Forda Order

Mobile Food Ordering Application

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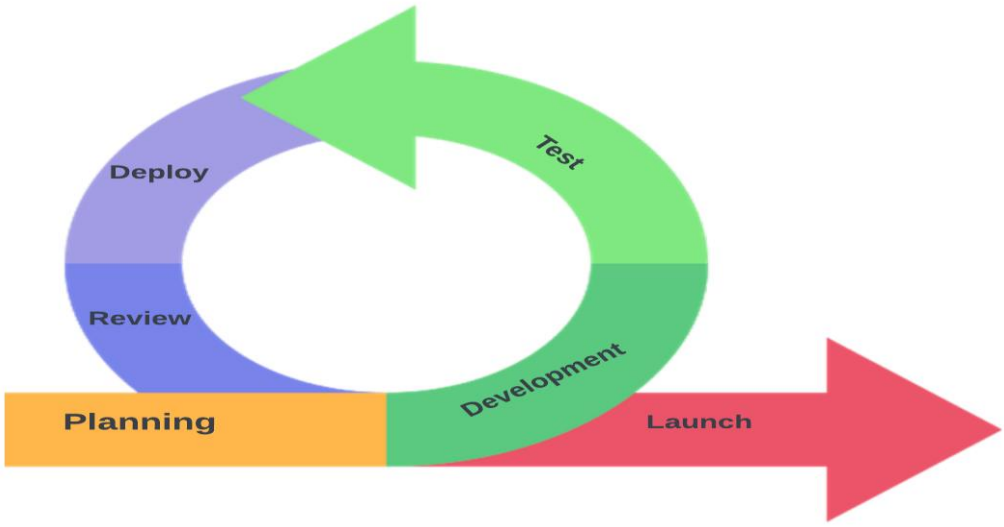
PROJECT DESCRIPTION

- With the improvement of technology, Mobile Food Ordering is becoming a popular topic. That's because they are serving the ever-increasing demand for convincing. The main purpose of an ordering system is to provide customers with a way to place an order at a restaurant over the internet. The main reason is that it benefits both the customer and the business. With a mobile app, customers can easily browse all the dishes the restaurant has available, customize dishes to their requirements and place an order. It can also save their favorite orders allowing them to easily re-order that in the future.
- The food delivery apps allow customers to order from a nearby restaurant at their convenience. The customers can get their order delivered, they can pick it up themselves or they can dine in. The restaurants receive the order on the restaurant app and prepare the meal.

DEVELOPMENT MODEL



The developers used the mobile app development model lifecycle for the Mobile Food Ordering Application Development model, which includes the planning phase, development phase, test or debugging, launch, review, or monitoring.

INITIATION AND REQUIREMENT ANALYSIS

In the Requirement phase, developers develop a user-friendly food ordering app with a straightforward user interface in order to meet the criteria for food ordering applications.

APPLICATION TESTING AND DEBUGGING

The performance of the Mobile Food Ordering Application was assessed by looking for errors and bugs. Focusing on improving the solution through any problem that might occur during and after development

LAUNCH

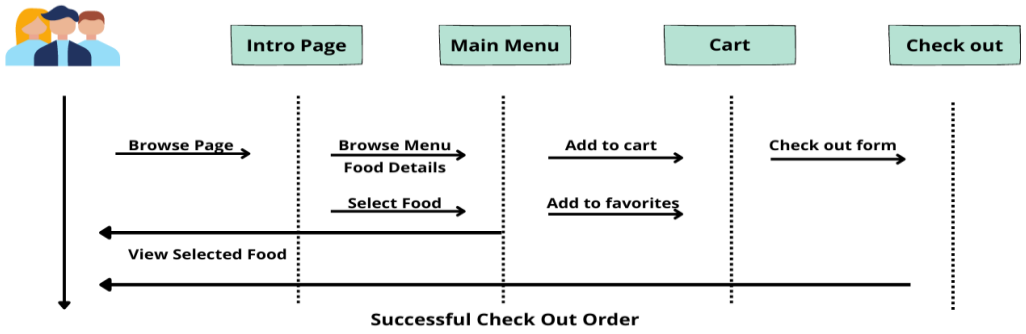
The mobile food ordering app will be released after testing so people can access and use it.

REVIEW/MONITORING

In this phase, the developers plan to monitor and seek to fix any problem with the Mobile Food Ordering Application

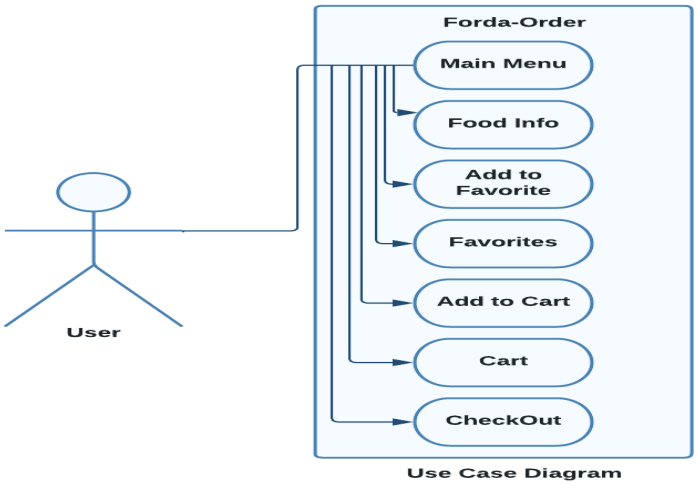
SYSTEM ARCHITECTURE

SEQUENCE DIAGRAM



This diagram is shown in the above. It demonstrates how operations are conducted. The picture depicts a temporal series of object interactions. It depicts the scene's object as well as the messages that are passed between them in order to carry out the scenario's functionality.

USE CASE DIAGRAM



Use Case Diagram

Use case diagram was to show the relationship of user and boundaries in the application. The Application intended users are customer.

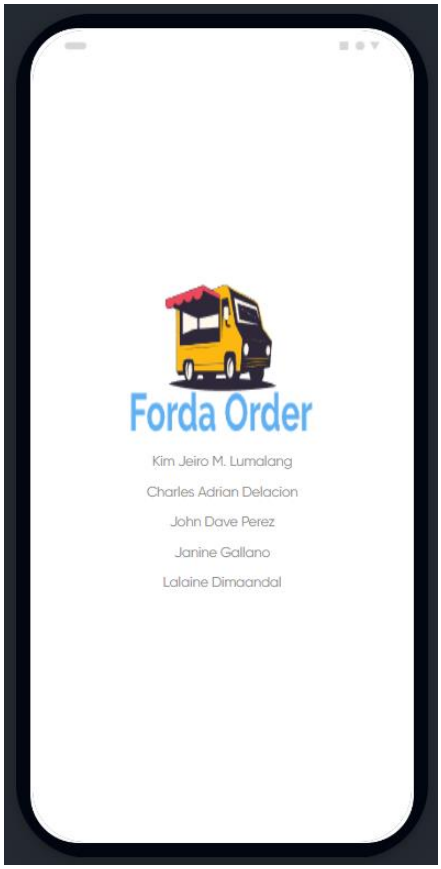
GITHUB REPOSITORY

Link to repository: https://github.com/perezjohndave/ForDa-Order

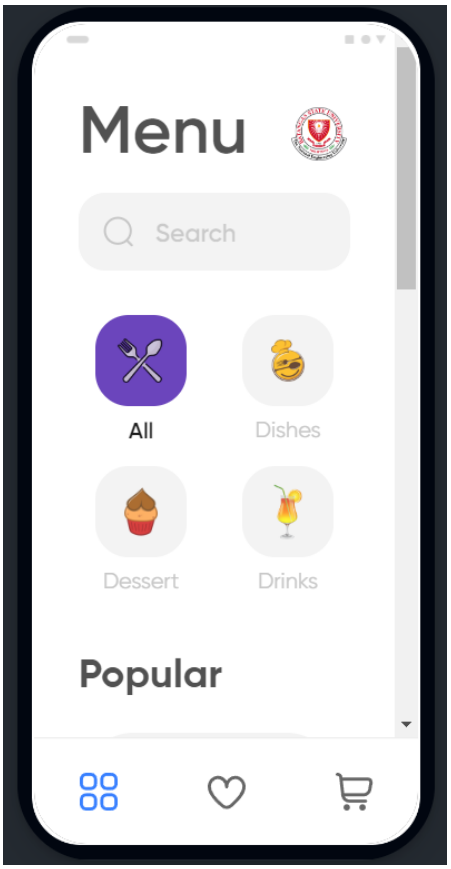
DITO YUNG SS NUNG GITHUB

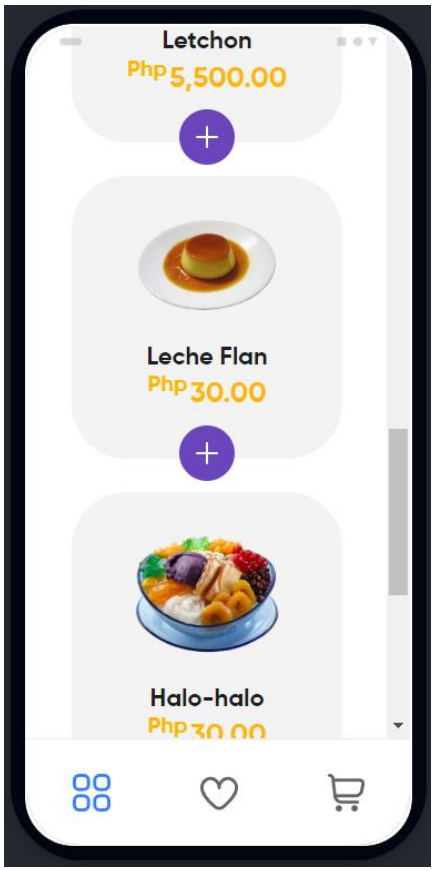
APPLICATION SCREENSHOT

Splash Screen

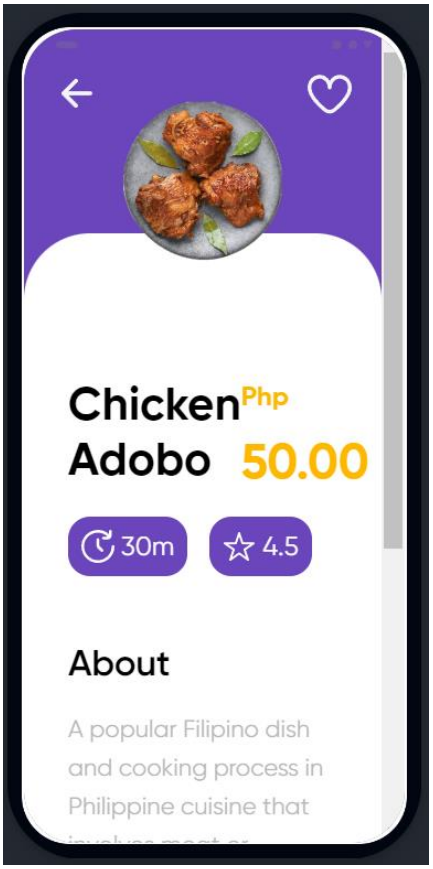


Main Menu

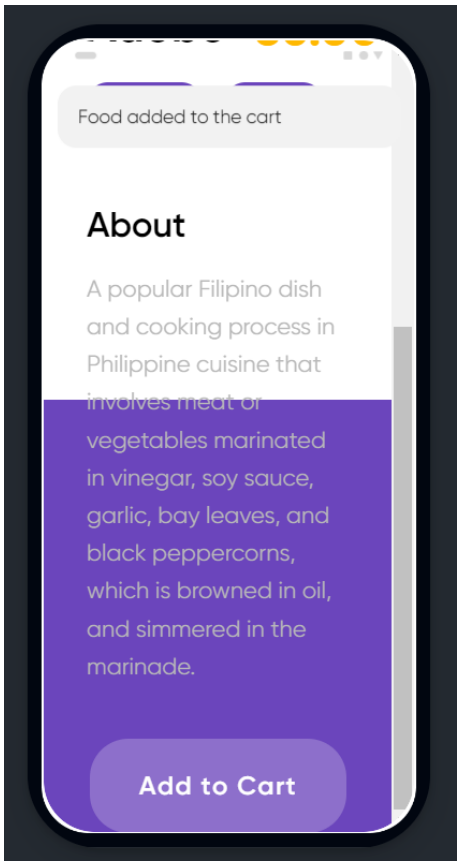

Menu
Search
All
Dishes
Dessert
Drinks
Popular


Letchon
Php 5,500.00
Leche Flan
Php 30.00
Halo-halo
Php 30.00

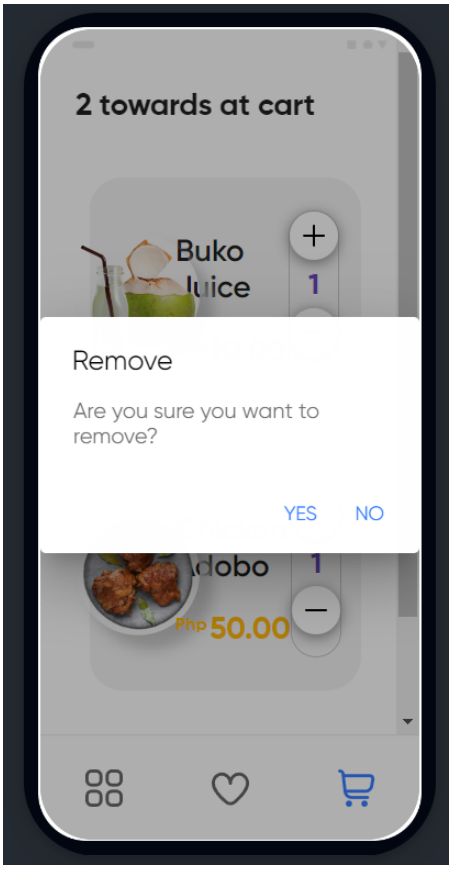
Details, add to favorites



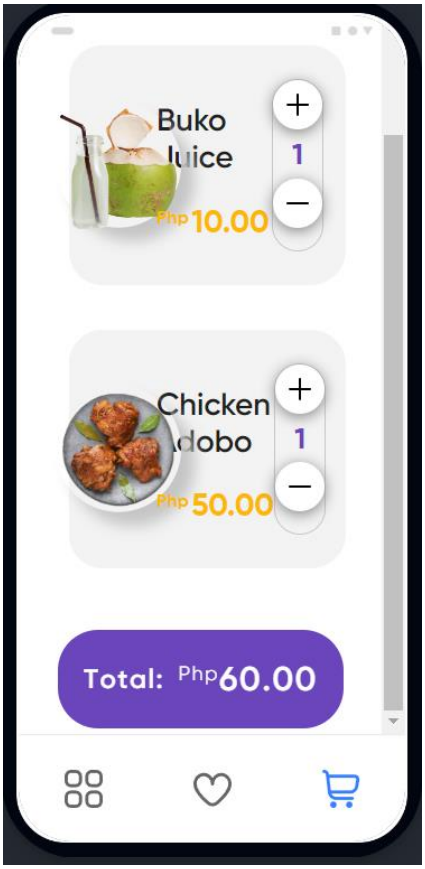
Add to cart



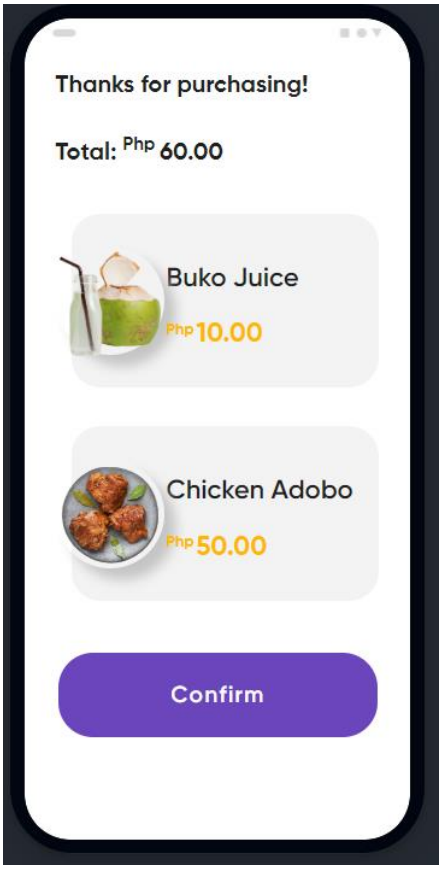
Add, Remove Order



Check Out



Receipt and confirm



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