**PROJECT PROPOSALS**



Presented to

**Department of Computer Engineering**

**College of Engineering**

**University of San Jose – Recoletos**

Magallanes Street, Cebu City 6000

In Partial Fulfilment

Of the Requirements for the

**Software Engineering**

**By:**

**FELESCUSO, JANICSEL**

1. **DIGITAL MENU**
2. **Problem/Opportunity**

Fast Food Chains and Restaurants nowadays gets the order/s then pass it to the kitchen for to be cooked the process takes time and the digital menu comes in handy. It can also reduce the lining up of customers in fast foods.

1. **Project Description**

The menu can be found on the table which is a tablet and has an application in it which takes the order from the customer and sends it to the kitchen that may come with request on their order.

1. **Users**

The following are the users:

* The customer
* Cook/Chef

1. **Inputs and Outputs**
2. Input

The following are the inputs of the customers:

* Customer Name
* Order via selection

The following are the input of the chef

* Chef Name

1. Output

The bill of the customer

1. **Budget Estimate**

Hardware (Table, Tablet PC) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Php 50,000.00

Miscellaneous (Stationaries, Energy, Food, Necessities)Php 20,000.00

Software (Programming Tools) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Php 20,000.00

1. **Schedule Estimate**
2. Work Breakdown Structure

Digital Menu

Hardware

Menu

Hardware Prototype Design

Menu Interface Design

Menu Program

1. Work List
2. Presentation
3. Design Planning
4. Assignment of Task
5. Documentation
6. Programming
7. Hardware Prototype Making
8. Beta Testing and Surveying
9. PERT Chart

1

8

2

1

12

12

12

17

1. Schedule Table



1. Gantt Chart



1. **Use-Case Diagram**

Digital Menu

**`**

Customer

Chef/Assistant Chef

1. **Functions**

* Menu
* It is the displayed menu of food choices. It gives the customer the information of the food menu of the restaurant and enables them to select their food choice.
* The request box
* It is a textbox that enables the customer to gives request on their food.

1. **Class Diagram**

1..1

1..1

|  |
| --- |
| **Menu** |
| +itemNo: int  +itemName: string  +Price: float |
| +viewMenu() |

|  |
| --- |
| **Order** |
| +orderNo: int |
| +viewOrder() |

|  |
| --- |
| **Chef** |
|  |
| +addItem()  +removeItem() |

|  |
| --- |
| **Menu** |
|  |
| +addOrder()  +removeOrder() |

1..\* 

1..\*

1. **Architectural Design**

* Microservices Architectural Design
* The system does not only display Food Menu and will also need services like e-Magazines and other entertainment services to make the Customers accommodated while waiting for their orders.
* Layered Architectural Design
* The systems output should be processed for record keeping and sales calculation.

1. **Test Plans**
2. Unit Testing

|  |  |
| --- | --- |
| **Testing Goal** | **Steps to achieve testing** |
| Summary of Orders | 1. the module should check the invalid repetitive entries of orders.  2. should have a accurate algebraic sum of the summary of orders. |
|
| Menu Display | 1. the module should only display the available food items. 2. should filter the availability of the food item if the ingredients are out of stock. |
| Add Item | 1. the items added should be added to the database for recording. 2. items added should be at the Menu display. |
| Delete Item | the item deleted should be removed from the Menu display. |

1. System Testing
2. **Criteria for User Acceptance**

* The system should give convenience of food ordering system.
* The system should lessen the workload of on the counter ordering.