CANTEEN FOOD ORDERING APPLICATION

Group Leader
Margaret Mwewa   F17040112

Group Members
Kelvin Asare   F17040111
Raymond Kuree   F17040120
Lukundo Kampeshi   F17040109

Group Name: LKMR

1

❖<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.

What Problems will it solve?

Making this application will solve problems like: it reduces the amount of time spent in the canteen; which in turn will also reduce the crowd in the canteen. It will also allow people to pay for their food from their phones, reducing the number of student cards left behind. These are further explained on the next slide.

Time wastage

When you enter the canteen, under normal circumstances you will go from one window/booth to the next looking at the different varieties of food which takes time. You will also find yourself spending a good amount of time waiting in line for your order.

Crowded canteen

This problem comes about as a result of people spending a lot of time in the canteen, if everyone goes round checking different booths for what they feel like eating and also queuing up waiting to order they will create a crowd in the canteen which can be quite uncomfortable and unhygienic.

5

Misplacing student cards

Food in the canteen is paid for using student cards, when students and or teachers are done eating most of them are in a hurry to get back to class, assignments etc. In their attempt to rush back they end up leaving their student card behind. Some even forget their student cards at home or in the hostels, so they'll either have borrow a card or find a plan B for their lunch.

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.

Developing this application will also allow us to have a new project running in the school system created by us, if we're given the opportunity.

7

❖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.
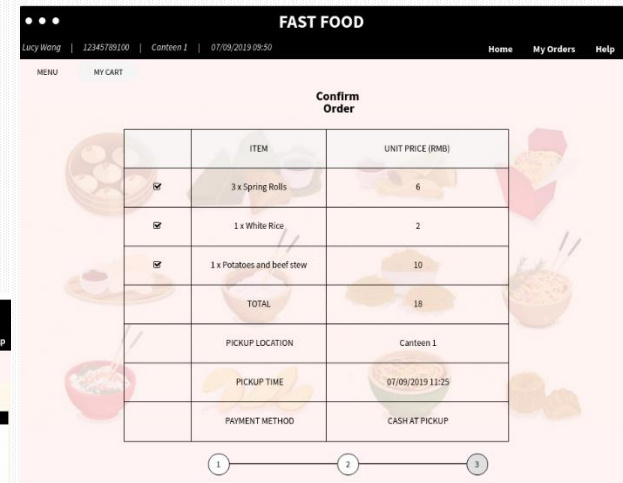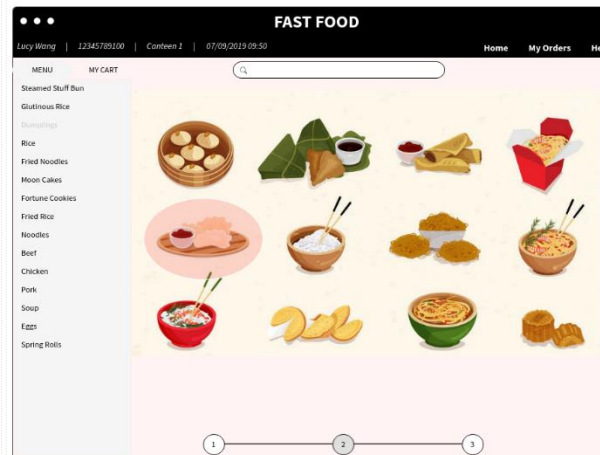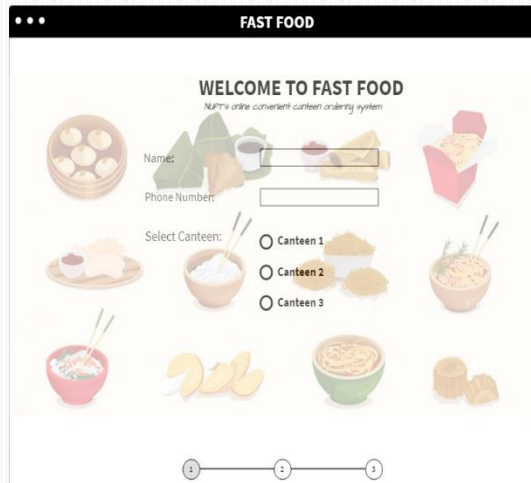
❖ CHALLENGES AND RISKS

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 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.