

FOODMANIA

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With Sincere regards,
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ABSTRACT

The Foodmania enables the end users to register online, read and select the food from e-menu card and order food online by just selecting the food that the user wants to have using our android application. The results after selecting the food from the e-menu card will directly appear in the screen near the Chef who is going to cook the food for you. By using this application, the work of the waiter is reduced and we can also say that the work is nullified. The benefit of this is that if there is rush in the Canteen then there will be chances that the waiters will be unavailable and the users can directly order the food to the chef online by using this application. The user will have a username and a password, by using which they can login into the system. This implies that the customer is the regular user of the Canteen.

Manual system involves paper work in the form of maintaining various files and manuals. Maintaining critical information in the files and manuals is full of risk and a tedious process. Including a framework showing how to apply Internet technology progressively as skills and confidence grow, the project demonstrates the route from adapting materials to developing an online environment.

Nowadays people don't have much time to spend in canteen by just there and waiting for the waiter to take their order. Many customer visits the canteen in their lunch break and recess so they have limited time to eat and return to their respective office and colleges. So this software helps them to save time and order food whenever they want without calling the waiter again and again.

CHAPTER 1

INTRODUCTION

- The Foodmania enables the end users to register online, read and select the food from e-menu card and order food online by just selecting the food that the user want to have using android application.
- By using this application, the work of the waiter is reduced, and we can also say that the work is nullified.
- The benefit of this is that if there is rush in the Canteen then there will be chances that the waiters will be unavailable, and the users can directly order the food to the chef online by using this application.
- Manual system involves paper work in the form of maintaining various files and manuals. Maintaining critical information in the files and manuals is full of risk and a tedious process.
- Including a framework showing how to apply Internet technology progressively as skills and confidence grow, the project demonstrates the route from adapting materials to developing an online environment.
- So this software helps them to save time and order food whenever they want without calling the waiter again and again.

1.3 Scope:

This android based application is very useful in daily life. With the help of foodmania Application one can easily order food.

1.4 Objective:

This Objective of this project is to create an android application that can order food from anywhere.

ADVANTAGES

- Completely automated online ordering of food in a canteen.
- Order can be placed using personal android phones.
- Food ordering pages that look and feel the same as the existing restaurant website.
- Simple user-interface Admin Panel for creation and configuration of menu groups, menu items, etc.
- Built-in facility to set modifiers on different menu items
- Facility to create modifier groups, individual modifier items and assign modifier items into different groups
- SingleAdmin Panel and login for each Canteen Manager and customers.

DISADVANTAGES

- Requires an active internet connection.
- Requires Android phone if user is ordering.

MODULES

ADMIN LOGIN

- View Orders

USER LOGIN

- Registration Process
- Select Different Culinaries
- Menu Items
- Place an Order
- Bill payment

CHAPTER 2

SYSTEM ANALYSIS

2.1 Tools and Technology

➤ **SOFTWARE REQUIREMENT**

- Windows 7 or higher
- Android Studio
- Google Firebase
- Android 4.0 or higher

➤ **HARDWARE REQUIREMENT**

- i5 Processor Based Computer or higher
- Memory: 4 GB RAM and higher
- Hard Drive: 50 GB
- Internet Connection
- Android Device and supported OEM drivers

CHAPTER 3

IMPLEMENTATION

Splash Screen

0.00 K/s   100%  5:56



Login Activity

0.11 K/s   100%  5:56



Email Address

Password

LOGIN


[Forgot Password?](#)

New User?

REGISTER

Registration Activity

0.00 K/s V/LTE 100% 5:58



Name

Email Address

Password

SIGN UP


Already Signed Up?

LOGIN NOW


Restaurant

0.70 K/s V/LTE 100% 5:58


Choose Culinary



Danny's Coffee Bar
Danny's coffee bar serves the best coffee on the campus.



Ice Berg
Yummy for your tummy!



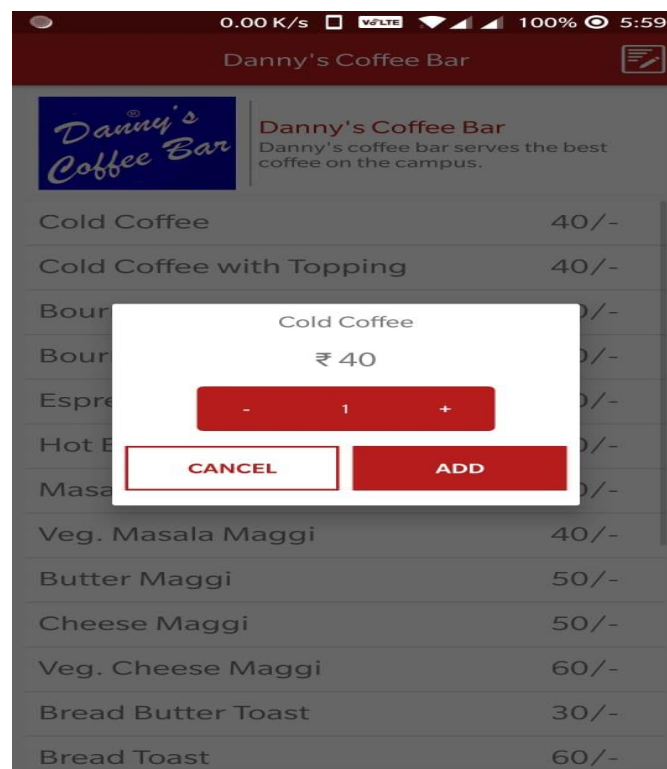
The Sweet Spot
Breads | Confectionery | Cafe.

Menu



Danny's Coffee Bar	
Danny's coffee bar serves the best coffee on the campus.	
Cold Coffee	40/-
Cold Coffee with Topping	40/-
Bournvita	40/-
Bournvita with Topping	40/-
Espresso Coffee	40/-
Hot Bournvita	40/-
Masala Maggi	30/-
Veg. Masala Maggi	40/-
Butter Maggi	50/-
Cheese Maggi	50/-
Veg. Cheese Maggi	60/-
Bread Butter Toast	30/-
Bread Toast	60/-

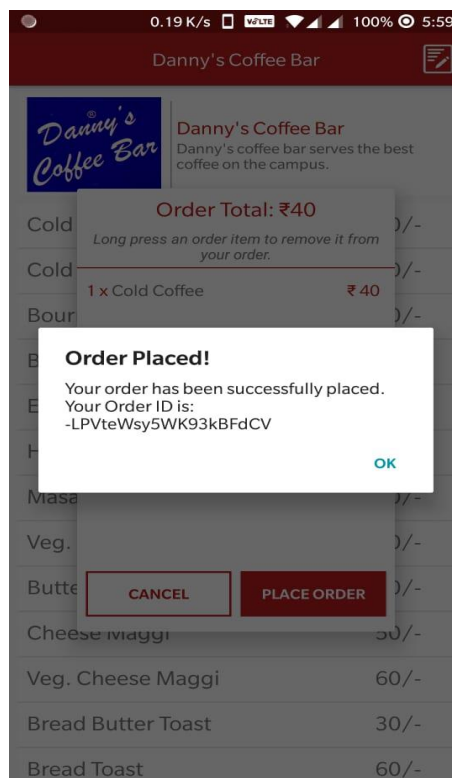
Choose Quantity And Place



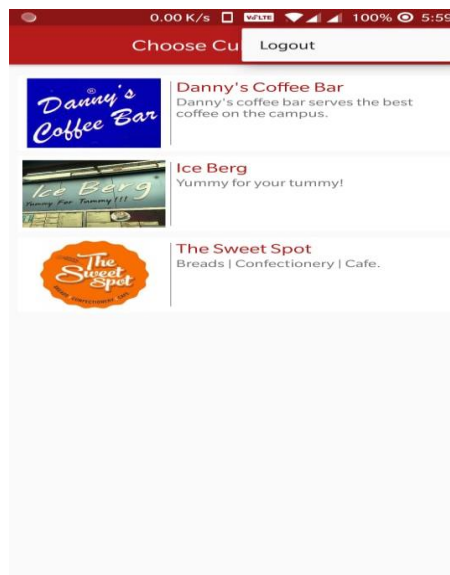
Place Your Order



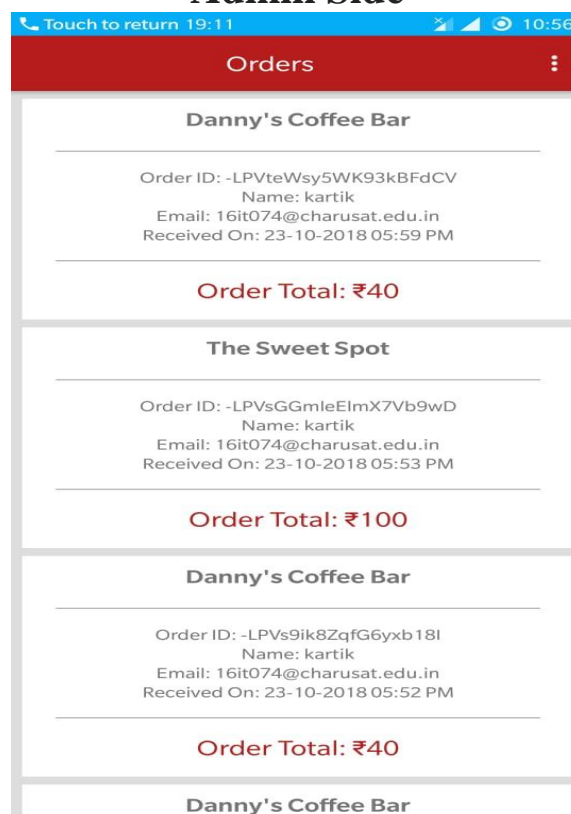
Placed



Logout



Admin Side



Chapter 4

Future Enhancements

“Foodmania” will be ‘enhanced’ in near future via these new and improved features like:

1. Our app currently has the 3 most visited cafés on the campus, but we will be introducing the other cafés and the Main Canteen in future updates.
2. Users will be able to choose various offers and combos that the café has to offer.
3. At present, a user could only order from one café at a time. Future updates will enable user to simultaneously order from different cafés across the campus.
4. Up till now, the payment portals via this app have not been implemented due to lack of knowledge and resources. Thus, future updates will enable users to pay via their e-wallets/UPIs or can give cash on delivery.
5. Admin will be notified as and when a user posts an order from the app from their respective café and he/she would be able to manipulate orders and the menu as and when necessary.
6. Admin will be able to analyze their monthly sales as well.

Chapter 5

Conclusion

This application ease the process for ordering food. This application software is user friendly and has required options which can be utilized by the user to perform the desired options. . The software is developed using Android Studio.

The goals that are achieved by software are:

1. Optimum utilization of resources.
2. Efficient management of records.
- 3.. Less processing time and getting required information.
4. User friendly.
5. Portable and flexible for further enhancement.

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