



# Target Users

### 1. Stores

: maximise profit and minimise cost, increase efficiency, manage customers well

### 2. Users

order menu easily (without queueing), be time efficient



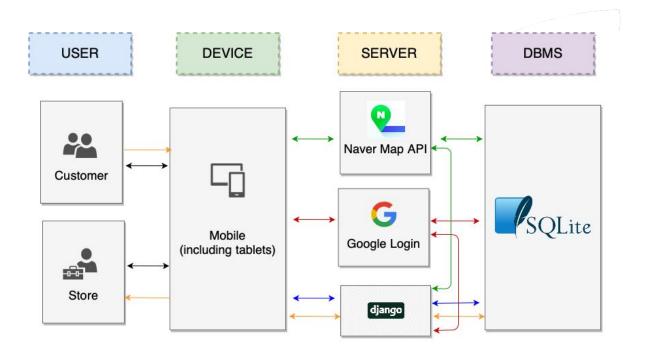
### 1. Store

: Provide order management cum advertisement system through a mobile application

### 2. User

: Provide virtual ordering system through a mobile application (elimination of physical queues)











# Key Technical Challenges (currently solved)

- 1. Separate User Interface
- : for stores and users
- 2. Queueing System
- : queue based on timestamp (without separate consideration of physical queues)



# Key Technical Challenges (future)

- 1. Login method
- : integrating firebase authentication (google, kakao, naver)
- 2. Payment system.....
- 3. Authenticating stores
- : getting access to business registration info



# **Current Implementations**

- 1. Login page (django token authentication)
- 2. Sign up page (as a store VS as a user)
- 3. Store
- : my store, menu, viewing orders, editing store information
- 4. User
- : my profile, search stores, list of stores, ordering

# **Future Implementations**

- 1. Login (with firebase authentication)
- 2. Listing stores according to set location
- 3. Payment
- 4. Notification when order is ready
- 5. Testing on Tablet views for store interface

## Roles

안재원: Backend // Login, Location

서준원: Request // Payment

한욱제: User // Notification

박윤빈: Store // Design





- 1. Android application that allows registration of a store, including its information and menu
- 2. Allows user to order menu at requested store without having to physically queue

### **Success Criteria**

- 1. Sign up
- 2. Login
- 3. Store
- : able to update information & menu, track orders
- 4. User
- : able to set location, access list of stores accordingly, order, pay, notified when order is ready



# Thank You!