

User Documentation

Group #3

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User Manual

Introduction:

Thank you for downloading *foodez*, our restaurant automation mobile application! You are one step closer to maximizing efficiency and profitability in your restaurant. This user manual is a step-by-step guide on how *foodez* is utilized in every employee's role.

Best of Luck,

Group #3 (Jonathan Du, Paolo Umali, Sujay Bandarpalle, Julian Esteban, Kanav Tahiramani, Omar Warraky)

System Requirements:

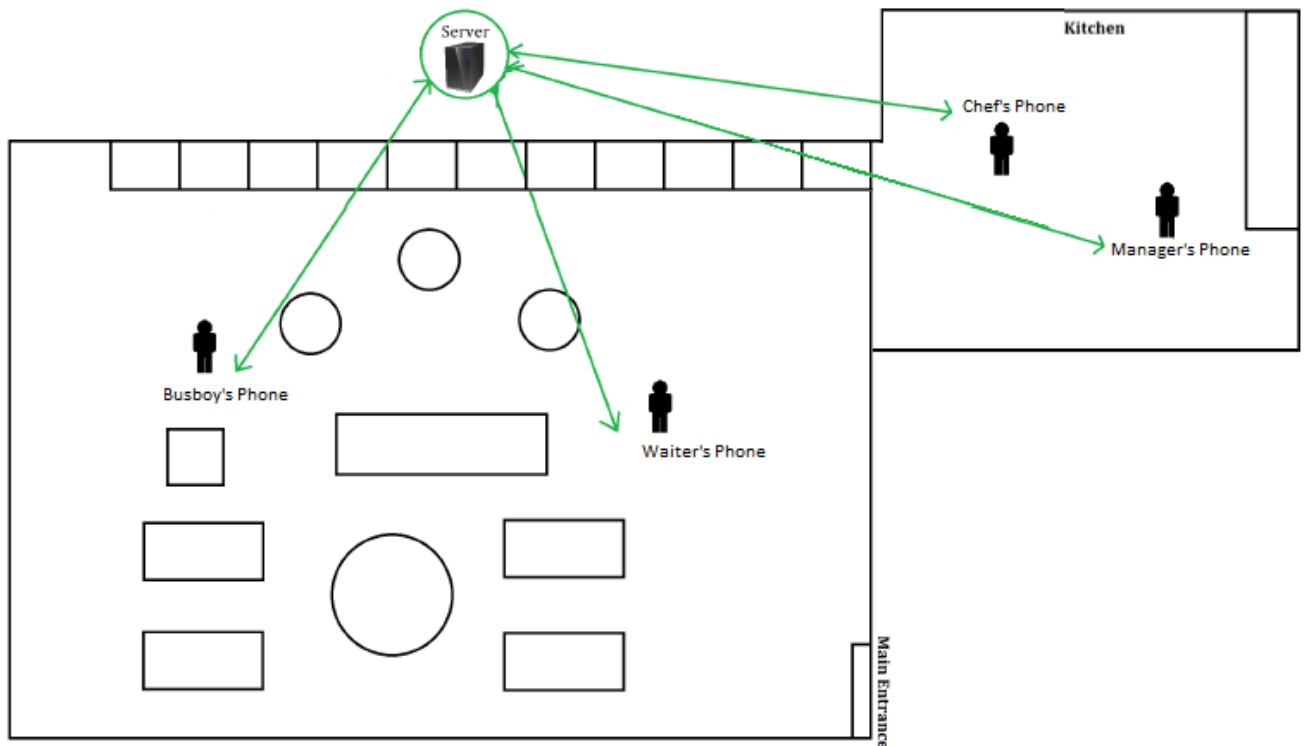
Running the foodez mobile application requires a Windows phone with the following hardware specifications.

Windows Phone		
Hardware Component	Minimum Requirements	Recommended Requirements
Processor	1 GHz Dual-Core	1.5 GHz Dual-Core
RAM	512 MB	1 GB
Hard Drive Space	100 MB	200 MB
Network	Wi-Fi 802.11 b/g/n	Wi-Fi 802.11 a/b/g/n
Screen Size	4.3 inches	4.3 inches
Resolution	720 x 1280	720 x 1280

Overview:

Foodez allows restaurant employees to use their smartphones to simultaneously view and update information that is crucial to their job functions. Through the utilization of a database, employees achieve greater efficiency by having increased accessibility to up-to-date information, such as the status of tables and the progress of food orders.

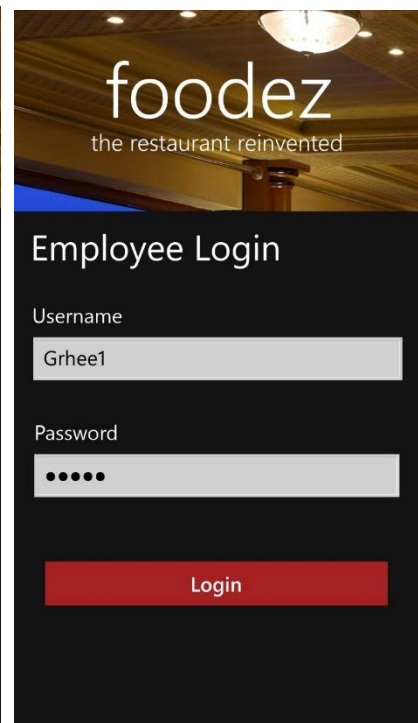
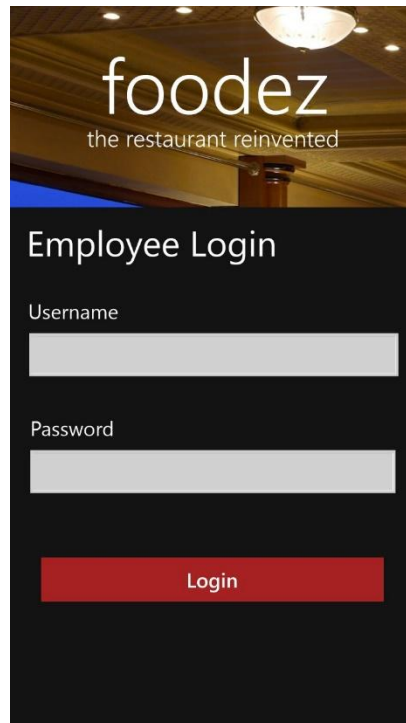
The diagram below is a basic representation of these interactions.



How to utilize *foodez*:

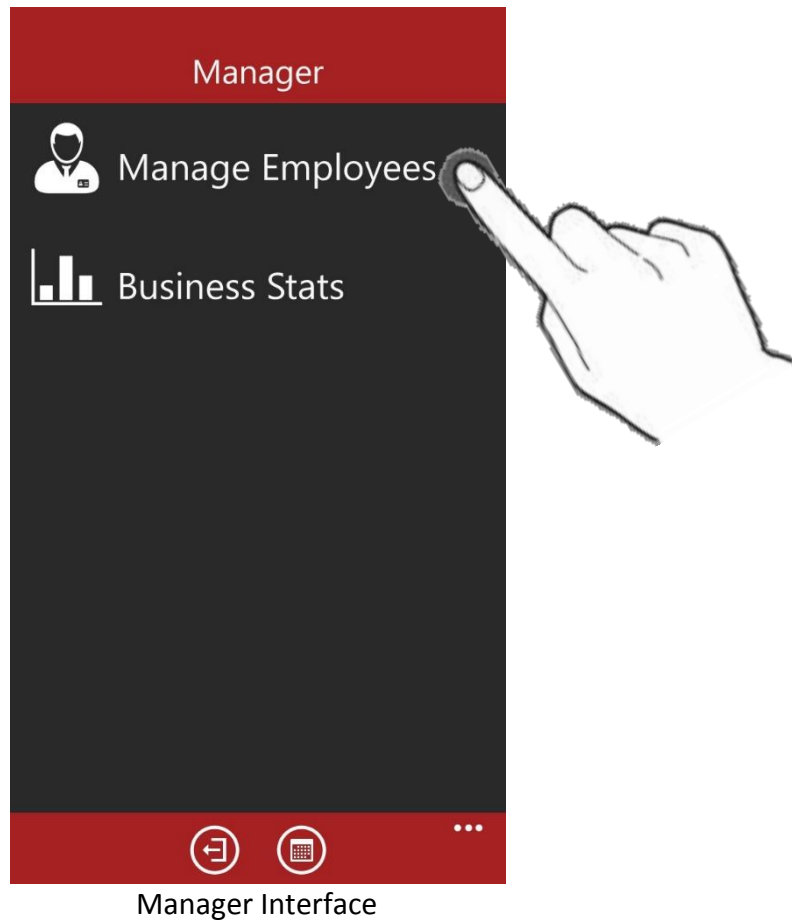
When prompted to login, enter correct credentials. The following are a list of valid credentials that will grant access to the foodez application:

Grants Access To:	Username	Password
Manager Interface	rgrimes1	test1
Waiter Interface	grheel	test2
Busboy Interface	eporter1	test6
Chef Interface	cpeletier1	test5



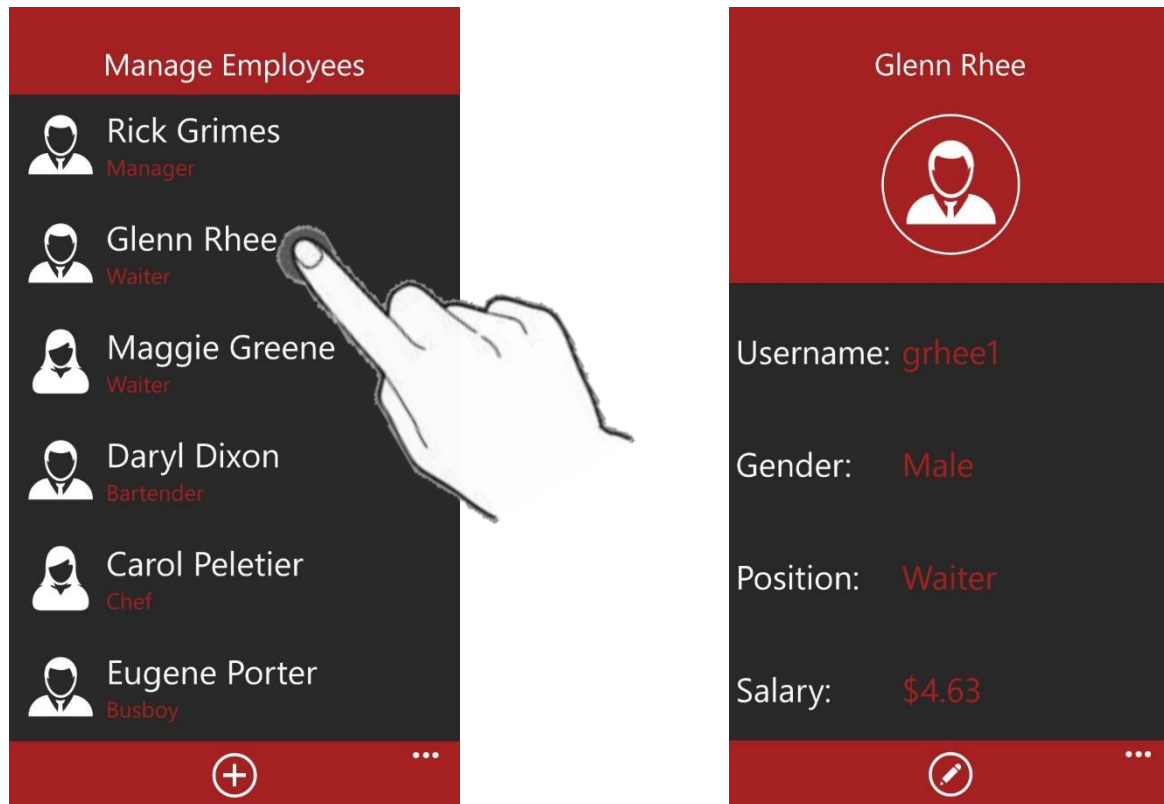
Manager:

To log in as a manager, correct credentials belonging to a manager are required. Upon successfully logging in, the user will be granted access to the manager interface.



One of the manager's main features is the management of employees. Managers have the permission and ability to view and edit contact information and other important attributes associated with each employee. They are also able to hire and fire employees by addition or removal from the employee list.

Viewing Employees/ Employee Information



One of the managers other options, the ability to view business statistics, is soon to be implemented. This will allow the manager to track the profit and costs associated with the restaurant. This is done by accessing the history of revenue and costs in the database. Costs can include any expenditures such as overhead, inventory, and employee wages. The information for revenue is obtained through the history of customer transactions, which is also stored in the database.

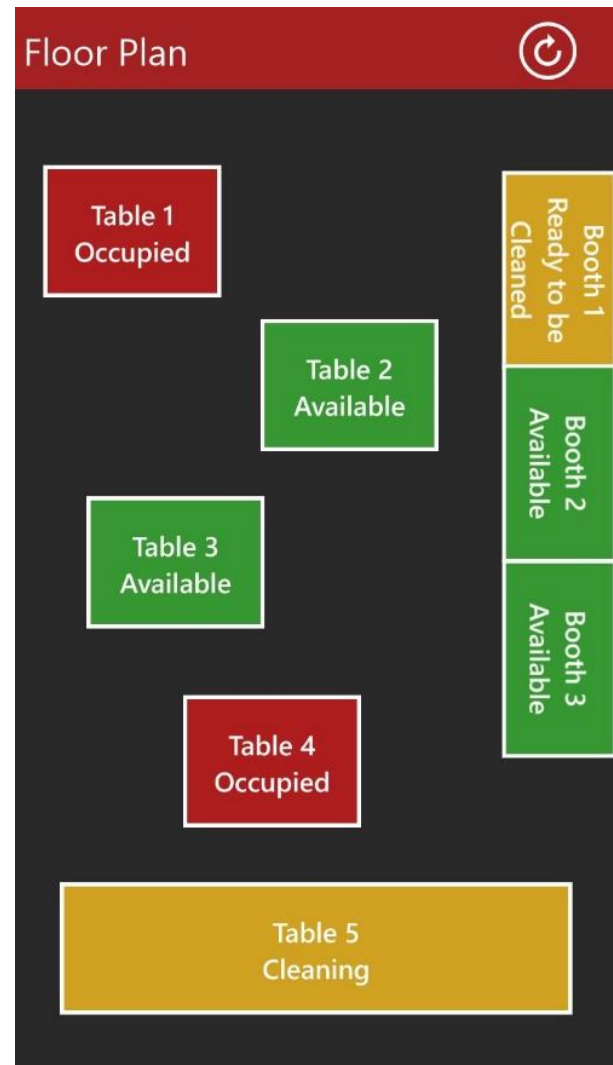
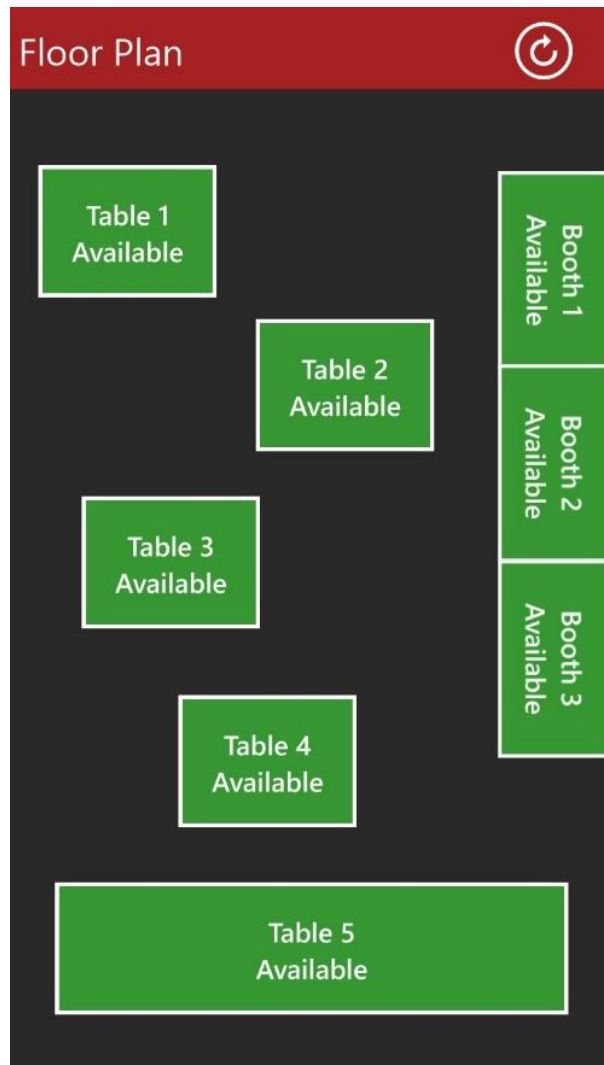
Waiter:

Upon logging in with valid waiter credentials, the waiter interface is displayed.



Once in the waiter interface, the user may select one of two options: “Floor Plan” or “Order Progress”.

When “Floor Plan” is chosen, the user will be able to view the entire table layout of the restaurant and each table’s status.



Tapping on a table will bring the user to the table's screen. If the table is "occupied", the menu is displayed. If the table is currently set to any other status, a message is shown saying that the table must be set to "occupied" before further action can be taken. This is done by tapping the rightmost "next status" button the bottom bar.

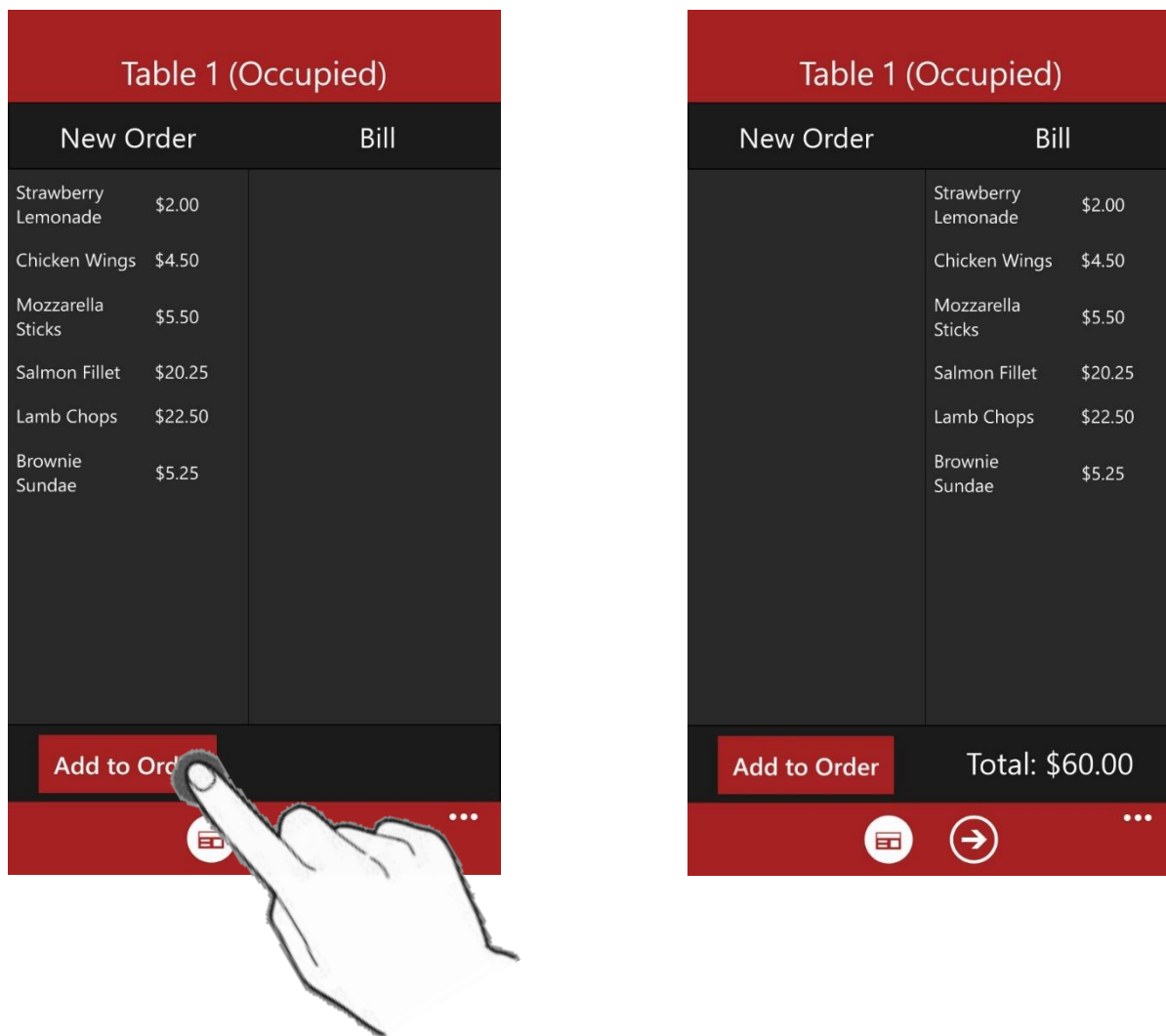
Upon selecting an occupied table, or hitting the "next status" button located on the bottom bar, the menu will be displayed.

Once the menu is displayed, the user is able to select between four different categories: Drinks, Appetizers, Entrees, and Desserts. Choosing one of the categories displays all menu items of that type. The desired items can be selected by tapping on them, which then places them into the next-order list.



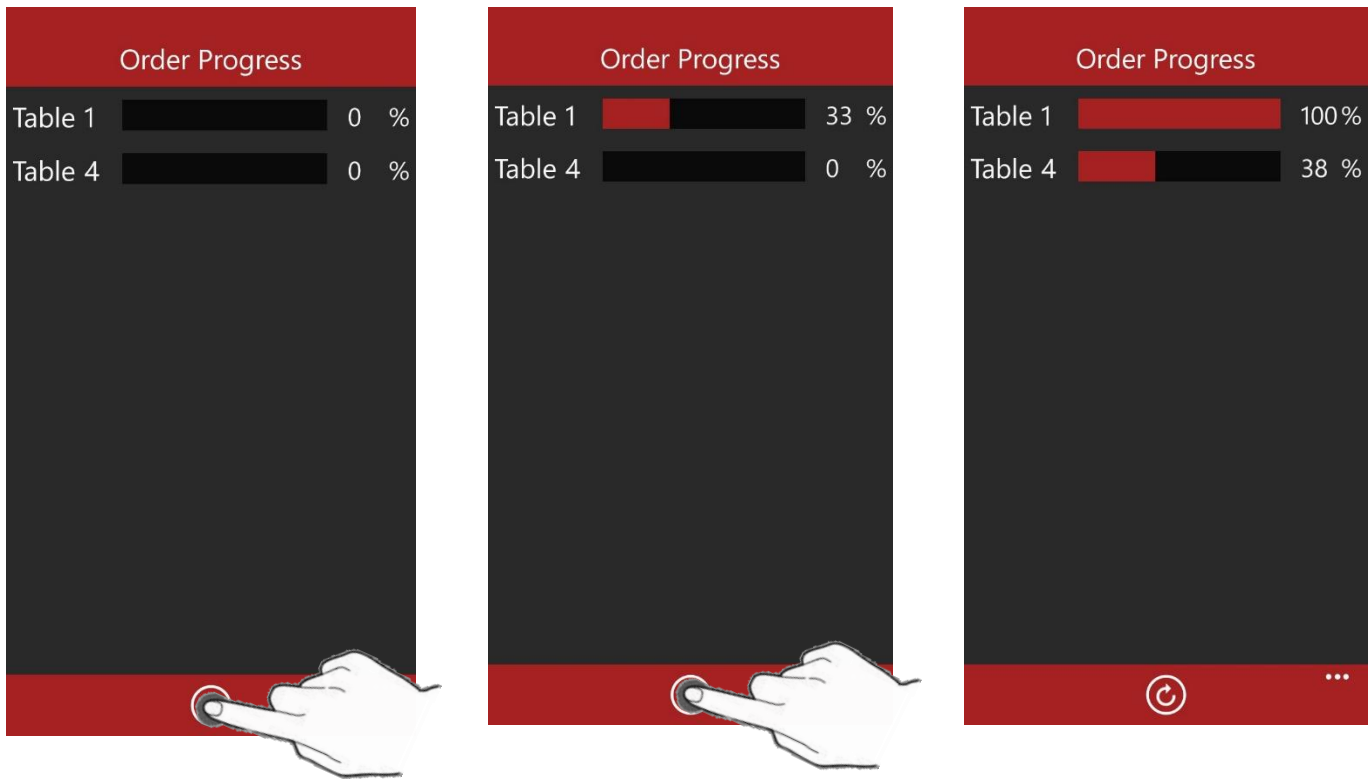
To place the order and view the bill, the waiter must tap the left-most “bill” button on the bottom bar. The user is then brought to the order and bill screen.

All of the selected items for the next order are shown on the left side under “New Order”. The bill containing all items purchased by the table occupants are shown on the right under “Bill”, along with the total price. If the user needs to remove an item from the new order before placing it, they may tap the item which will bring up a small prompt to confirm removal of the item. Once the order is correct, it can be sent to the kitchen by tapping the “Add to Order” button. The items from the order will appear on the bill, and the total will be increased accordingly.



Once the seated party has vacated, the waiter can set the table’s status to “Ready To Be Cleaned”, this is done by selecting the “Next status” button with the arrow icon on the right side of the bottom bar. A small prompt will appear asking the user to confirm that the occupants have paid and left. The busboy can now see that the table is ready to be cleaned.

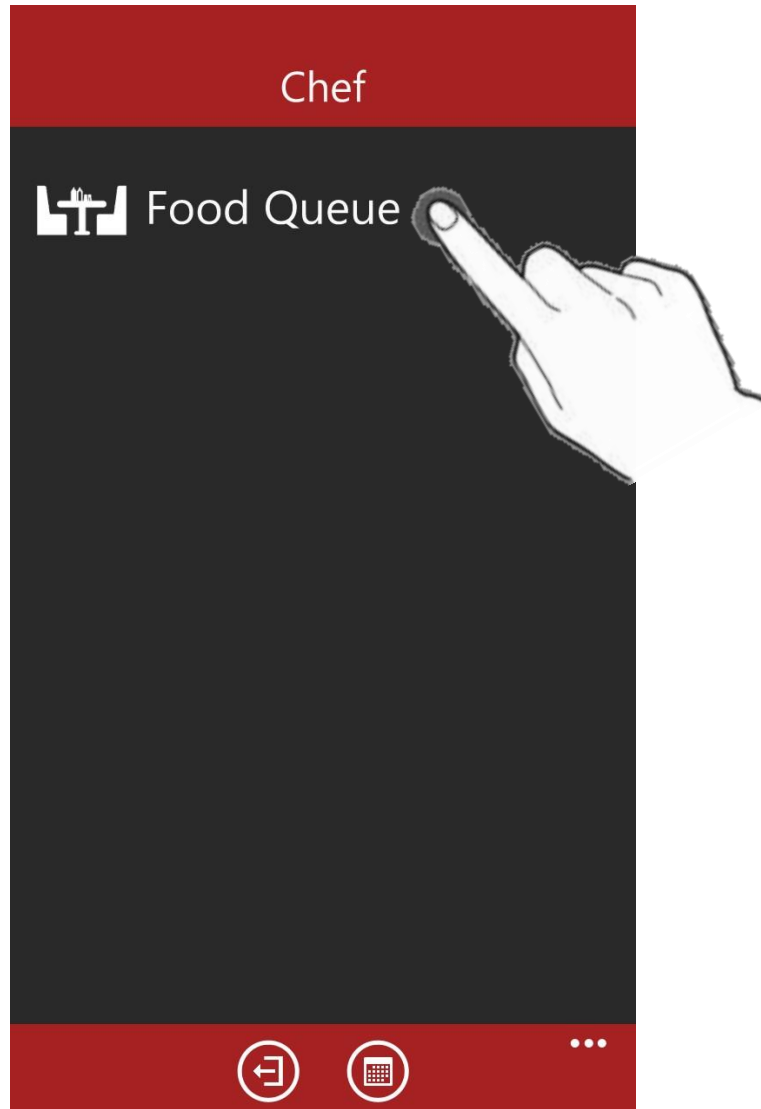
By hitting the hardware back button the phone, the waiter can navigate back to the waiter interface, where the “Order Progress” option can be selected by tapping it.



The order progress screen displays the percentage of items in an order that are ready. Upon reaching 100%, the order is ready to be picked up from the kitchen and brought to the correct table. The progress bar can be updated by selecting the button on the bottom bar or by returning to the waiter interface and selecting “Order Progress” again. There is a progress bar for every order entry associated with a seated table. If multiple orders are placed by a table, then there will be a progress bar for each order. Tapping on a progress bar will bring the user to the table interface for the table that placed that particular order.




Chef:

Logging in using valid credentials belonging to a chef will bring the user to the chef interface, where they can access the “Food Queue”.



Orders that have been placed by waiter's are displayed in the food queue as each of the order's items and the associated table number. At the bottom of the "Food Queue" screen are two buttons: the left-most button is the "refresh" button which updates the food queue, and the button on the right allows the chef to mark selected items as complete. Each time an item is marked completed, the item is removed from the food queue and the progress displayed to the waiter changes to reflect the new completion percentage.

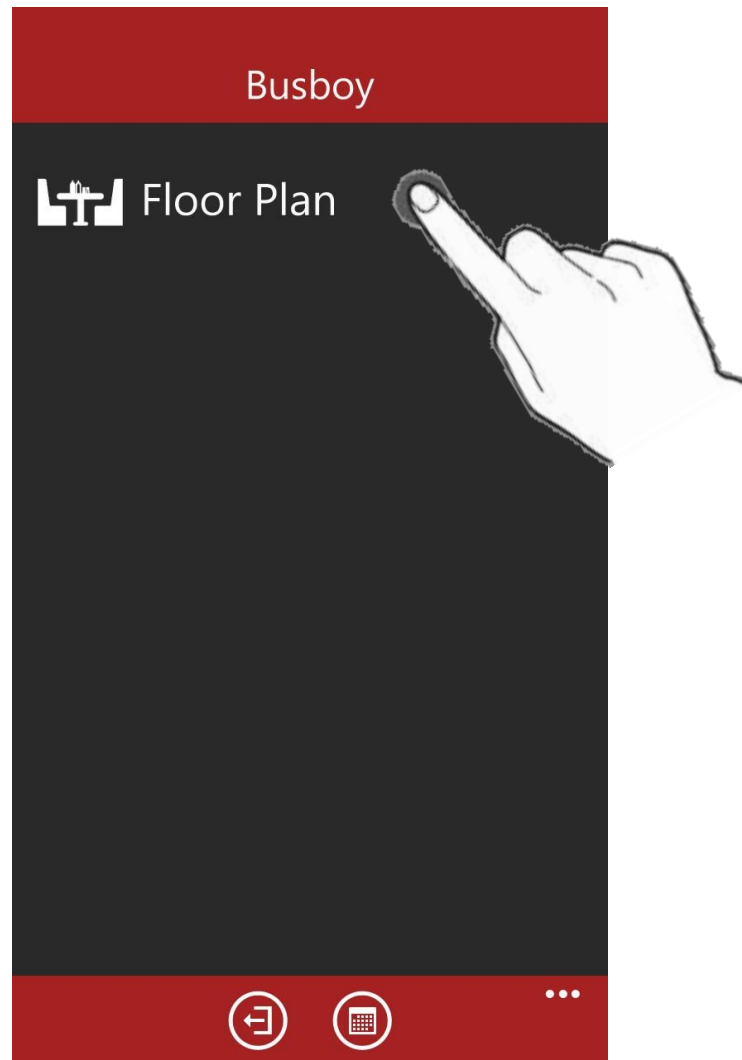
Food Queue	
Strawberry Lemonade	1
Salmon Fillet	1
Lamb Chops	1
Brownie Sundae	1
Sangria	4
Pina Colada	4
Shrimp Cocktail	4
Ahi Tuna	4
Filet Mignon	4
...	...
  	

Food Queue	
Strawberry Lemonade	1
Chicken Wings	1
Mozzarella Sticks	1
Salmon Fillet	
Lamb Chops	
Brownie Sundae	
Sangria	4
Pina Colada	4
Shrimp Cocktail	4
Ahi Tuna	
...	...
  	

Food Queue	
Strawberry Lemonade	1
Salmon Fillet	1
Lamb Chops	1
Brownie Sundae	1
Sangria	4
Pina Colada	4
Shrimp Cocktail	4
Ahi Tuna	4
Filet Mignon	4
...	...
  	

Busboy:

Logging in with valid credentials belonging to a busboy will bring the user to the busboy interface. From here, they can view the floor plan.



The busboy floor plan is similar to that of the waiter. It shows all tables as well as their occupancy status. Busboys do not have the same permissions as waiters when changing table status. They can only change the status from “Ready to be cleaned” to “Cleaning” and “Cleaning” to “Available”. Changing status is done by tapping on the table. If the busboy attempts to change the status of a table that is currently “Available” or “Occupied”, they will receive the “Permission Denied” message shown below.

