

Faculty of Technology and Engineering Devang Patel Institute of Advance Technology and Research (DEPSTAR) Department of Computer Science & Engineering

Project Problem Statement for Project-IV

Project Group ID: DEPSTAR/CSE/Batch Name/Group ID						
Student ID:	D22DCS159	D22DCS160	D22DCS161			
Name:	DHARMJEET VALA	DHRUMIL BHATIYA	VANDAN PATEL			
Project Title:	ONLINE FOOD ORDERIND ADNROID APPLICATION					
Domain of Project Definition:	E-Commerce					
Technology/Methodologies to be used in project:	KOTLIN, FIREBASE, XML					
Project Objectives	OUR PROJECT'S OBJECTIVE IS TO SIMPLIFY THE ORDERING OF FOOD BY USING OUR KOTLIN BASED APPLICATION WHICH IS LIGHTWEIGHT AND HAS NOT ANY HEAVY FEATURES					
Brief Description about project:	The "Online Food Ordering Application" is an Android app developed in Kotlin, offering users a seamless and convenient platform to browse, order, and track their favorite meals from a variety of local restaurants. With an intuitive user interface, the app enables easy navigation through extensive menus, allowing customization and secure online payments.					

SWOT analysis chart for the Project	User-Friendly Interface: The application user-friendly interface, enhancing the to Wide Restaurant Network: A diverse se restaurants on the platform provides u of culinary choices. Secure Payment Integration: The incorpayment gateways ensures safe and hiusers. Real-Time Order Tracking: The ability to enhances transparency and user satisf. Comprehensive Admin Panel: A robust restaurant management, ensuring efficiency updates.	overall user experience, election of local issers with a broad range poration of secure assle-free transactions for track orders in real-time action.	o ii • II p s • T c c	on internet con a reas with printial User On sose a challen trategies. Gethorical Clitch trashes or slow atisfaction. Limited Geografic cirches or slow atisfaction.	on Internet Conn nnectivity, poter boor network cov boarding: Acqui ge initially, requ ches: Potential te w performance, o raphic Coverage: may be constrair a, affecting its app ions.	tially limitir erage. ring and ret ring effection chnical issu- could negat The applica- tied by a lim	ng its fi aining ve mar ues, suc ively in ation's ited ge	users may keting th as app npact user	ty /
·	OPPORTU	NITIES			THRE	ΔΤς			
	 Collaborations and Partnerships: with more restaurants and local to the app's offerings and reach. Integration with Emerging Technemerging technologies like Al for recommendations or AR for virtuenhance the app's competitivene loyalty Programs and Promotions programs and promotions can at fostering customer loyalty. Global Expansion: Considering the expansion can open up new mark 	Building partnerships businesses can expand nologies: Incorporating r personalized all menus could less. s: Implementing loyalty stract and retain users, he potential for global	food use Reg reg ind Cyb suc app Ecc can	d delivery ap r acquisition gulatory Cha ulations and ustry may p persecurity C h as data br o's reputatio onomic Fact i impact con	itense compet ops poses a thr	ence to evenents in the ges. isk of cybe nent fraud t.	existir ket sh rolving ne food ersecu I, could	are and delivery rity threat harm th	ts,
Project Deliverables	Project Plan: Detailed project resource allocate Gantt chart or the Requirement Specific Comprehensive requirements. Use case diagrated User Interface (UI) Dealer of the High-fidelity Ueser Interactive protestated in the Source Code: Kotlin source code: Well-document Payment Gateway Interaction of see Testing and values User Authentication See Implementation User account means the Source Code: User account means the Source Code: User Authentication See Implementation	tion. imeline illustrate ation: de document deta ams and scenarions esign: I/UX designs for the design of the desi	cing the ciling for the arames of Andro commen gatewanent pro	e project unction ining value ining value ining value demonst old app its for conservations	et's scheo nal and n arious u tion. strating u lication. clarity an online tr	dule. on-fun ser int user fl d mai ansact m.	ow anta	onal ctions s. inabil	
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	ID Name	11 17 24 31	07 14	21 28	04 11 18	25 03	10	17 24	4 31
	1 Research								
Gantt chart with Project	2 Planning								
Timeline and Team Roles	3 Design								
	4 Development								
	5 Testing								

6

Reporting

STRENGTHS

WEAKNESS

Roles and Responsibilities



DHARMJEET VALA

DEVELOPER
USER APPLICATION



DEVELOPER
ADMIN APPLICATION



VANDAN PATEL
UI/UX
FRONTEND DESIGN

Student 1 Sign Student 2 Sign Student 3 Sign

Assessment Rubric to evaluate Difficulty level of Project:

Criteria	Marks
Scope and Complexity	
Technical Challenges	
Resource Requirements	
Quality level of Gantt Chart	
Quality level of SWOT analysis chart	
Innovation and Creativity	
Total (Out of 30)	

Assessment Rubric to evaluate quality of Project Problem Statement:

Criteria	Marks
Clarity of Problem Statement	
Relevance to Project Objectives	
Clarity of Language and Presentation	
Overall Impression	
Total (Out of 20)	

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Mentor's Sign:

HOD's Sign with Comments: