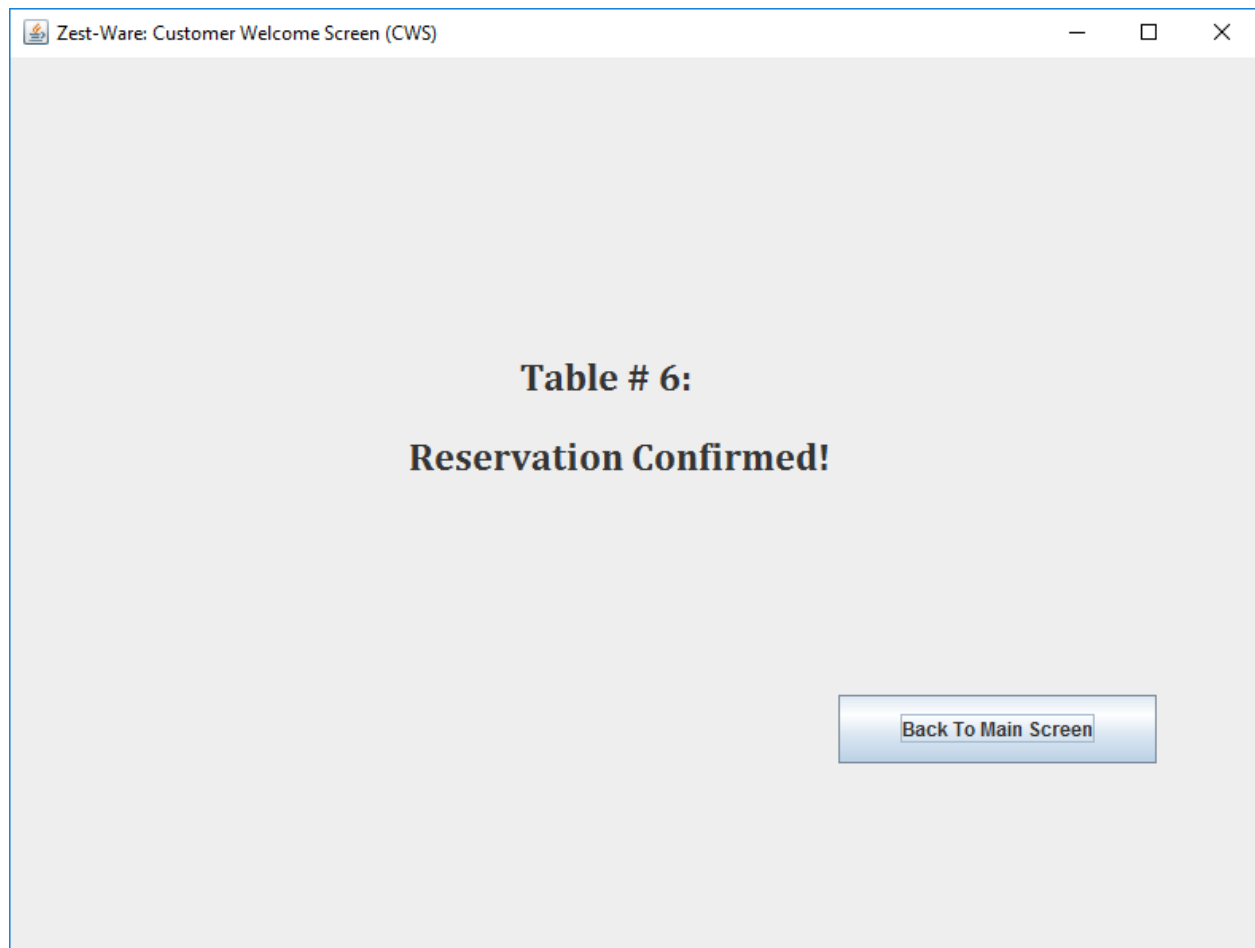
3.1. Making A Pre-Reservation:

The user taps on the Make Pre-Reservation button on the pre-reservation screen of CWS, and the system displays a screen asking for user to enter information, and the user enters information needed.


The screenshot shows a web application window titled "Zest-Ware: Customer Welcome Screen (CWS)". The main heading is "Make New Reservation". Below the heading, there are five input fields with labels to their left: "Customer Name:" with the value "Danny Rand", "Party Size:" with a dropdown menu showing "4", "Contact # or email:" with the value "(609)123-4567", "Time:" with a dropdown menu showing "15:30:00", and "Choose Date:" with the value "04/30/2017". At the bottom of the form, there are two buttons: a red "BACK" button on the left and a green "NEXT" button on the right.

If any of the information is missing the system would display a message asking for the user to enter that specific information.

If a table is available for the reservation time, the system would confirm reservation and displays it on the screen.



The details can now be check by going to the check reservation option and entering the information.

 Zest-Ware: Customer Welcome Screen (CWS)

Reservation Details

Customer Name:	Danny Rand
Contact # or email:	(609)123-4567
Party Size:	4
Reservation Date:	04/30/2017
Reservation Time:	15:30:00
Table #:	6

Main Menu

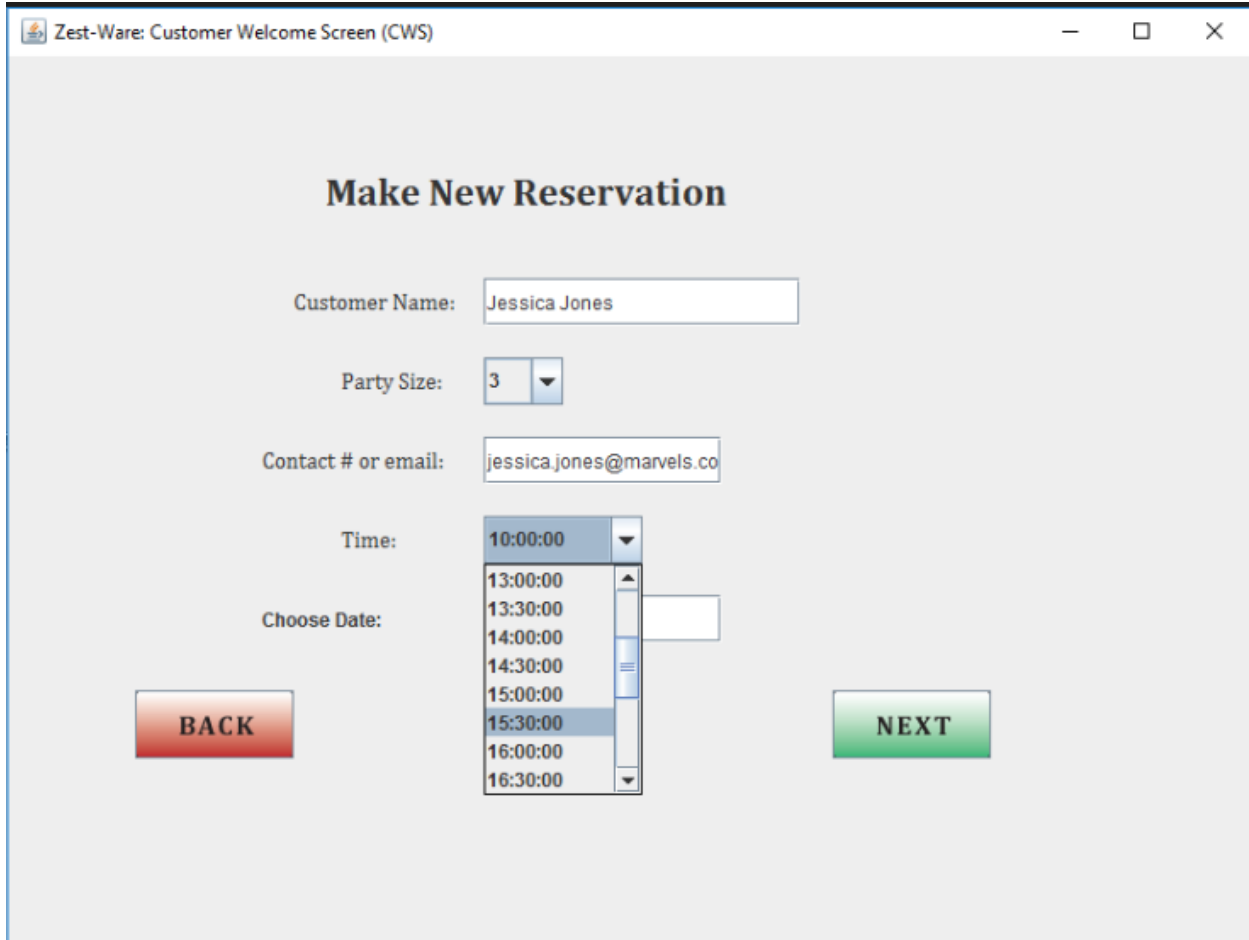
Screenshot of database:

[illegible]

3.2. Making A Pre-Reservation (Alternate Scenario):

If the user is trying to make a reservation and there are no tables available for that specific date and time, the system would display a message.

To check this the database has been updated as such that there are no tables available for a specific date and time, then the user tries to make reservation for that specific date and time.



The screenshot displays a web application window titled "Zest-Ware: Customer Welcome Screen (CWS)". The main heading is "Make New Reservation". The form includes the following fields and controls:

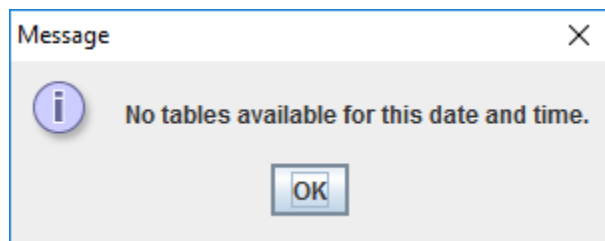
- Customer Name:** A text input field containing "Jessica Jones".
- Party Size:** A dropdown menu showing "3".
- Contact # or email:** A text input field containing "jessica.jones@marvels.co".
- Time:** A dropdown menu with a list of times: 10:00:00, 13:00:00, 13:30:00, 14:00:00, 14:30:00, 15:00:00, 15:30:00, 16:00:00, and 16:30:00. The 15:30:00 option is currently selected.
- Choose Date:** A text input field that is currently empty.

At the bottom of the form, there are two buttons: a red "BACK" button on the left and a green "NEXT" button on the right.

Screenshot of database:

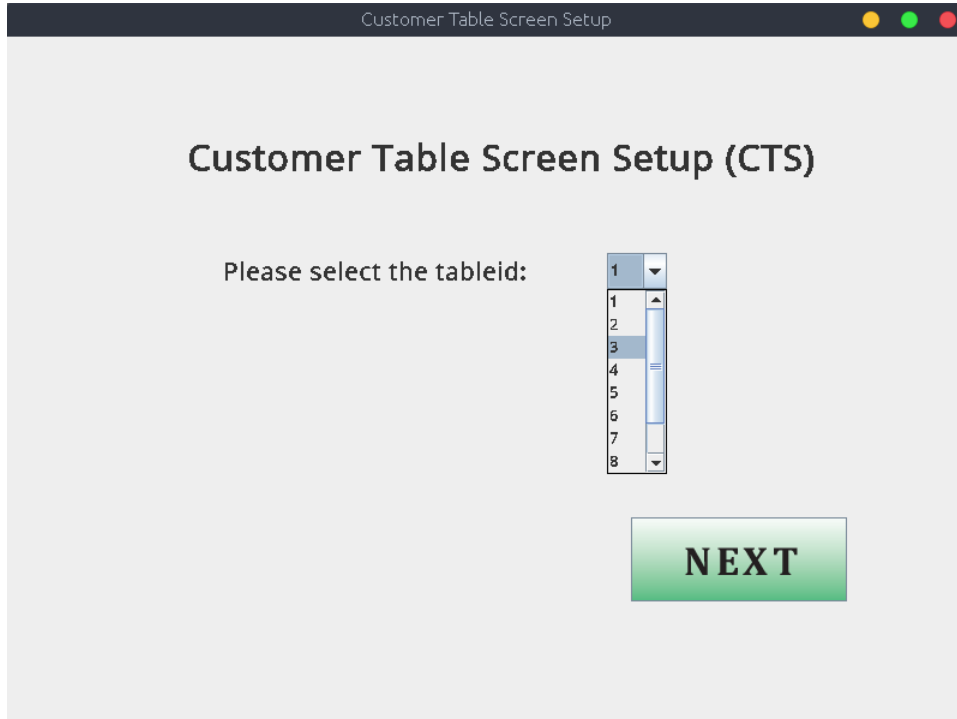
	tableid	size	status	reservationcd	reservationct	reservationnd	reservationnt
	1	2	1	NULL	NULL	04/25/2017	13:30:00
	2	2	1	NULL	NULL	NULL	NULL
	3	2	1	NULL	NULL	NULL	NULL
	4	2	1	NULL	NULL	NULL	NULL
	5	2	1	NULL	NULL	NULL	NULL
	6	4	0	04/23/2017	23:32:44	04/30/2017	15:30:00
	7	4	0	04/29/2017	17:28:00	04/30/2017	15:30:00
	8	4	0	04/23/2017	23:29:01	04/30/2017	15:30:00
	9	4	0	04/29/2017	17:22:11	04/30/2017	15:30:00
	10	4	0	04/23/2017	23:32:29	04/30/2017	15:30:00
	NULL	NULL	NULL	NULL	NULL	NULL	NULL

Error message after tapping NEXT



4. Customer Table Screen Setup:

On the Customer Table Screen (CTS) there is initially a startup phase where the restaurant staff is able to select the tableid. The tableid's can be loaded dynamically by reading directly from the amazon web services database.



Customer Table Screen Setup

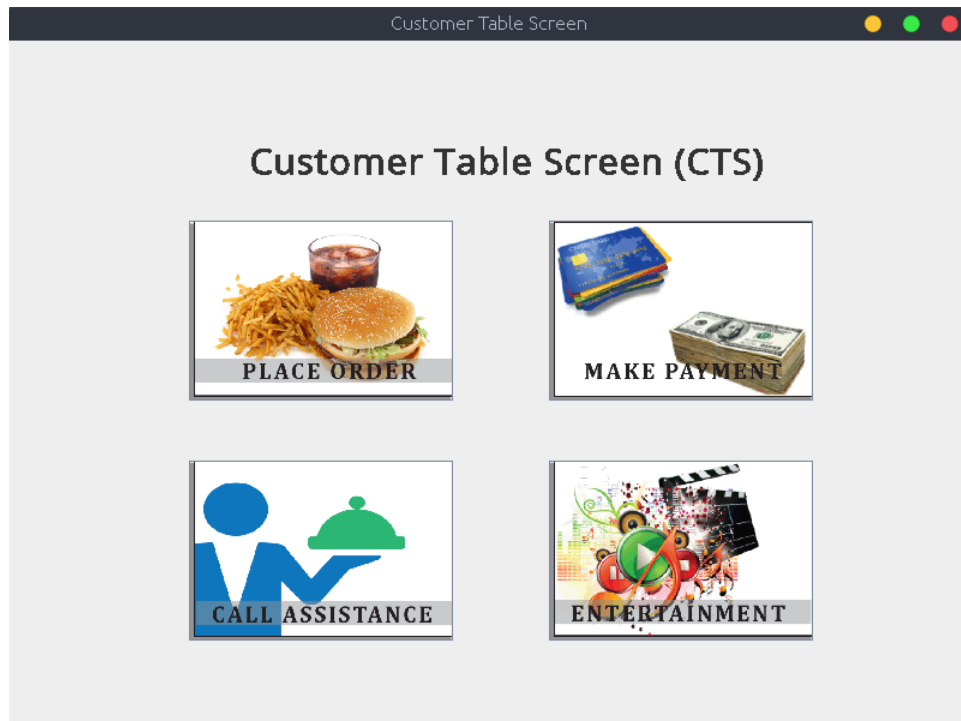
Customer Table Screen Setup (CTS)

Please select the tableid:

1
2
3
4
5
6
7
8

NEXT

Once the tableid is selected, the CTS goes to the main screen that will be present by default and the main point of interaction for the User. On this screen the User is presented with four options: Place Order, Make Payment, Call Assistance, and Entertainment.




4.1. Placing an order

After the customer selects Place Order on the first page of the CTS, they are brought to the ordering screen where they are able to choose from Food, Drink, Appetizers, and Desserts. This page also has a Bill page where they can see the total price of their current order as well as each of the items that they are ordering. The total price is sent to the database upon ordering. Still to be implemented-albeit very simple after demonstrating the database successfully worked-is uploading the customers order to the database for the kitchen/waiter staff to read.


Place Order Pane

Food PaneDrink PaneAppetizer PaneDessert PaneBill Pane


Main Entrees




Orange Chicken....\$8.75





Mango Chicken....\$8.75



Sesame Chicken....\$8.75









Place Order Pane

Food PaneDrink PaneAppetizer PaneDessert PaneBill Pane


Soft Drinks



Coke....\$1.99





Pepsi....\$1.99




Sprite....\$1.99

Juice









Place Order Pane

Food PaneDrink PaneAppetizer PaneDessert PaneBill Pane


Ice Cream




Chocolate Ice Cream....\$2.25




Vanilla Ice Cream....\$2.25




Strawberry Ice Cream....\$2.25



Mint Ice Cream....\$2.25



Pineapple Ice Cream....\$2.25




Oreo Ice Cream....\$2.25


Place Order Pane

Food PaneDrink PaneAppetizer PaneDessert PaneBill Pane


Salads



Caesar Salad....\$1.50




Fruit Salad....\$1.00




Vegetable Salad....\$1.50


Side Orders



French Fries....\$1.50



Chicken Nuggets....\$1.50




Onion Rings....\$1.50


Place Order Pane

Food PaneDrink PaneAppetizer PaneDessert PaneBill Pane


Ice Cream




Chocolate Ice Cream....\$2.25





Vanilla Ice Cream....\$2.25



Strawberry Ice Cream....\$2.25







Place Order Pane

Food PaneDrink PaneAppetizer PaneDessert PaneBill Pane

Total: 27.98

TableID: 3

Item(s)	Quantity
Orange Chicken	1
Mango Chicken	1
Pepsi	1
Sprite	1
Caesar Salad	1
Mashed Potatoes	1
Chocolate Ice Cream	1
French Vanilla Ice Cream	1

Cancel Order

Confirm Order

Once the customer selects confirm the database stores the current total price. If they are to make an order in the future before paying, the price will be added to their current total. That's what the variable isPaid is used for.

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Query: `SELECT * FROM ctddb.cts;`

Limit to 1000 rows

ctsdbs

Performance

Performance Reports

Performance Schema Setup

SCHEMAS

Filter objects

Object Info

Session

Table: ctddb.cts

Columns

table_id int(11) PK

btc_addr longtext

is_paid tinyint(4)

total_price longtext

needs_assistance tinyint(4)

#	table_id	btc_addr	is_paid	total	prior	needs	assistanc
1	17575kwcEPqStzDGuV7yTKR...		0	0	0	0	
2	1LL2zvdZ19VRnw45o4bZ4UBQGL...		0	0	0	0	
3	19cQBwyfK5QipikarYXp8ueSV5...		0	0	0	0	
4	1PGUuJatQo8DkqJbOG7Z2frFrvt...		0	0	0	0	
5	1PwakuAcmhuAEs3mmE58HP...		0	0	0	0	
6	13v6hDznU8hBX2KQvbtAwSS7v...		0	0	0	0	
7	14oAE78atP8e8VEs0e4HwLzab...		0	0	0	0	
8	14NwqeraMhWWg5ZNEPkgGnL...		0	0	0	1	
9	11STZhrPi2HFm4j3UauQeCtbt...		0	0	0	0	
10	18EIMsTEHEW5r6mWvchLdMj6...		0	0	0	0	

Query Completed

Apply Revert

The database before confirming

MySQL Workbench

File Edit View Query Database Server Tools Scripting Help

Query: `SELECT * FROM ctddb.cts;`

Limit to 1000 rows

ctsdbs

Performance

Performance Reports

Performance Schema Setup

SCHEMAS

Filter objects

Object Info

Session

Table: ctddb.cts

Columns

table_id int(11) PK

btc_addr longtext

is_paid tinyint(4)

total_price longtext

needs_assistance tinyint(4)

#	table_id	btc_addr	is_paid	total	prior	needs	assistanc
1	17575kwcEPqStzDGuV7yTKR...		0	0	0	0	
2	1LL2zvdZ19VRnw45o4bZ4UBQGL...		0	0	0	0	
3	19cQBwyfK5QipikarYXp8ueSV5...		0	0	0	0	
4	1PGUuJatQo8DkqJbOG7Z2frFrvt...		0	0	0	0	
5	1PwakuAcmhuAEs3mmE58HP...		0	0	0	0	
6	13v6hDznU8hBX2KQvbtAwSS7v...		0	0	0	0	
7	14oAE78atP8e8VEs0e4HwLzab...		0	0	0	0	
8	14NwqeraMhWWg5ZNEPkgGnL...		0	0	0	1	
9	11STZhrPi2HFm4j3UauQeCtbt...		0	0	0	0	
10	18EIMsTEHEW5r6mWvchLdMj6...		0	0	0	0	

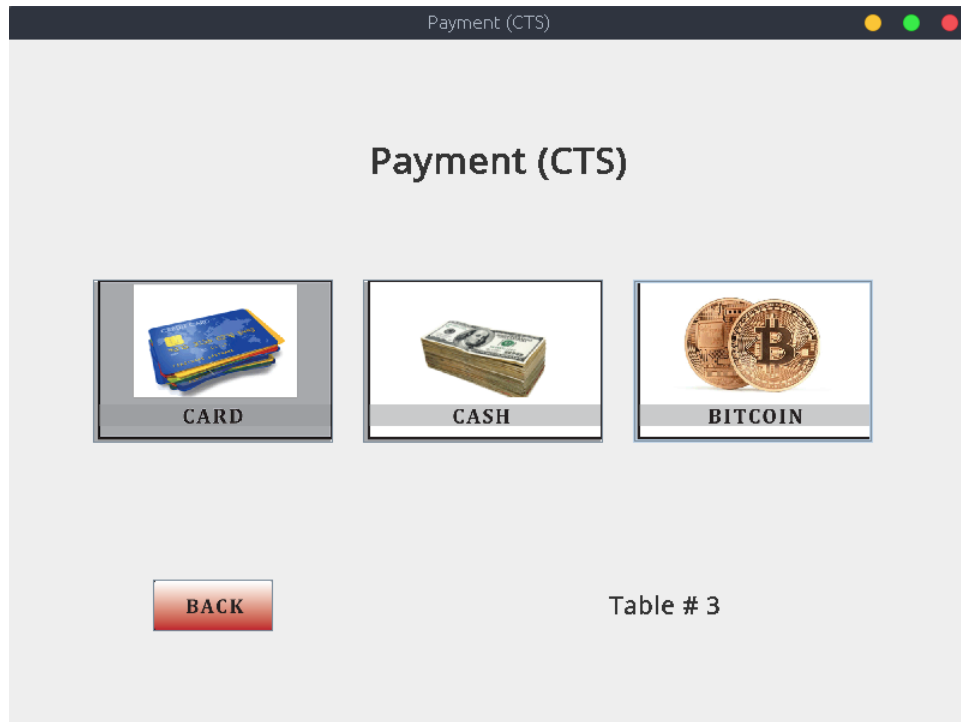
Query Completed

Apply Revert

The database after confirming

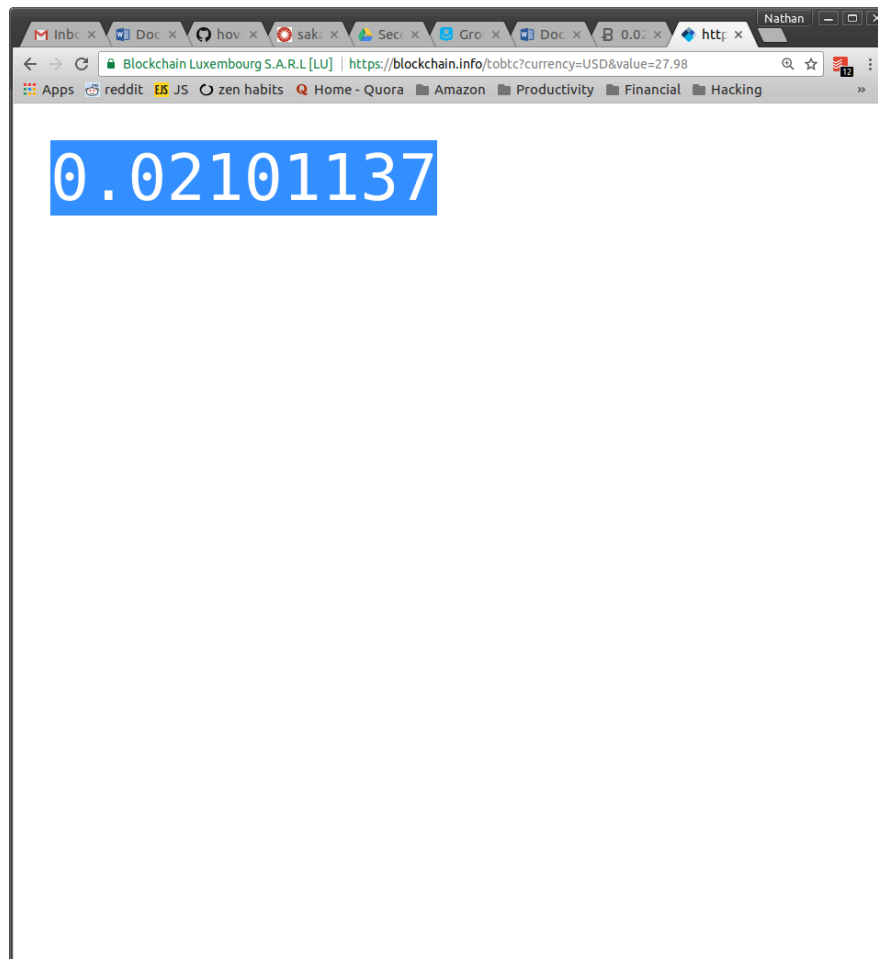
5. Making a payment

When the User chooses Make Payment, they are given 3 ways to make payment. They can use either card, cash, or bitcoin. As of now the only automated method is Bitcoin. The other two methods require the assistance of a waiter/host, therefore upon selecting cash or card, the waiter is notified that the user is trying to make a payment, and it indicates the appropriate payment type. This way the host/waiter is able to bring the User their tab and they can make the payment.



5.1 Bitcoin Payment

Bitcoin payment works by pulling the public address from the database for the tableid that the user is currently using, and converting the address into a qr code and saving it on to the computer. This QR code image is then read and displayed to the user. Furthermore, the bitcoin price is created by reading the total price from the database, passing it as a parameter to the blockchain url api, which in return displays the total equivalent price in BTC, this string is then read from the website and displayed to the user. Upon pressing confirm the system treats the payment as successful, further verification methods will be implemented in the future.





Bitcoin Payment (CTS)



₿ 0.02101137

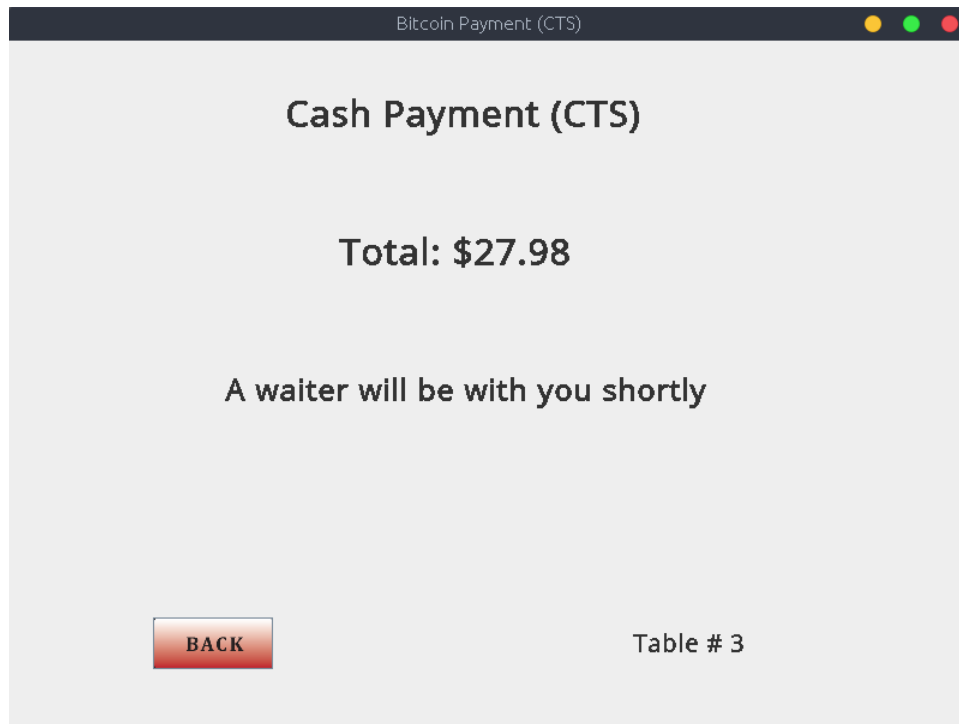
Confirm

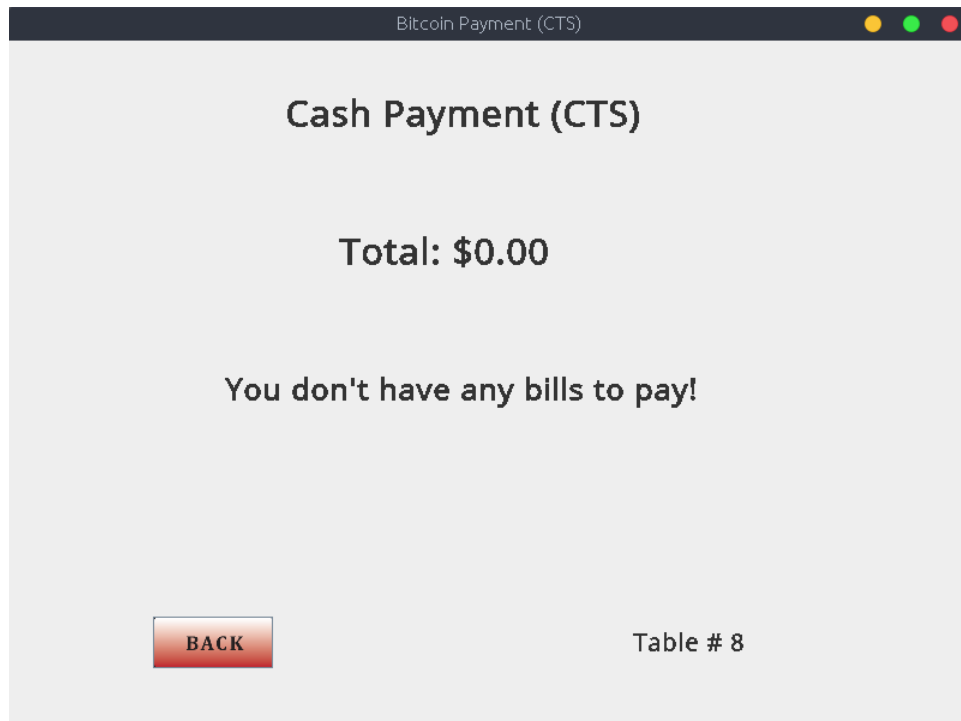
BACK

Table # 3

5.2 Cash Payment

When the user selects cash payment, a database call is made to first check whether the total balance is greater than 0. If the total bill is greater than 0, the bill is displayed to the customer and the waiter is notified that the customer would like to make a cash payment. Otherwise, the 0 balance is displayed along with a message to the user notifying them. The waiter is not notified if the balance is 0.



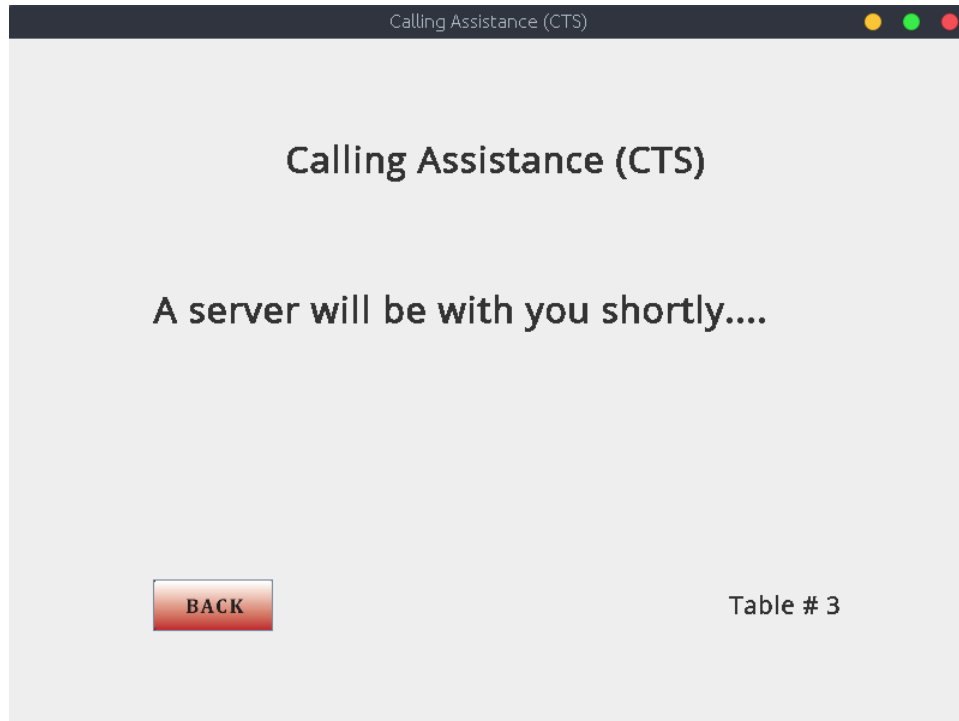


5.3 Card Payment

When the user chooses this option the waiter is notified that they would like to make a card payment. Nothing special here!

6.1 Call Assistance

Once the User chooses the Call Assistance button, the database for their tableid is updated to have needsAssistance as 1. This value will stay as 1 until it is updated by the waiter or manually changed.



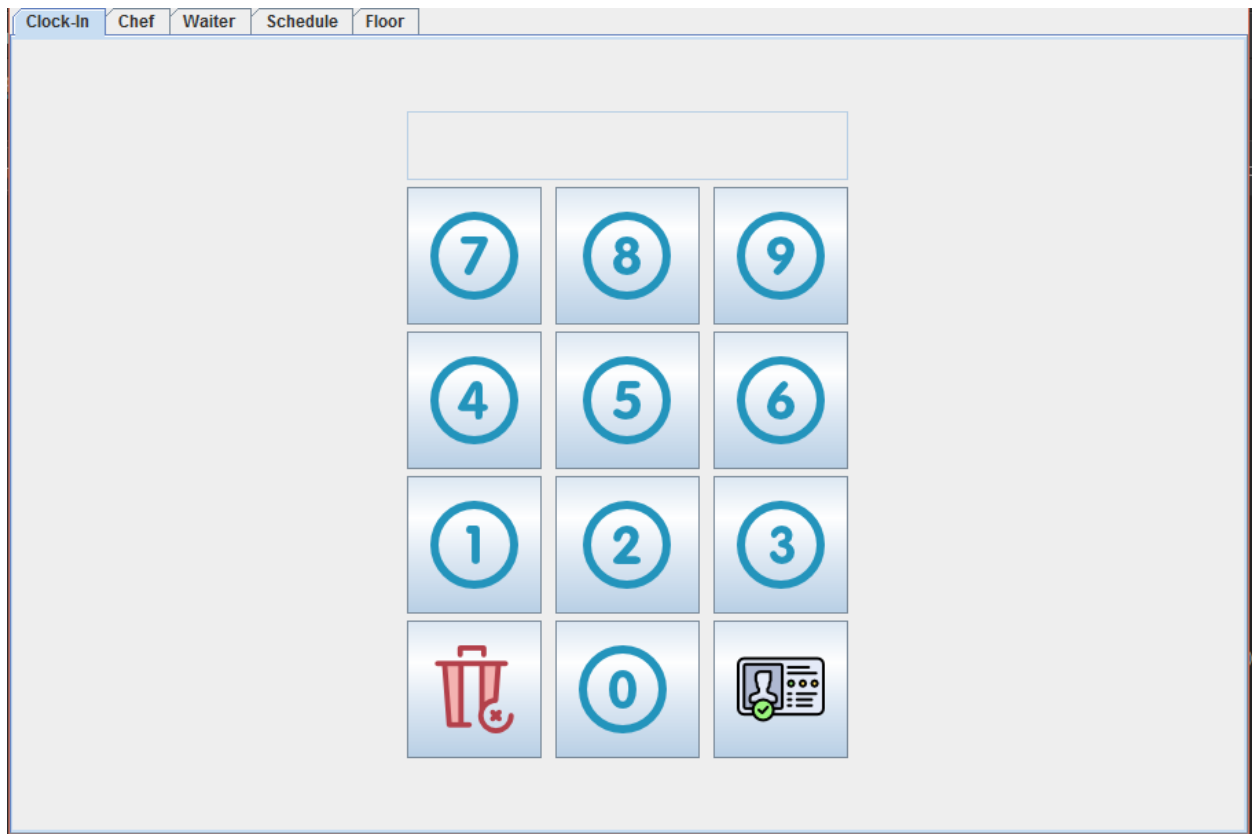
7.1 Entertainment

As of now the entertainment page, which was to contain games, surveys, and other activities for varying age groups has not been implemented. Upon it's selection the user will be taken to a screen that says Under Construction.

Kitchen

Contributed by Alexander Dewey and Dwayne Anthony

Clock-In Screen




The image shows a software interface for a 'Clock-In Screen'. At the top, there is a horizontal menu with five tabs: 'Clock-In' (which is highlighted), 'Chef', 'Waiter', 'Schedule', and 'Floor'. Below the menu is a large, light gray rectangular area. In the center of this area is a numeric keypad. The keypad consists of a 4x3 grid of buttons. The first three rows contain the numbers 7 through 9, 4 through 6, and 1 through 3 respectively. The bottom row contains a red trash can icon, a blue circle with the number 0, and a blue circle with a white ID card icon. Above the keypad is a single-line text input field.

This Screen is for employees to quickly clock-in. For testing, there are valid 3 valid clock-in PINs: “12345”, “54321”, and “55555”.

Chef Screen


Clock-In	Chef	Waiter	Schedule	Floor
Order Name	Notes	Table	Server	id
Cheeseburger	Bacon	7	Nancy	1
Lobster	none	3	Brett	2
Italian Sub	none	4	Andy	3
Fish Sticks	none	4	Andy	4
Cheesesteak	cheese whiz	5	Sarah	5


DELETE

This is the chef screen where the chefs can see what needs to be prepared. When an item is finished, it can be selected and deleted. It is then sent to the waiter screen.

Waiter Screen

Clock-In	Chef	Waiter	Schedule	Floor
Order Name	Notes	Table	Server	id
Fish Sticks	none	4	Andy	1
Lobster	none	3	Brett	2
Cheesesteak	cheese whiz	5	Sarah	3


DELETE

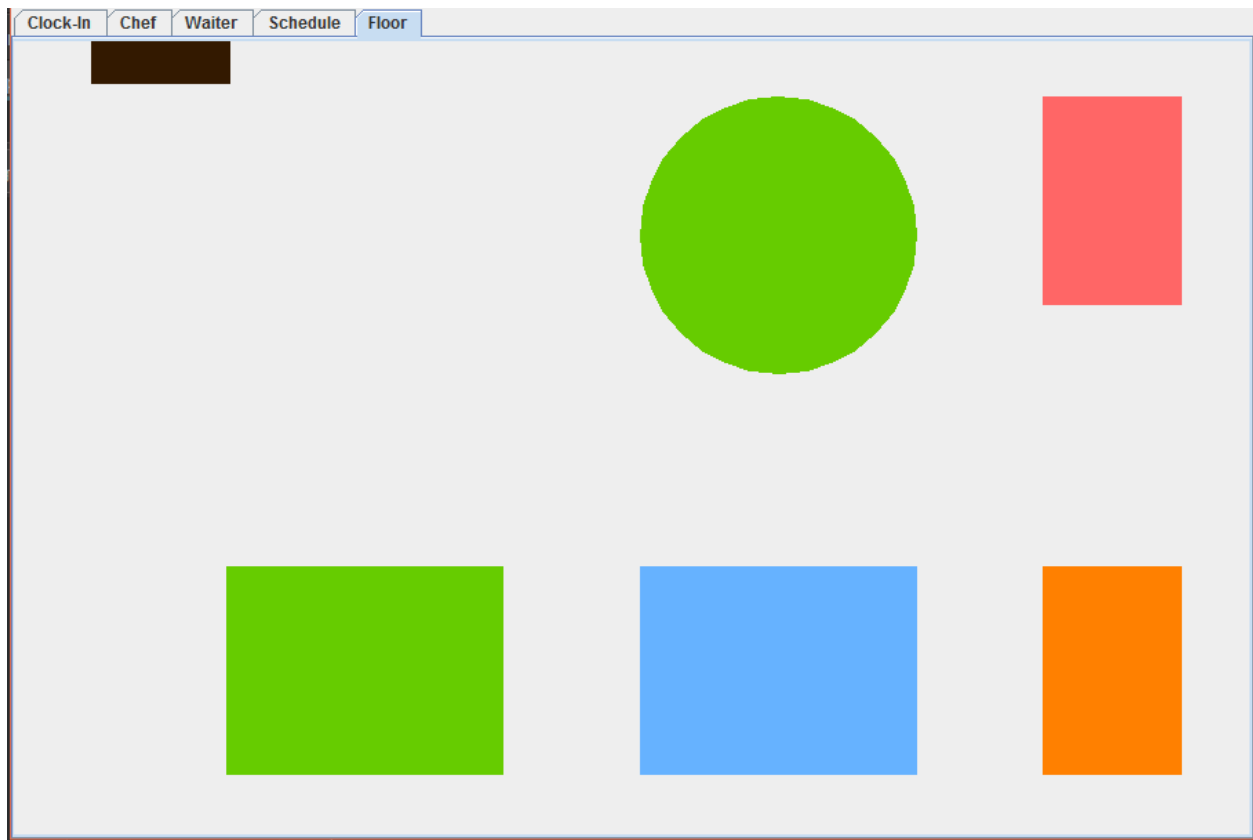
This screen is where the servers view which items are ready to be served. When an item is delivered, it can be selected via clicking/tapping and then deleted.

Schedule Screen

Clock-In	Chef	Waiter	Schedule	Floor		
Apr 25, 2017				...	Get Schedule	PIN
SUN	MON	TUES	WED	THURS	FRI	SAT
2017-04-23	2017-04-24	2017-04-25	2017-04-26	2017-04-27	2017-04-28	2017-04-29
9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM
2017-04-30	2017-05-01	2017-05-02	2017-05-03	2017-05-04	2017-05-05	2017-05-06
9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM	9AM-5PM

This is where employees can quickly check their work schedule. They must enter their pin and the desired date. Their schedule for the week of the desired date as well as the week after is displayed.

Seating Screen



This screen allows the employees to view the status of the tables. The status of a table can be changed by selecting the table and choosing a new status.

Manager:

Contributed by Ama Freeman and Raphaelle Marcial

1. Toggle Menu

Click to reveal the side menu.

2. Log Out

Logs out of managers current session.

3. Employee Shift Table

Shows current employees checked in to work.

4. Absence Reports

Displays absence forms submitted by employees for review.

5. View Employee Table

Displays employee currently hired by the restaurant.

6. 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.

7. Add Employees

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

8. 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:

9. 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

10. Employee Shift Table

See information about when other employees are working.

11. Edit Information

Change any inaccurate personal information, or change your PIN.