Group 6 Final Presentation

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Problem Statement

- Jack's Family Restaurant currently relies on an outdated Point of Sale (POS) system that hinders its operations' efficiency and negatively impacts employees and customers. The software is obsolete, causing delays and reliability issues. At the same time, the complex and confusing user interface increases the time required to train employees and raises the risk of errors during transactions. The manager's card swipe functionality is also unreliable, often failing to perform essential elevated tasks such as applying discounts, managing large bills, or overriding orders.
- Additionally, the system's order display for kitchen staff is unclear and difficult to interpret, leading to mistakes and inefficiencies in food preparation. These challenges have reduced operational efficiency, frustrated employees, and created negative customer experiences. To address these issues, a modernized POS system is urgently needed to streamline operations, improve usability, and align with the demands of a fast-paced restaurant environment.

Introduction to the System of Interest (SOI)

- By simplifying order processing, payment management, and user authentication, the suggested Point-of-Sale (POS) system aims to increase restaurant efficiency. It is made up of three main subsystems:
- The User Interface (UI) Subsystem makes it simple for managers and employees to utilize by offering user-friendly interfaces for functions like order summaries, menu selection, and login.
- The Business Logic Subsystem reduces errors and essential tasks like order processing, payment computations, and NFC-based user authentication.
- **Database Subsystem** ensures data integrity and quick retrieval by securely storing and managing user, order, and menu item data.

Feasibility Study

- **Economic Feasibility**: The total estimated cost of the project is \$5,000 for each restaurant location, based on current industry standards. This is feasible for a business of this size.
- **Technical Feasibility**: The project requires the use of Windows 11 OS and an Intel i7 core processor, which are readily available. The team possesses the technical expertise needed, making this project technically feasible
- **Operational Feasibility**: The proposed solution integrates smoothly with existing systems. Staff will require minimal training and training should be quicker since the layout will be simplified and updated.
- **Legal Feasibility**: The project will deal with Jack's brand, since the system is a creative concept, there will be no foreseeable legal barriers, making it legally feasible.
- **Time Feasibility**: The project will be able to be implemented and designed within the constraints of the semester. The research for the system will be able to be done quickly making this system easier to design.

Analysis and Specification

Functional Requirements

Payment Processing:

- Accept payments through NFC-enabled credit/debit cards and mobile payment systems like Apple Pay and Google Pay.
- Process payment transactions securely using encryption for sensitive data.

Managerial Functions:

- Allow managers to perform overrides (e.g., discounts, voiding orders) through NFC cards or secure login systems.
- Provide secure NFC-based login for managers to access elevated privileges.

Compatibility and Operations:

- Be compatible with existing POS hardware like receipt printers and kitchen monitors.
- Process orders within 2 seconds and payment transactions within 5 seconds.

Non-Functional Requirements

Performance:

• Ensure order processing is completed in 2 seconds and payment transactions within 5 seconds.

Security:

- Use encryption to secure sensitive data during transactions.
- Implement secure login mechanisms for managerial access.

Usability:

- Offer seamless NFC integration for customer and manager interactions.
- Include diagnostic tools for hardware and software issue reporting.

Maintenance:

- Enable daily automatic checks for software updates.
- Support remote updates to minimize maintenance downtime.
- Provide a support portal for issue tracking and resolution.

Reliability:

• Replace failed components within two business days.

Nonfunctional Requirements (Continued)

Stakeholders:

- Front-of-house staff (servers, cashiers) who interact with the Order Items subsystem.
- Kitchen staff who rely on the Kitchen Display subsystem for efficient workflows
- Managers who override the system to perform secure, high-level actions.
- Customers who Utilize NFC-enabled payment systems for transactions.

Scope:

- Include
 - Integration of intuitive interfaces and payment methods.
 - Send real-time order data.
 - Visualize orders and simplify real-time updates.
 - Protect NFC-based authentication and override history.
 - A tool to track sales, inventory, and employee performance.
 - Compatibility with existing third-party services such as loyalty programs.

- Excluded

- Only standardized system configurations are implemented.
- This project recommends hardware but does not handle arguments.
- Maintenance and updates are handled by external or internal IT teams.
- Basic training materials are provided, but detailed training is excluded.

Preliminary Design

Here's how our improved Point of Sale (POS) system will work

Simplified Layout for Employees:

The system will have a new, easy-to-understand design. Buttons and options will be clearly labeled and organized, allowing employees to quickly learn how to use it and take orders without confusion.

Modernized Graphics and Design:

The screens will have updated visuals, with a cleaner and more modern look. This will make the system more visually appealing and intuitive for employees to navigate.

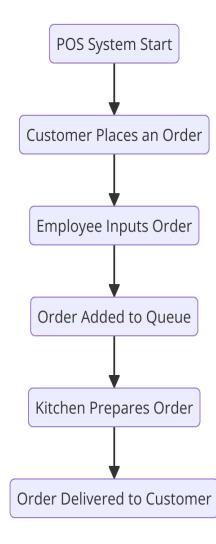
Upgraded Manager Access with NFC Readers:

Instead of relying on a card swipe system that often fails, managers will use Near Field Communication (NFC) readers. This means managers can simply tap an NFC-enabled card or device to approve overrides, discounts, or other special tasks quickly and reliably.

Improved Kitchen Order Queue:

When an order is placed, it will be sent to the kitchen in a clearer format that's easy for staff to understand.

Preliminary Design (Continued)



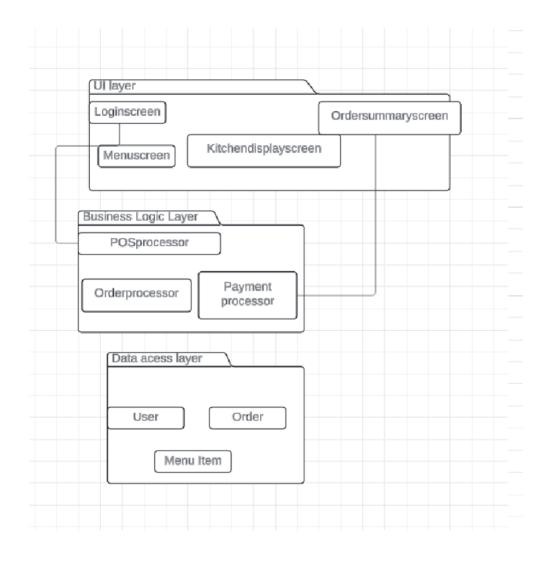
Detailed Design

• The proposed Point of Sale (POS) system is built to make the ordering and payment process smoother for employees, managers, and kitchen staff. Below is a detailed, step-by-step explanation of how each part of the system will work, presented in a way that's easy for anyone to understand.

System Components

- The system is divided into three main parts:
- User Interface (UI) This is what employees and managers see and use on the screen.
- Business Logic This is the "brain" of the system that makes everything work behind the scenes.
- Database This is where all the information is stored securely, like menus, orders, and employee data.

Detailed Design(Continued)



Detailed Design(Continued)

• 1. User Interface (UI)

• The UI is the part of the system employees and managers interact with, designed to be simple and user-friendly.

· Login Screen:

- Employees log in by entering their Employee ID and password on the screen.
- For quicker access, they can scan an NFC card (a card they just tap on a reader).
- Managers have the same process but will be given access to extra features like applying discounts or overriding orders.

Menu Browsing and Order Taking:

- The screen displays all menu items clearly, organized into categories like "Burgers," "Drinks," and "Sides."
- Employees tap the items the customer orders, and they appear in an "Order Summary" section on the screen.
- Options like "Make it a Combo" or "Customize" (e.g., no pickles or extra cheese) are easy to select.

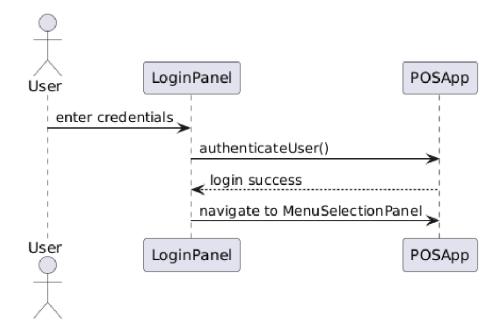
Order Summary and Payment:

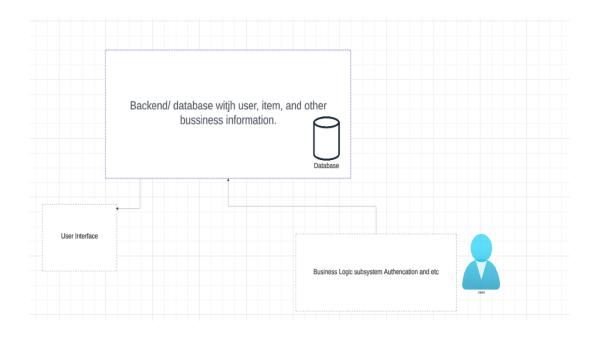
- After the order is finalized, the summary screen shows everything ordered, including the total price.
- Payment options include cash, card, or NFC payments like Apple Pay or Google Pay.
- If cash is chosen, the system will calculate how much change to give back and display it on the screen.

Detailed Design (Continued)

• 2. Business Logic

- This part of the system makes sure everything runs smoothly behind the scenes.
- Authentication (Logging In):
- The system checks the Employee ID, password, or NFC card to confirm if the person is allowed to use the system.
- It also decides what features they can access (e.g., employees can take orders, while managers can apply discounts).





Detailed Design(Continued)

Order Processing:

- Once an employee selects items for an order, the system adds up the prices, applies any discounts, and shows the final total.
- If a combo meal or customization is chosen, the system automatically adjusts the price.

Payment Handling:

- For card or NFC payments, the system connects to a secure payment service to process the transaction.
- For cash payments, it calculates how much change is needed and helps the employee confirm the payment.

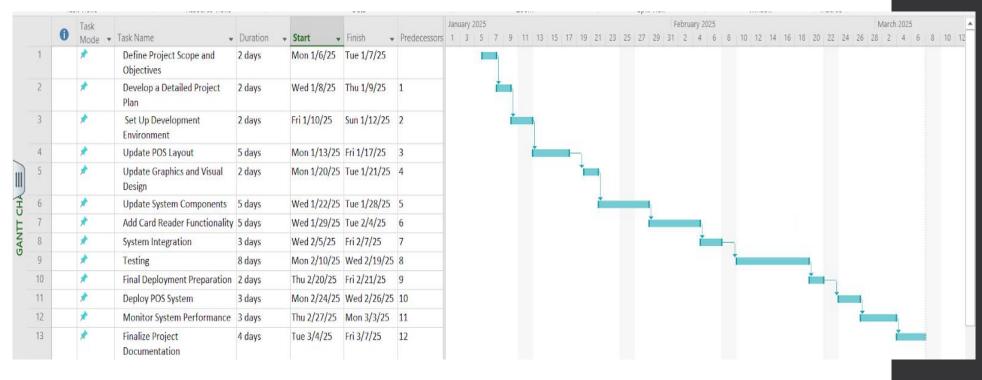
Kitchen Order Queue:

- After an order is confirmed, it is sent to the kitchen staff.
- The kitchen screen will show the order in a clear, easy-to-read format so that cooks know exactly what to prepare.

Project Management

Timeline:

Below is the proposed timeline for the design and integration of the POS system. Using a Gantt Chart, we can display the timeline process.



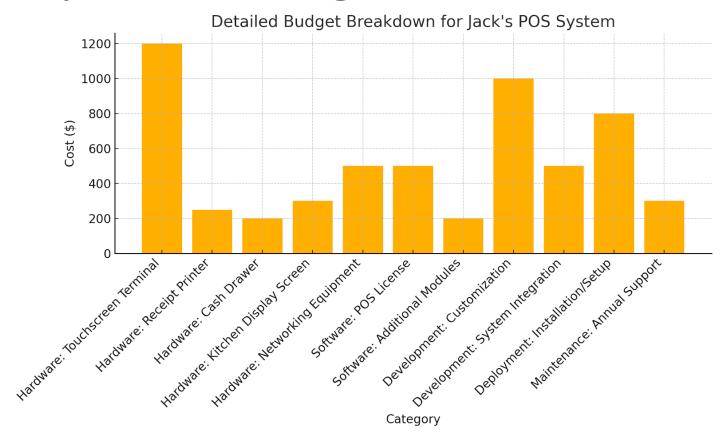
Project Management

Budget:

Here is our budget for our POS system implementation.

Tт Expense details 💛	○ Category	~	
Touchscreen Terminal	Hardware Costs	•	\$1200 x 1 = \$1,200
Receipt Printer	Hardware Costs	•	\$250 x 1 = \$250
Cash Drawer	Hardware Costs	•	\$200 x 1 = \$200
Kitchen Display Screen	Hardware Costs	•	\$300 x 1 = \$300
Networking Equipment	Hardware Costs	•	Estimate: \$500
Total Hardware Tost	Hardware Costs	•	\$2,450.00
POS Software License	Software Costs	•	\$500/year = \$500
Additional modules	Software Costs	•	\$200/year = \$200
Total Software Cost	Software Costs	•	\$700.00
Software Customization	Development and	•	Estimate: \$1,000
Integration with existing systems	Development and	•	Estimate: \$500
Total Development and Customization	Development and	•	\$1,500.00
Installation/Setup	Deployment	•	\$800 x 1 location = \$800
Total Deployment Cost	Deployment	•	\$800.00
Annual Maintenance/Support	Maintenance and	•	\$300/year = \$300
Total Maintenance and Support Cos	Maintenance and	•	\$300.00
Total Budget	Total Budget	•	\$5,000.00

Project Management



NPV

Obtained \$5,000 loan

Payments start with \$5,000 in Year 1

Payments gradually decrease over time

NPV, Payback Period, ROI Calculations

• Net Present Value:

• Cash inflow: \$2,000 per year per location

• Discount rate: 10%

• Lifespan: 5 years

• Initial investment: \$5,000

• Year 1: $2000/(1+0.10)^1 = 2,000/1.1=1,818.18$

• Year 2: $2000/(1+0.10)^2 = 2,000/1.21=1,652.89$

• Year 3: $2000/(1+0.10)^3 = 2,000/1.331=1,502.63$

• Year 4: $2000/(1+0.10)^4 = 2,000/1.4641=1,365.92$

• Year 5: $2000/(1+0.10)^5 = 2,000/1.61051=1,241.84$

• Total Discounted Cash Flows: 1,818.18+1,652.89+1,502.63+1,365.92+1,241.84=7,581.46

• NPV = 7,581.46 - 5,000 = 2,581.57

• The project generates \$2,581.57 in value beyond the initial investment when discounted at 10%

NPV, Payback Period, ROI Calculations (Continued)

• Payback Period:

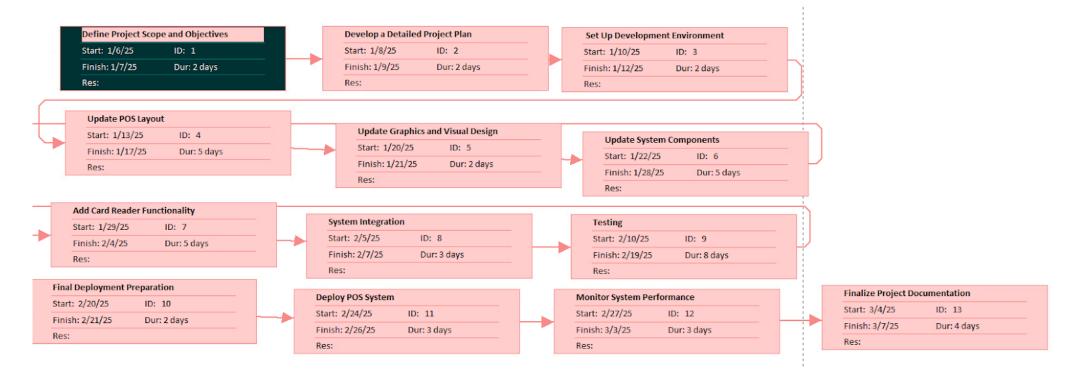
- Year 1: Cumulative inflow = \$2,000
- Remaining investment = \$5,000 \$2,000 = \$3,000
- Year 2: Cumulative inflow = \$4,000
- Remaining investment = \$3,000 \$2,000 = \$1,000
- Year 3: Cumulative inflow = \$6,000
- Remaining investment = \$1,000 \$2,000 = -\$1,000
- At the end of Year 3, the cumulative inflow (\$6,000) exceeds the initial investment (\$5,000).

• ROI:

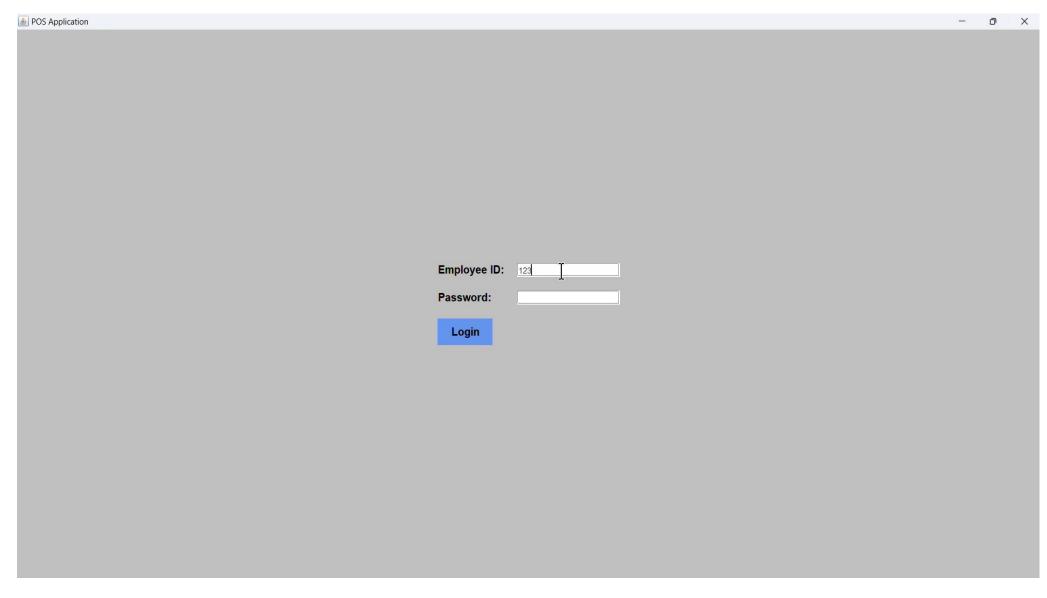
- Total Cash Inflows = $$2,000/year \times 5 \text{ years} = $10,000$
- Net Profit = \$10,000 \$5,000 = \$5,000
- ROI = 5000/5000 * 100 = 100%
- The ROI for the project is 100%, meaning the investment doubles its initial value over the 5-year lifespan.

Network Diagram

Here is the network diagram for the project.



Mockup of Prototype



Conclusion

Thanks for taking the time to view our presentation.