FAST FOOD APPLICATION

CST-17 SOFTWARE ENGINEERING COURSE PROJECT: AN ONLINE CANTEEN FOOD ORDERING APLICATION

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❖ <u>VISION</u>

As a group we decided to make an application designed to order food in our school canteen. This application is going to be built targeting smart phones and their users. We intend on making it desirable for both students and teachers to use seeing that they are the ones that access the canteen. Our goal is to have an application that can be used to browse through the different menu options, and allow you to order your food from outside the canteen. It will also have a provision that lets you pay from your phone and show you your order number and collection window.

When you go to the canteen you'll have to first decide on what you'd want to eat; therefore you'll have to go from one desirable window to the next looking for what you might like. Doing this takes a bit of time and not only that, you will then have to queue up to place an order and then wait for the order to be prepared. The whole process up until you get your food will take time, and this further causes another problem, a crowd.

Having a large group of people in the canteen queuing up and standing around can lead to an overpopulated canteen. Once this happens, there will be fewer sitting spots, many people standing around, noise pollution, air pollution, to mention a few etc. etc. Paying for your food in the canteen is done via student card. In the attempt to eat fast and leave room for other students and teachers to sit down teachers and students are at a risk of leaving their student cards behind as we see this happening on a daily basis.

What problems will it solve?

Making this application will solve problems like time spent in the canteen will be reduced. If time spent in the canteen is reduced then the flow of people in and out of the canteen can be more flexible thus reducing the crowd there too. With a reduced crowd, we get a more quiet, comfortable and more hygienic environment to have your meal. It will also allow people to pay for their food from their phones; currently food in the canteen is paid for using student cards, when students and or teachers are done eating they are in a hurry to get back to class, assignments etc, etc. In their attempt to rush back they end up leaving their student card behind. Paying online will reduce the number of student cards left behind.

Why is it worth developing?

At the moment the only alternative to this application is going to the canteen itself to get your meal, eat it, spend so much time there, and be at a risk of leaving your student card behind. This application will be there to allow students to order their food from wherever they are, this lets them browse through what they want on their phones, choose a time to either pickup an order or eat from there during working hours. As a result we will eliminate the queues and most of the crowd. There are no competitors in our given situation, meaning we will be the first ones to do an application that can work in our canteen and give people the afore-mentioned benefits.

❖ SOFTWARE ARCHITECTURE

The probability of this system being built is 100%. The application will have a graphical user interface and it will be user friendly. We will use HTML and SQL as our programming languages. This product will run on a mobile phone, tablet or any device accessible to the internet, our focus is the mobile phone since it is widely used by the group of people we are targeting.

One will open our application on their phone, there they can browse through the different menu options, select food, select a pick up time during the working hours, choose whether it's a sit down or take away. From there they you pay from their phone and get an order number and window number. This means we shall require an updated database that will have the different types of food booths, what's being saved and the prices of the food. This database will be linked to our application. This product is interesting not only because we are doing a food related project as food interests everyone, but also because we are focusing on our school canteen. Hopefully it can be added to one of the school's functioning projects and we can be part of the people that added something to it.

❖ CHALLENGES AND RISKS

The single most serious challenge that we will have is writing the code for this application and getting it up and running to suit what we want it to do; this puts us at a risk of having a code with so many errors and an application that might not work at all. We have the some knowledge of coding, but not in depth to a point where we can write an application and have it running with no errors. We will mitigate this challenge by broadening our coding skills on our own; checking the internet when necessary and also by consulting our senior students so that they can help where we do not understand. Doing so can give us a properly functioning application.