

B.TECH. (CSE) V SEMESTER UE20CS303 –SOFTWARE ENGINEERING

PROJECT REPORT ON FOOD DELIVERY SYSTEM

SUBMITTED BY

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Proposal of the Project

We propose a project with the goal to create a highly effective online food delivery system. A system with the good optimization and easy user interface with online food ordering system via a web based application.

The advantage of the system is that it greatly simplifies the ordering process for both the customer and the restaurant. When the customer visits the ordering webpage, they are presented with an interactive and up-to-date menu, complete with all available options and dynamically adjusting prices based on the selected options.

This system also greatly lightens the load on the restaurant's end, as the entire process of taking orders is automated. Once an order is placed on the webpage, it is entered into the database and then retrieved, in real time, by a desktop application on the restaurant's end. Within this application, all items in the order are displayed, along with their corresponding options and delivery details, in a concise and easy to read manner.



Software Requirement Specification

The purpose of this SRS is to outline the functional and non-functional requirements of the product theme of online food delivery systems.

External Interface Requirements:

- User Interfaces: In this interface users interact with the system by clicking on various items and selecting various menu-items and the respective quantity and portion sizes.
- Software Interfaces: The interface with a Database Management System (DBMS) that stores the information necessary for the food delivery system to operate. The DBMS must be able to provide, on request and with low latency, data concerning the restaurant's menu, and the details about the orders being placed.
- Communication Interface: All devices on the Local Area Network (LAN) are in constant communication thanks to the interface. It should use a reliable-type IP protocol such as TCP/IP or reliable-UDP/IP for maximum compatibility and stability.

System Features

- Place Order: The user can select the restaurant to order from by searching for it or by clicking on the dropdown box and then select the required food from that restaurant.
- Transactions: This module is written as card management and is used to handle all the transactions made to buy the food.
- Collect User Details: It is used to get the users details i.e. his/her phone no and address and name



- Order Report : A description of all the items that the customer has ordered, item no: can be increased and items can be removed in this section.
- Delivery Report : Displays the details about the user and the payment method and the status of the order
- Track the Order: It can be used to check the status of the order

Non-functional Requirements

Performance Requirements:

- The server shall be capable of supporting an arbitrary number of active
- meals/orders, that is, no meals/orders shall be lost under any circumstances.
- The server shall be capable of supporting an arbitrary number of surface computers, tablets and displays, that is, it shall provide no limit on how many devices are in the system.
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Safety Requirements:

- The system should log every state and state change of every surface computer, tablet and display to provision recovery from system failure.
- The system should be made capable of restoring itself to its previous state in case of a failure

Business Rules:

- All meals in a single order must be delivered to the same location.
- All meals in single order must be paid using the same payment method.



PROJECT PLAN

The work was equally distributed using the WBS and multiple sprints were conducted with frequent scrum meeting tracking and making sure the Gantt chart was followed to maintain the schedule.

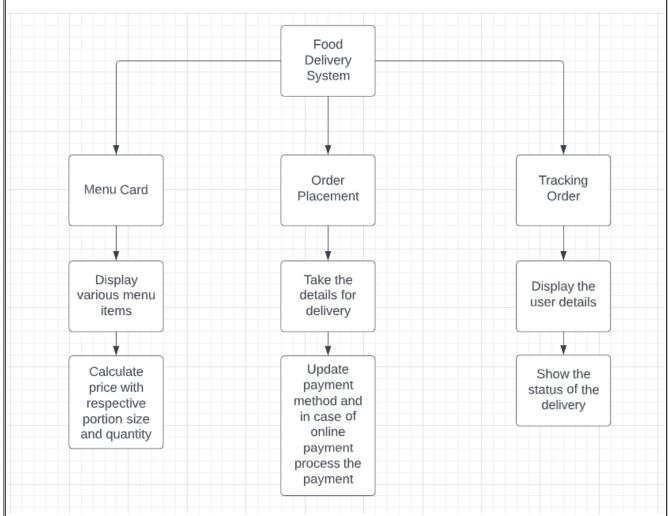


Figure 1: Work Breakdown Structure



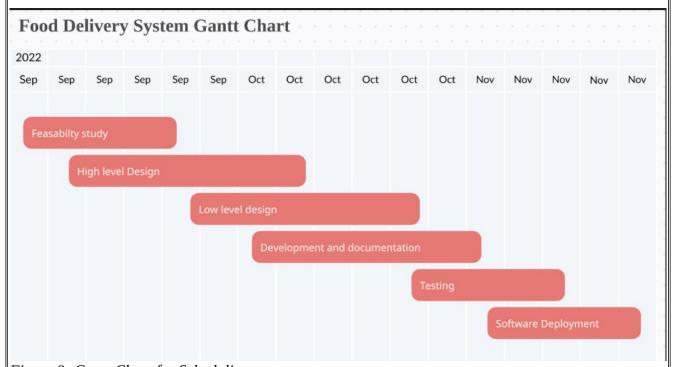


Figure 2: Gantt Chart for Scheduling

We have used tools like

- JIRA: tracking project development and Agile project management
- Selenium : Unit testing of the web application



DESIGN DIAGRAM

Data Flow Diagram - Online Food Delivery System

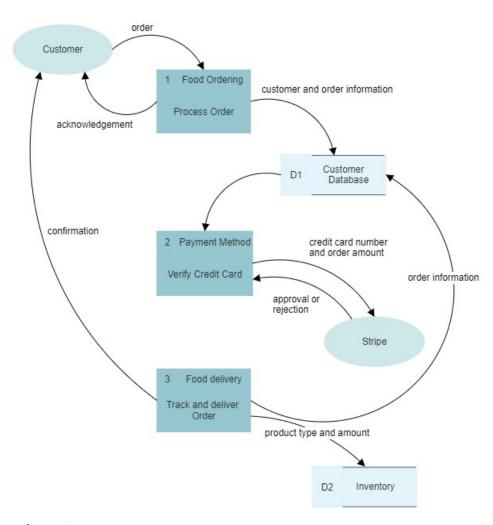


Figure 3: Data Flow Diagram

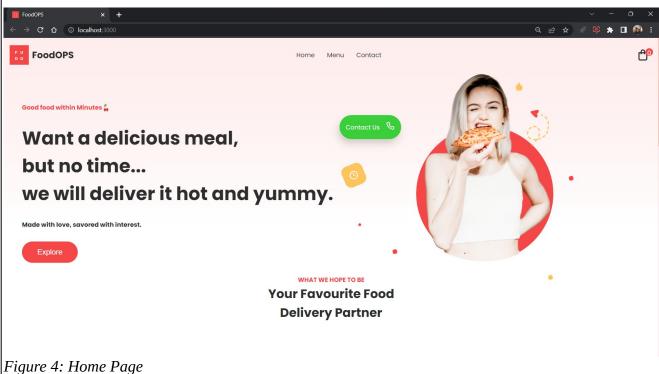


TEST CASES

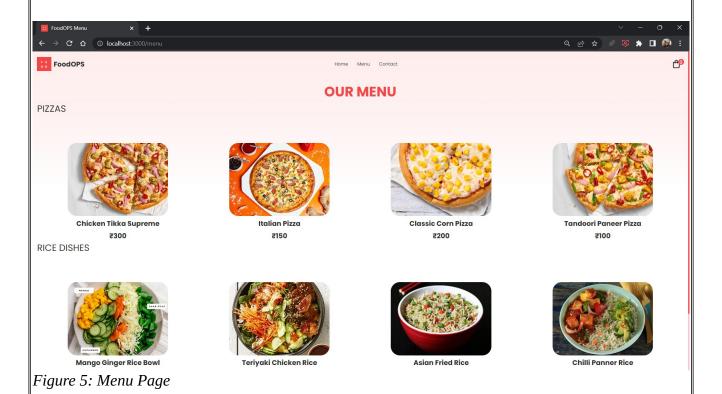
- 1. Home page integration: Integration of all the components of the home page and make sure they are linked properly
- 2. Individual food-item rendering: Dynamically rendered information about each individual food item offered by the restaurants
- 3. Menu card integration: Displaying all the dishes together in one route /menu
- 4. Cart Items display: Items selected by user can be viewed
- 5. Cart summary Calculation: Calculation of the total price
- 6. Payment via COD: Payment module through COD
- 7. Online Payment: Payment module through online mode
- 8. Details of order storing: Collect the details of the user
- 9. Order Status: Shows the status of the order



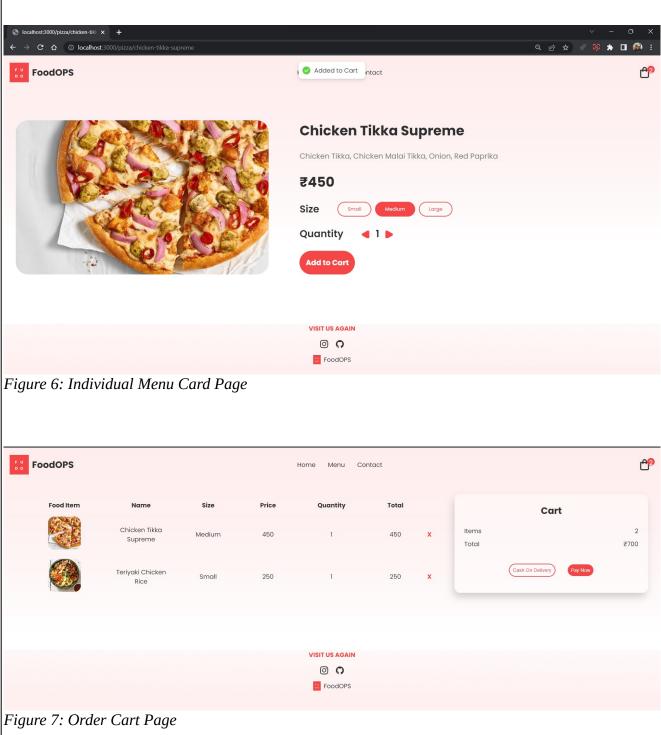
SCREENSHOTS OF THE OUTPUT











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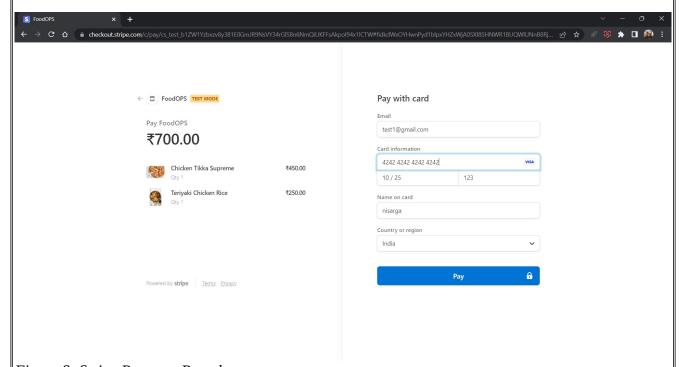


Figure 8: Stripe Payment Portal



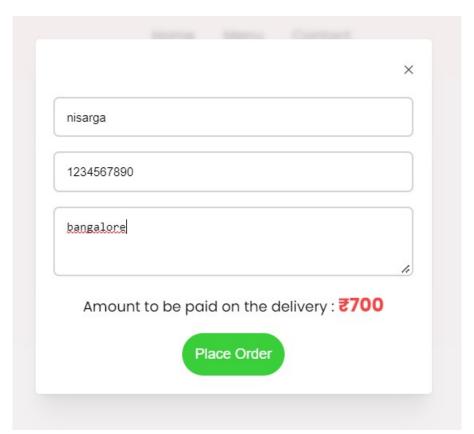


Figure 9: Details Collection Form



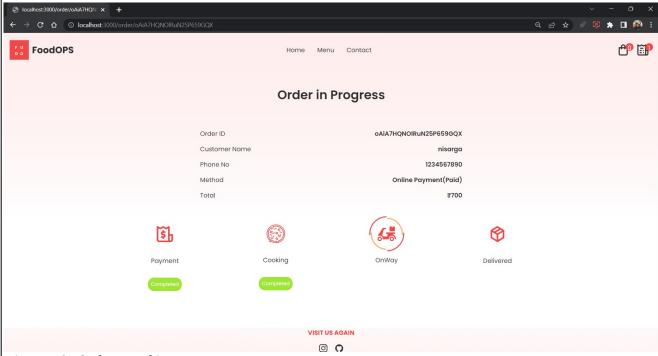


Figure 10: Order Tracking Page