School of Engineering and Applied Science (SEAS)
Ahmedabad University

BTech(ICT) Semester VI: Software Engineering (CSE-300)

Foodigo - Food Ordering and Delivery System

1 Group Details

Group Number: 6

1.1 Group Members

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2 Project Introduction

2.1 Project Description

Online Food Ordering system allows customers to order food with a click of a button, easily, quickly and hassle-free. This system also helps the customers to fit their budget and also enjoy some benefits like promo codes, discount, etc.

2.2 Scope of the Project

This project mainly caters to these types of users :

1. Restaurants : Restaurant owners can manage their content to display (menus, discounts, promo codes, etc)
2. Customers : Customers can browse through the list of restaurants/menus and then decide on a particular item to order food online avail some benefits.
3. Drivers : Drivers are the agents which act as a medium between customers and restaurants. They are responsible for collecting the order from restaurant and delivering it to a customer

As, we have a diverse set of possible users, it gives this project a wide scope of development to cater the needs of such.

2.3 Prescriptive Model

We, as a team, needed a disciplined project management process that encourages frequent inspection and adaptation; guidelines that encourage teamwork, self-organization and accountability. As a result, we decided to adopt *Agile* as our software development methodology and *Scrum* as our process framework model.

2.3.1 Why Scrum based Agile?

Agile, like the name suggests, follows a process that allows swift and versatile development life cycle. Additionally it is an iterative form of development which breaks tasks into smaller iterations or sub-tasks and does not require long term planning or perfect information about future steps to be implemented. We look at each iteration or *frame* at a time, and device team planning to complete that sub-task efficiently.

Each such frame will involve the team working on planning, analysing requirements, designing, coding and even testing the part of the product being developed in the current frame.

It is important to note that *Agile* development allows testing each iteration, getting feedback and making required changes. The division into smaller partitions also allows the team to change functionalities and priority of functionalities as the project progresses dynamically. Thus, *Agile* development provides great adaptability to a project. Along with this, this method of software development provides well-known and tried methods for efficient team management.

Ours being a team of 9 members, this process allows to use efficient processes to maximize the use of each team member. Also, currently the broader features of the project has been outlines but creating detailed list of functionalities and their priorities is not possible as well as not realistic. Therefore, we require to choose a model that gives us the option to make changes to the project based on feedback without much work overhead.

Considering all these points, we as a team have decided on using Agile as our prescribed model.

2.3.2 Why not other models ?

1. Kanban methodology:
    - It is much less structured than Scrum methodology.
    - It introduces a model which improves the process only through incremental improvements.
    - Lack of timing is another disadvantage because there are no time-frames associated with each phase.
2. Waterfall model:
    - This methodology directly focuses on building the entire product as a whole, whereas Agile allows dividing the whole task in miniscule subtasks, and hence is more structured.
    - It is a linear and sequential approach, where phases flow downward (waterfalls) to the next. This hinders any scope of further methodological complexity.

3 Technology Stack

Javascript | Django | HTML | CSS