

# App Proposal Document

**Internship:** Mobile App Development with Flutter Internship

**Intern:** MAD Team 17

**Submission Week:** Week 1 - App Proposal, Wireframes & GitHub Repository

## 1. App Title and Overview

**App Name:** FoodiFy

### Executive Summary

FoodiFy is a multi-vendor food ordering application designed to connect users with a variety of food vendors through a single digital platform. The app enables customers to browse restaurants, customize orders, and track deliveries in real-time, while vendors manage menus, pricing, and orders seamlessly. By combining a modern, user-friendly interface with a scalable backend, FoodiFy aims to enhance convenience, vendor visibility, and food-ordering efficiency.

## 2. Purpose and Objectives

### Purpose

To create a reliable and efficient digital solution that simplifies the process of ordering and delivering food for customers and restaurants.

### Objectives

- Design an intuitive and attractive Flutter UI for seamless user interaction.
- Implement navigation and authentication features for both users and admins.
- Establish a backend system for restaurant data, orders, and delivery tracking.
- Ensure responsive layouts compatible with Android and iOS devices.
- Integrate push notifications and order updates for real-time communication.

### 3. Target Users

- **Customers (Learners):** Users who browse available restaurants, view menus, place orders, and track deliveries.
- **Admins:** Restaurant or platform managers who add menu items, confirm orders, assign deliveries, and manage data.

### 4. Key Features

Feature	Description
User Authentication	Secure signup and login using email/password.
Restaurant Listing	Browse a list of restaurants and cuisines.
Menu & Cart System	Add/remove food items to/from the shopping cart.
Order Placement & Tracking	Place orders and view real-time delivery progress.
Admin Dashboard	Manage restaurants, menus, and incoming orders.
Push Notifications	Receive updates about order confirmations and deliveries.

### 5. User Journey Examples

#### Customer Journey

1. Opens FoodiFy app → Logs in or signs up
2. Browses available restaurants → Selects a meal
3. Adds items to cart → Proceeds to checkout
4. Confirms payment → Tracks delivery in real time

#### Admin Journey

1. Logs in as admin → Views incoming orders
2. Assigns orders to available delivery staff
3. Updates order and delivery status
4. Manages restaurant listings and menu data

**Wireframe Figma Link -**

**<https://www.figma.com/design/JWTBebXe0ZrYM0WIPyHbT8/Food-Vender-Application?node-id=0-1&t=PBx9epyLOCvVAZ12-1>**