**TOP LEVEL FUNCTIONALITY**

**WEB APPLICATION**

* Input postcode to find nearest store (allows expansion)
* View menu
* View current deals
* Add pizza to basket (Select size)
* Customise menu item (Remove topping/Double up/Change crust)
* Create own pizza(Size, Crust, Base, Toppings)
* Half & Half pizzas
* Should be dynamic (look at dominos with regards to customise/add to basket options)
* Use consistent images
* Add sides to basket
* Add drinks to basket
* Select time you want pizzas for
* Automatically calculate price changes with deals and customisations
* Obvious basket has items in
* Display current price of order in basket
* Automatically assigns deal if relevant
* Pay for meal as guest or log in with account
* Create account
* Use PayPal to pay for pizza

**MOBILE APPLICATION**

* Log in as rider
* Select option to check in or just view rider account. Check in activates GPS
* Push notification if rider numbers are low
* Rider receives notification if order is ready to collect
* Rider has 1 minute to accept order
* GPS always tracks to order unless there is none then it tracks back to pizzeria. When order is confirmed there’s an option to select house or takeaway
* Maps displays quickest route & estimated delivery time
* Option to phone customer
* Option to view order details
* Button to confirm pizza has been delivered
* Log out/Sign off option. Sign off just puts the rider off duty
* Option to view stats for wages earned, hours worked, number of deliveries made

**CHEF APPLICATION**

* Show live orders – Toppings needed/Size/Crust/Base
* Show additions & substitutions
* Show side orders
* Chefs able to change status of pizza as it is cooked
* Touchscreen functionality
* Undo button

**ADMIN APPLICATION**

* Log in with admin details
* Manage customer accounts
* Manage rider accounts
* Manage admin account
* View past orders
* View individual customer order histories?
* Staff data?
* Change menu
* Manage deals
* Dashboard displaying sales statistics, money earned, wages paid, stock costs
* Stock tracking