Food Ordering System

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Group Name

Raison D’Etre

# Client

Raihan Uddin Ahmed

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# Service Provider

Raison D’Etre

# Project Overview

The project is basically a desktop application based on WPF. The code is written in C# and used dotNET framework. The goal of this application is to save time and making ease of customers when they interact with waiters in any restaurant. The way it works is that you as a customer will have to login your cell number and after that the system will generate a unique passcode for you to log into the system application. After that you will be directed to the menu of that particular restaurant. Then you will choose your food and it will be added to your cart that will be either served to you or it will packed as a parcel for you to take home. It is user friendly, efficient and time saving.

# Justification

The client handles numerous projects at different sites at different locations in the country. Currently, the client has to manage everything about these projects on paper. How much materials are being used on each projects, how much money is being spent, what percentage of a project is actually done are all very difficult to track on paper. Mistakes are made, payments for materials are often made before delivery. It is also very hard to keep track of each vendor's accounts. The purchase prices at different sites may be erroneous as well.

So a complete software system is required to remove all these issues with current mode of operation.

# Goals

1. Creating a responsive , bug-free application that easy to use
2. UI should be appropriate and eye catching so that customers are impressed and willing to use it.
3. Time consumption should be as minimum as possible.
4. Backend problems and difficulties should be handled appropriately so that user does not face unlikely situation.
5. It should be beneficial for both the restaurant owner and the customer as a win win situation so that they use it frequently.

# Constraints

The system will work offline no need to for the internet.

It must run without consuming too much CPU usage.

It should not crash and must be bug-free.

# Assumptions

The client will provide web hosting/server and domain registration/static IP to deploy the application.

The client will do data entry once the software is delivered.

Client has to provide facilities for data backup.

The client will provide all needed information to develop the software.

# Project Duration

4 weeks.

# Project Start Date

13.11.2019

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# Modules and Milestones/Phases with cost

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| --- | --- | --- | --- | --- |
| **Phases** | **Modules** | **Description** | **Duration** | **Cost (BDT)** |
| Phase 1 | Project Management | In this first phase, project management module will be constructed so that the client can start managing their project. Facilities will include - creating new project, assign materials to project, keep daily cost of the project and so on - <please add from notes on Samrat's diary> | 6 weeks | 60,000 |
| Phase 3 | Purchase and stock | All purchase related tasks can be conducted once this module is done. Vendor management, stock management will be included in this module. | 6 weeks | 60,000 |
| Phase 4 | Bank Accounts | Bank account management will be built in this phase. Clients will be able to add, delete banks, branches, bank accounts, check balances. | 1 week | 8,000 |
| Phase 5 | Accounting | Basic accounting to manage assets, expenses, earnings, balance sheet. | 6 weeks | 60,000 |
| Phase 6 | HR | All human resource related facilities will be provided here. Attendance tracking, salary, leaves, bonuses and so on. | 6 weeks | 60,000 |
| Phase 7 | Reports | All sorts of reports will be implemented in this phase. | 4 weeks | 40,000 |
| Phase 8 | Tender Management | Manage tenders, associated costs, reasons for tender misses and so on. | 2 weeks | 10,000 |
| Phase 9 |  | User acceptance testing and delivery | 2 weeks | 3,000 |
| Total | |  | 33 weeks | 90,000 |

# Deliverables

1. A user manual if applicable.

# Payment Plan

1. An advance payment of BDT 30,000 will be required to start the project.
2. The remaining money must be paid based on phases. Complete payment due for each phase must be paid within 10 days of the completion of the phase.

# Other Terms and Conditions

1. The Advance payment becomes non-refundable after two weeks of the project initiation.
2. After the final delivery of the product (completion of all phases), the client will have a window of one (1) month to report any issues that may have been caused by the application programming. These issues will be fixed for free.
3. After the end of one month of free support period after final product delivery, any and all works requested by client will incur charges on the client based on negotiated pricing.

# Agreement

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| **On behalf of the product/service provider**  Your names (all team members with designation)  Your company name (use group name here) | **On behalf of the client seeking product/service**  Name of client representative |