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**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**

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| **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** |  | | |
| **Project Deliverables** | **Project Plan:**   * Detailed project plan outlining tasks, timelines, milestones, and resource allocation. * Gantt chart or timeline illustrating the project's schedule.   **Requirement Specification:**   * Comprehensive document detailing functional and non-functional requirements. * Use case diagrams and scenarios outlining various user interactions.   **User Interface (UI) Design:**   * High-fidelity UI/UX designs for the application. * Interactive prototypes or wireframes demonstrating user flows.   **Source Code:**   * Kotlin source code files for the Android application. * Well-documented code with comments for clarity and maintainability.   **Payment Gateway Integration:**   * Integration of secure payment gateways for online transactions. * Testing and validation of payment processes.   **User Authentication System:**   * Implementation of a secure user authentication system. * User account management features, including profile creation and password recovery. | | |
| **Gantt chart with Project Timeline and Team Roles** |  | | |

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| **Student 1 Sign** | **Student 2 Sign** | **Student 3 Sign** |

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| **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) |  |   **Mentor’s Comments:**  **Mentor’s Sign:**  **HOD’s Sign with Comments:** |
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