1.Introduction

* 1. Problem Summary
* Our app will give the users the easiness of booking table according to their convenience, viewing menu, order their food in advance from anywhere at any time and a Take Away facility too.
* Our goal is to save our customers’ time and also to maintain social distancing by not having rush of people at restaurant. We will also display the top most pick items in the restaurant being selected by the user.

SODH YATRA

1) How do we find our definition on project?

* + By discussing amongst ourselves and with friends and relatives , we get to know the real time problem faced by people regarding the restaurant long waiting especially on occasions and functions.
  + Thus we selected this definition.

2) To whom we contacted for project definition?

* + We talked with few Restaurant Managers of different restaurants and we opted the project by knowing the problems faced by their customers and their staff as well and we will try to resolve them all.

3) What are the data or information we collected ?

* Both the customers and restaurants told us about the issues of waiting queue for table reservation and managing the queue respectively.
* Due to long waiting, social distancing is not being followed so customers avoid going much in restaurants and so the restaurants are also at loss.
* 4) What are the problems people(customers) are facing?
* ->As there is increasing demand for restaurant food but there is a big queue and customers have to wait for table to be vacant and even after acquiring the table they have to wait for the food to be served at their table so this results into their time waste.
* ->As far as the current situation of COVID-19 is concerned , people are not able to follow “social distancing” due to rush at restaurants. So it is also a big problem nowadays for both customers and restaurants.
* 5) What are the solutions be provided by our project to overcome the problems faced by people?
* **(Main motto: TIME SAVING)**
* ->Advance Restaurant and Table Booking
* ->Prior Menu Ordering