Mini Project Report on

Foodzz Infinity.

Submitted in partial fulfillment of the requirements of
the degree of Bachelor in Engineering

Kshitij Rote	**SE3**	**46**
Suraj Sahu	**SE3**	**47**
Varun Sampat	**SE3**	**48**
Krishi Dave	**SE3**	**10**

Under the Guidance of

Ms. Megha Mandavkar

DEPARTMENT OF COMPUTER ENGINEERING
SHAH AND ANCHOR KUTCHHI ENGINEERING COLLEGE
CHEMBUR, MUMBAI – 400088.

University of Mumbai
(AY 2022-23)

CERTIFICATE

This is to certify that the Mini Project entitled **" Foodzz Infinity" is** a bonafide work of **Varun Sampat, Kshitij Rote, Suraj Sahu, Krishi Dave** submitted to the University of Mumbai in partial fulfillment of the requirement for the award of the degree of **"Bachelor of Engineering"** in **"Computer Engineering".**

(Prof. Megha Mandavkar)
Guide

(Prof. Uday Bhave)
Head of Department

(Prof. Bhavesh Patel)
Principal

Mini Project Approval

This Mini Project entitled **"Foodzz Infinity"** by **Kshitij Rote, Suraj Sahu, Varun Sampat, Krishi Dave** is approved for the degree of **Bachelor of Engineering** in **Computer Engineering.**

Examiners

1……

(Internal Examiner Name & Sign)

2……

(External Examiner name & Sign)

Date: 07/11/2022

Place: Mumbai

Declaration

We declare that this written submission represents our ideas in our own words and where others' ideas or words have been included, we have adequately cited and referenced the original sources. We also declare that we have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in our submission. We understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

Name	Division	Roll No	Sign
Kshitij Rote	SE3	46	
Suraj Sahu	SE3	47	
Varun Sampat	SE3	48	
Krishi Dave	SE3	10	

Date: 07/11/2022

Place: Mumbai

Abstract

Our proposed system is an online food ordering system that enables ease for the customers. It overcomes the disadvantages of the traditional queueing system.

Our proposed system is a medium to order online food hassle free from restaurants as well as mess service. This system improves the method of taking the order from customer. The online food ordering system sets up a food menu online and customers can easily place the order as per their wish.

Also with a food menu, customers can easily track the orders. This system also provides a feedback system in which user can rate the food items. Also, the proposed system can recommend hotels, food, based on the ratings given by the user, the hotel staff will be informed for the improvements along with the quality.

The payment can be made online or pay-on-delivery system. For more secured ordering separate accounts are maintained for each user by providing them an ID and a password.

Acknowledgement

Upon completion of our Mini Project, titled “Foodzz Infinity”, we wish to acknowledge our sincere gratitude and respect to everyone who has provided us with the necessary support and counsel during the course of this challenging assignment**.**

A special mention to our guide for this mini project, **Prof. Megha Mandavkar** for her constant encouragement and endless guidance.

We would also like to extend our reverence to our honourable Principal **Dr. Bhavesh Patel** and Head of Department **Prof. Uday Bhave** and all the teaching staff of the college for their constructive criticism, honest feedback and unconditional support that steadily fueled our enthusiasm and drove us to strive for perfection.

Thank You!

Name of Student	Class	Roll No
Kshitij Rote	SE3	46
Suraj Sahu	SE3	47
Varun Sampat	SE3	48
Krishi Dave	SE3	10

Contents

List of Figures

List of Tables

1. Introduction

1.1 Introduction

Food comes at one of the most basic needs known to human. People has to eat no matter whatever condition they live in. The items might be different, the place might vary, but all human is bound to eat on a daily basis. That's why, the food industry keeps on growing as per the growth of population.

The food industry has always been on of the largest industries of all with a huge number of members on it. The number of restaurants kept on rising day by day. Every single corner of the cities now has restaurants, food carts etc. all serving food to people. So, the basic idea of consuming food from restaurants has always been the same.

Customers go to the restaurants, order their food, consume it and then pays the bill. There were some changes in this chronology of consuming food at a restaurant like self-service where the customer has to take their own food by themselves, not by any waiters, then there was the use of 'pay first' system to improve convenience for the restaurant owners. But all these were slight improvements that did not make any massive changes to this industry.

Therefore, we aim at creating a platform where anyone can get all fast food brands together hassle free which would help in saving phone storage and anybody can access it anytime and anywhere. This way, it would help youngsters and it also benefits them fiscally.

In short, we wish to create an website that serves as a staple for every individual who wishes to place their order for any food brands without paying any extra fee and just at a click.

1.2 Motivation

Technology makes everything easier in our life. Then why not ordering our favourite food at sitting at one place. We all have visited mall once or we visit frequently and after everything is done we do visit food courts. But firstly we have to visit every store for “What to eat ?”. Ever wondered what if we could get our food by sitting at one place that to without visiting any store could make it easy for everyone .

This has motivated us to create a food ordering website where we can order our favourite food while visiting food courts that too sitting at one place.

1.3 Organization of Report

Chapter 1:

This chapter provides an insight into the motivation behind our project, how we went about it and what we expected out of it. It gives the overall synopsis of the project. It is also informative to people who lack the basic idea, making them aware of what is to come as they move forward. This section makes the purpose behind the development and implementation of our project quite clear.

Chapter 2:

In the second chapter, the detailed survey of literature is provided which was referred by us during the course of development of this project. It further displays the limitations or the research gap faced while the implementation of our curious idea. The problems were acknowledged here and the possible solutions are suggested along with other improvements thus giving this project a great scope of growth and betterment in future. The problem statement is defined here along with the main objectives of the project.

Chapter 3:

Here, we have discussed the framework and architecture used in this project. A detailed flowchart of the functioning of our website has been shown to make it easier to understand. The database used while creating this project is shown along with the output results one gets when they visit the website. The hardware and software requirements needed to complete this project have been listed in this section.

Chapter 4:

This chapter concludes our project and acts as a milestone of our successful completion. It further proves that our aim to provide educational resources has been accomplished to our best efforts. It also gives an understanding of what prospects we wish to see in the near future.

References:

All the sources for the literature survey along with the study of systems are mentioned in this chapter.

2. Literature Survey

2.1 Survey of Existing System

Sr No.	Author/Title/Year	Workdone/Algorithm/Concept/ Idea presented in the paper	Remarks
1	**Zomato** Food delivery platform	A data enabled and technology driven application for ordering food from different companies at once and also making table reservations.	To achieve a win-win situation for youth`s and companies in food industry.
2	**Swiggy** Food delivery platform	A food delivery platform that allows ordering food and getting instant item delivery.	Providing a platform for food delivery and instant item delivery.

Table 2.1.1 – Literature Survey

2.2 Limitation Existing System or Research gap

Earlier Customer have to stand in queue for ordering the food. After using this feature it is simple and convenient for customer to order food. But there is lack of user interaction with Server (Waiter). Queries resolution is difficult for customer and also time consuming.

Ordering food online customers have limited options that are present at site only. Customer have to wait on table until their order get processed. Sometimes there is a glitch while Ordering the food. There might be payment related issues while doing transition. People who want to pay cash are unable to use this Features.

2.3 Problem Statement & Objectives

2.3.1 Problem Statement :

- The labour rates are increasing steadily year on year thus making it difficult to find employees
- The food industry is highly labour intensive and the biggest expense in the food industry is the cost of employing the right kind of people to do the work
- One of the ways to reduce this expense is to use modern technology to replace some of the jobs done by human beings and make machines do the work
- Here we propose an “Online Food Ordering System – Foodzz Infinity” that has been designed for Fast Food restaurant, Take-Out or College Cafeterias. The system can also be used in any food delivery industry. This simplifies the process of food ordering for both the customer and the restaurant, as the entire process of taking orders is automated.

2.3.2 Objectives :

3.2 Objectives

Following are the results that one can draw from this system:

- People can successfully order the food using the proposed system.
- There will be a lesser requirement of staff at the back counter.
- The system will help in reduction of labour cost involved and also reduces the space required to set up cafeterias in the restricted area.
- As it is an automated system it is less probable to make any mistakes.
- The customers can avoid the long queues at the counter, with a reasonable speed of execution and maximum throughput

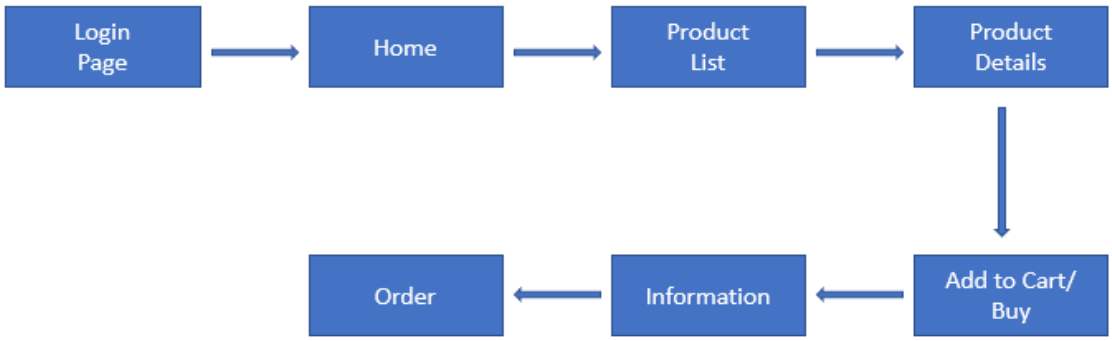
2.4 Scope

This order food online system project aimed at developing an online food ordering system that can be used in small places, and medium cities firstly and then on a large scale. It is developed to help restaurants to simplify their daily operational and managerial task as well as improve the dining experience of customers. And also helps restaurants develop healthy customer relationships by providing good services. The system enables staff to let update and make changes to their food and beverage list information based on the orders placed and the orders completed.

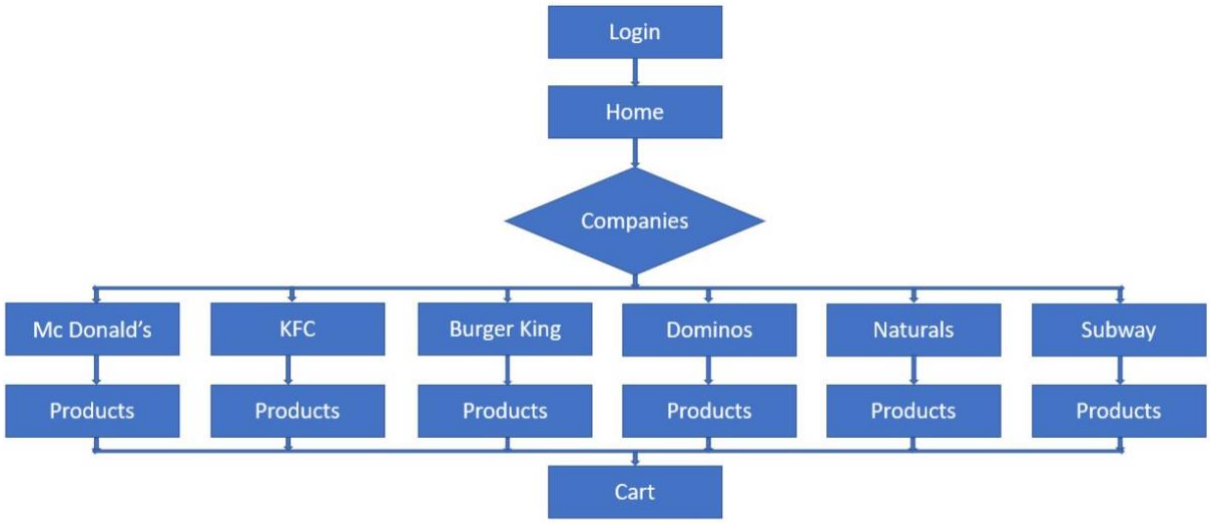
3. Proposed System

3.1 Architecture/ Framework

3.1.1 Block Diagram



3.1.2 Flowchart



3.1.3 Modules

a. Sign Up/ Login Module:

In this module a user needs to first register if they are not an active user i.e., using it for the first time. While registering, they are asked to fill in their personal credentials which include username, email address, and password.

Once the user has successfully registered, they can login with their before filled credentials which will allow them to use the application by redirecting them to the home page.

b. Product Module:

All the products that are in the list of companies are displayed in this module. Everything here is categorized, making it convenient for the user to navigate through it.

3.2 Algorithm and Process Design

3.2.1 Algorithm

Step 1: Open Foodzz Infinity Website

Step 2: Enter the home page

Step 3: Browse through listed companies and their products

Step 4: Add products to your cart

Step 5: Exit

3.2.2 Process Design

The working of the project, however Simple, is based entirely on app Website. The Website comprises of Only static pages. There is a sign-up page and login page. User have to sign-up to make account and then login their Id for ordering process. There are many options available for user to order food. As per their choice he/she can add the items in the cart and then fill the information about table no. and place the Order.

3.3 Details of Hardware and Software

3.3.1 Hardware requirements

Laptop/Computer:

- 11 intel i5 1135G7 processor @ 2.40 GHz
- 16GB DDR4 RAM
- 512GB SSD
- 62-bit x64-based processor

3.3.2 Software requirements

- Code Editors like Visual Studios Codes.
- Computer languages like HTML, CSS, JAVASCRIPT.
- Software for code exchanging platform like GitHub using Git.

3.4 Experiments and Results

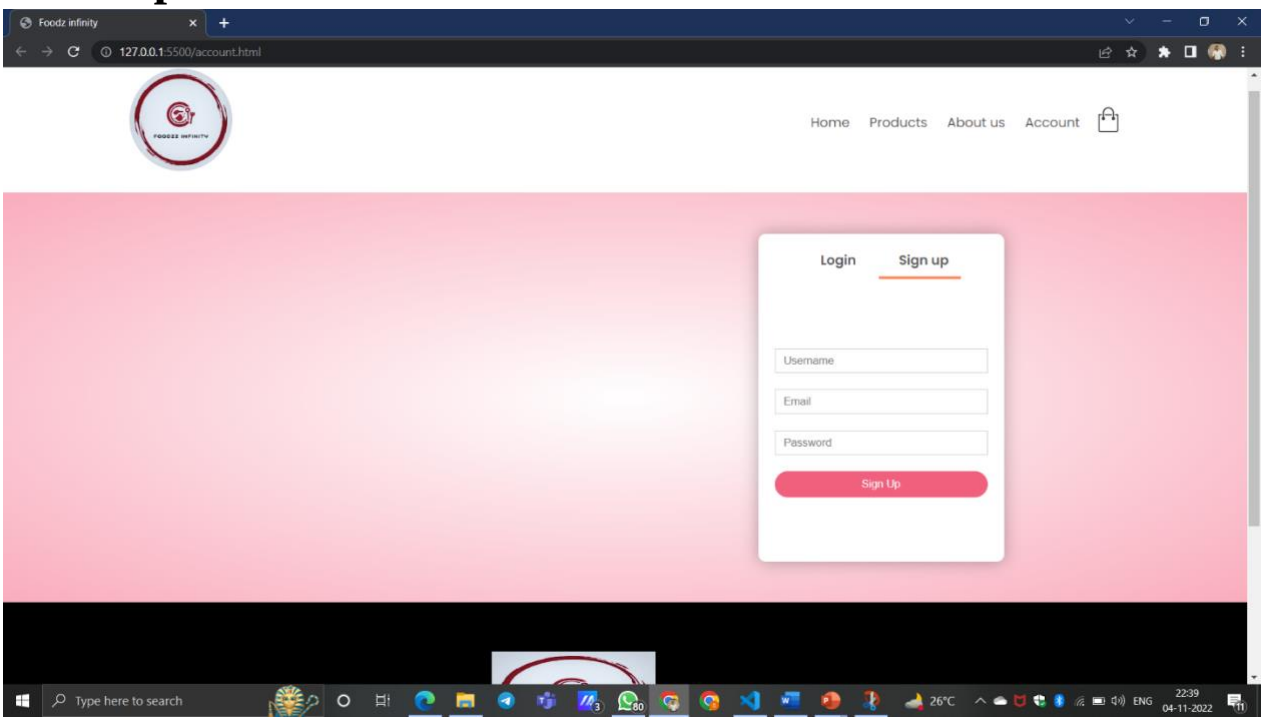


Figure 3.4.1 – Sign Up Screen

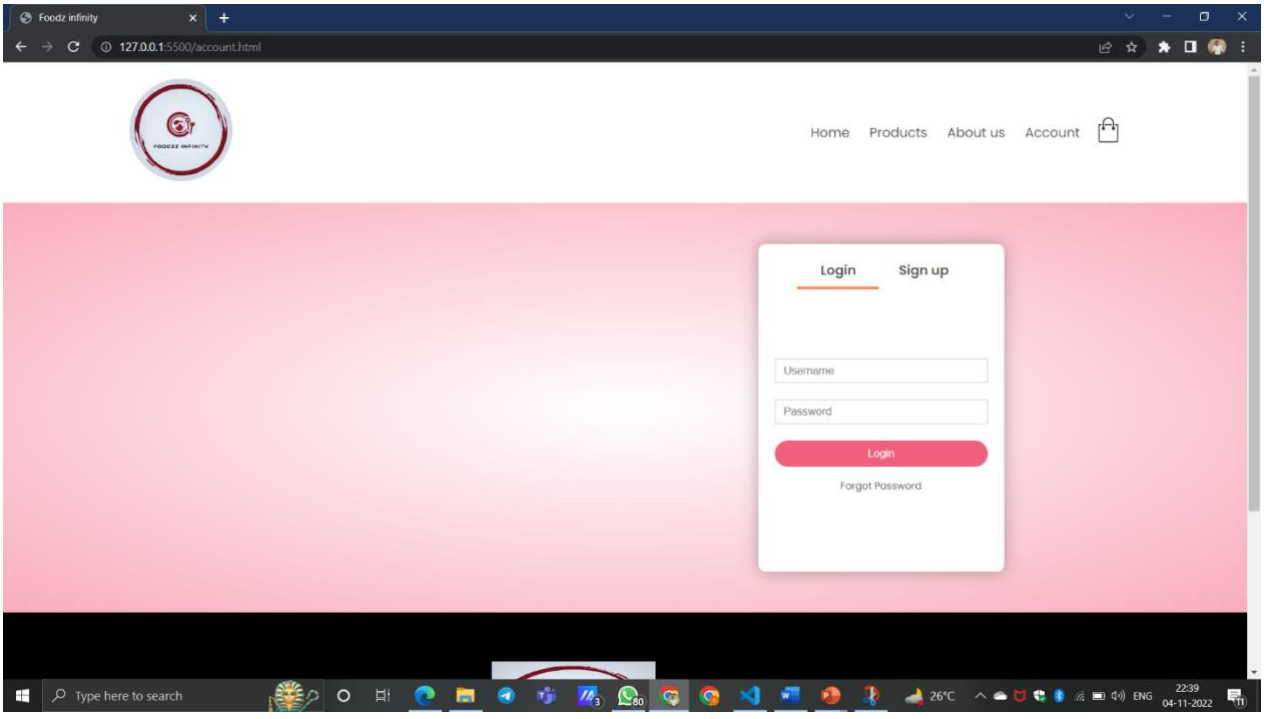


Figure 3.4.2 –Login Screen

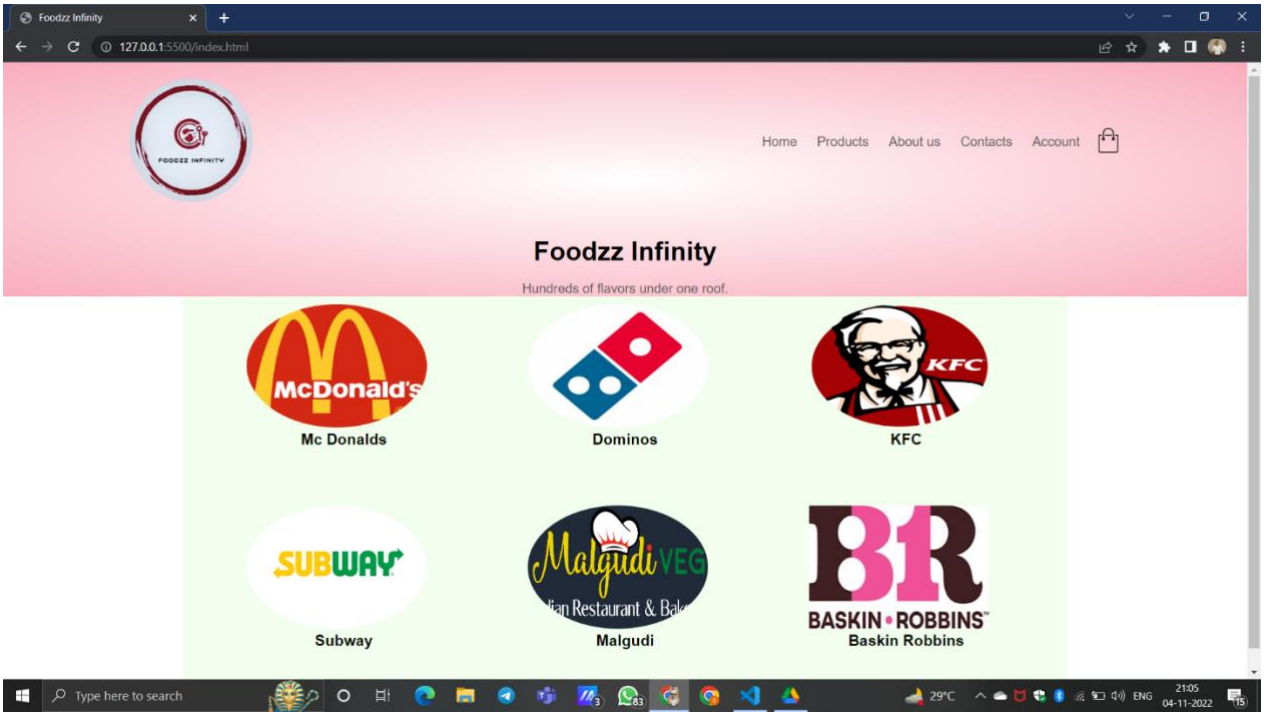


Figure 3.4.3 –Home Screen

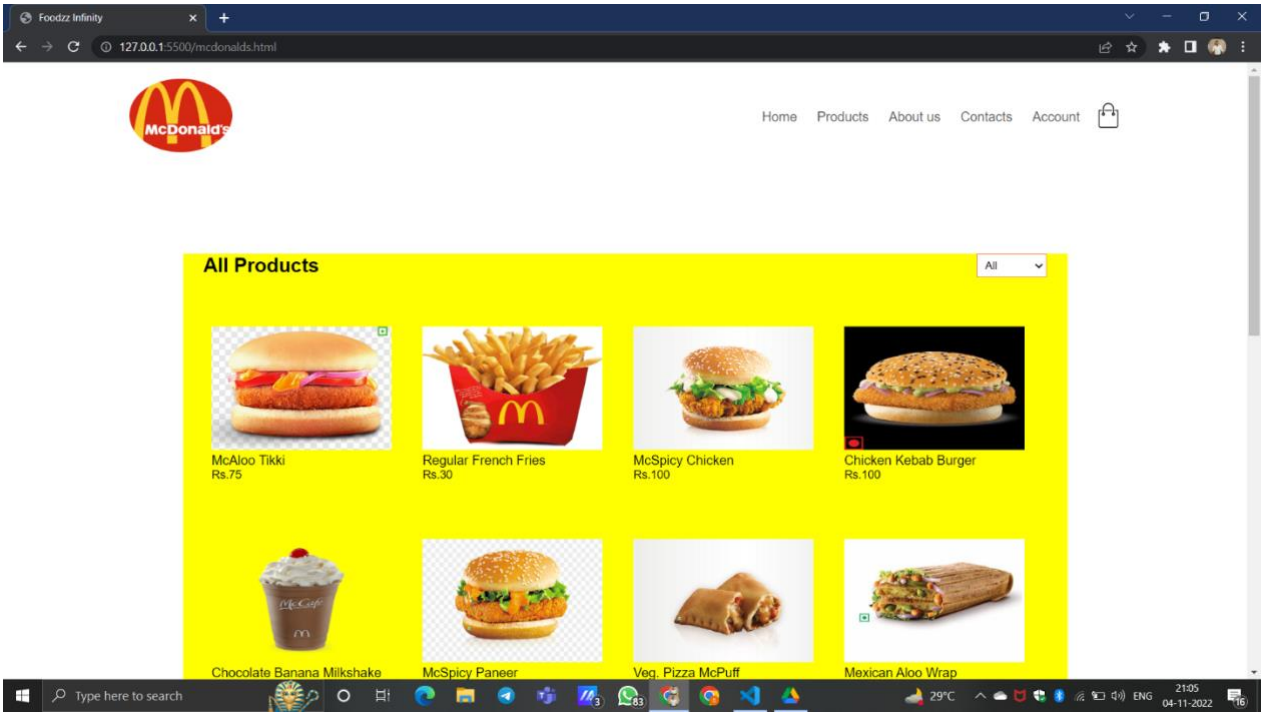


Figure 3.4.4 –List Item Screen

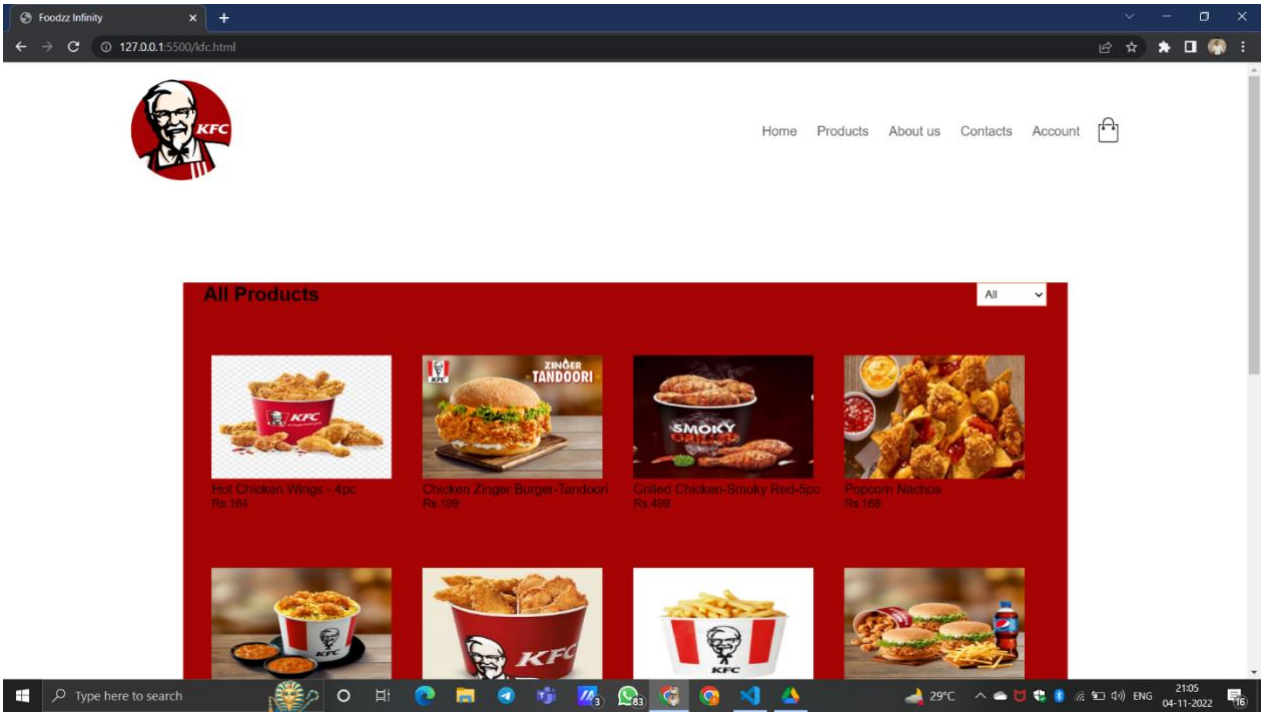


Figure 3.4.5 –List Item Screen-2

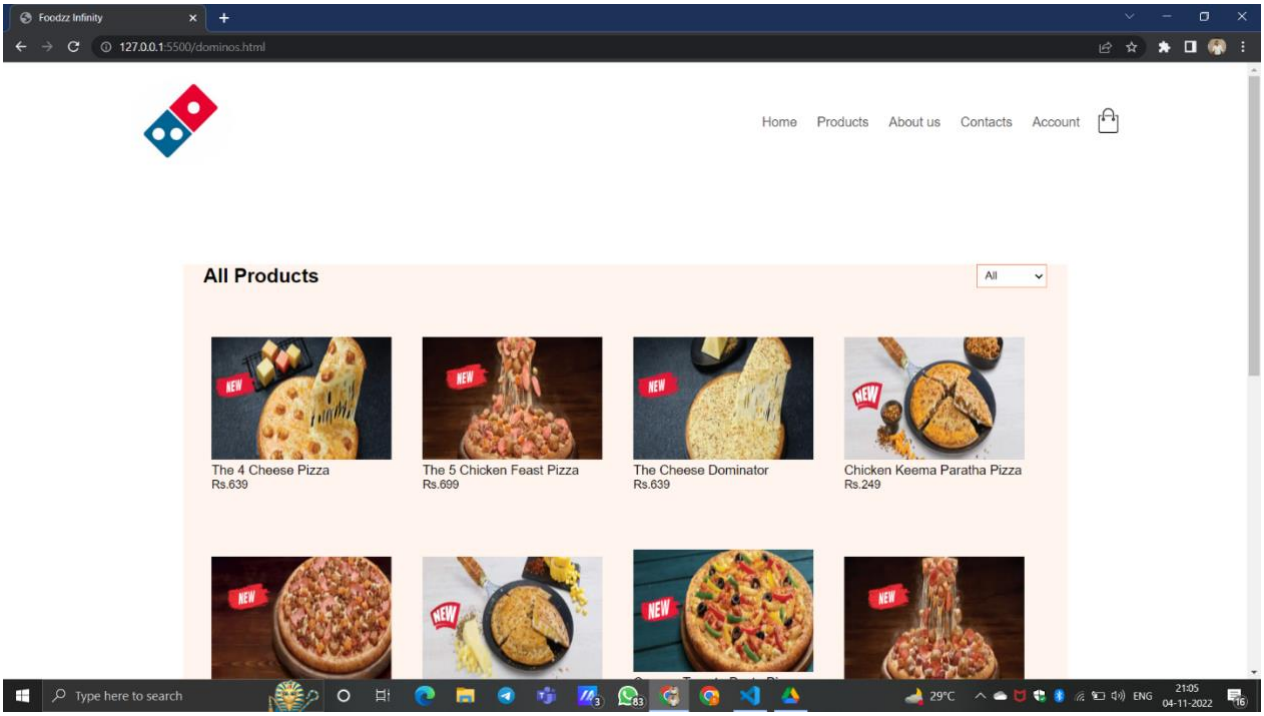


Figure 3.4.5 –List Item Screen-3

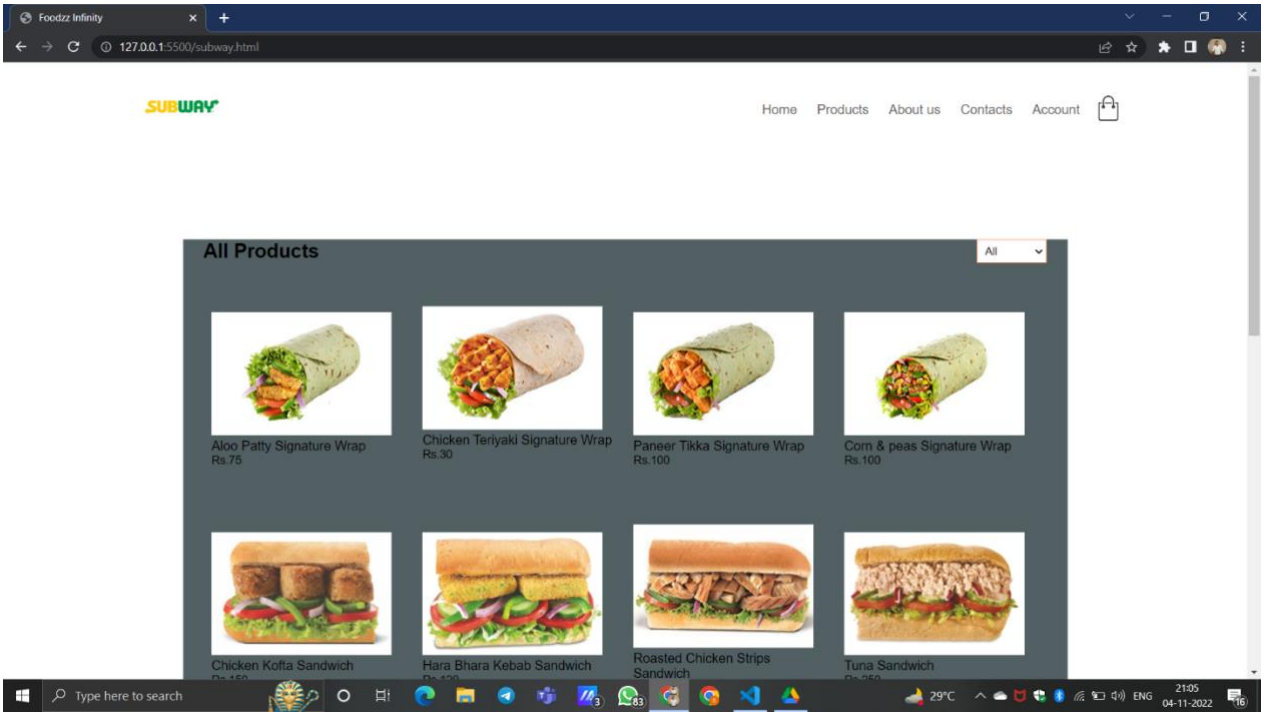


Figure 3.4.6 –List Item Screen-4

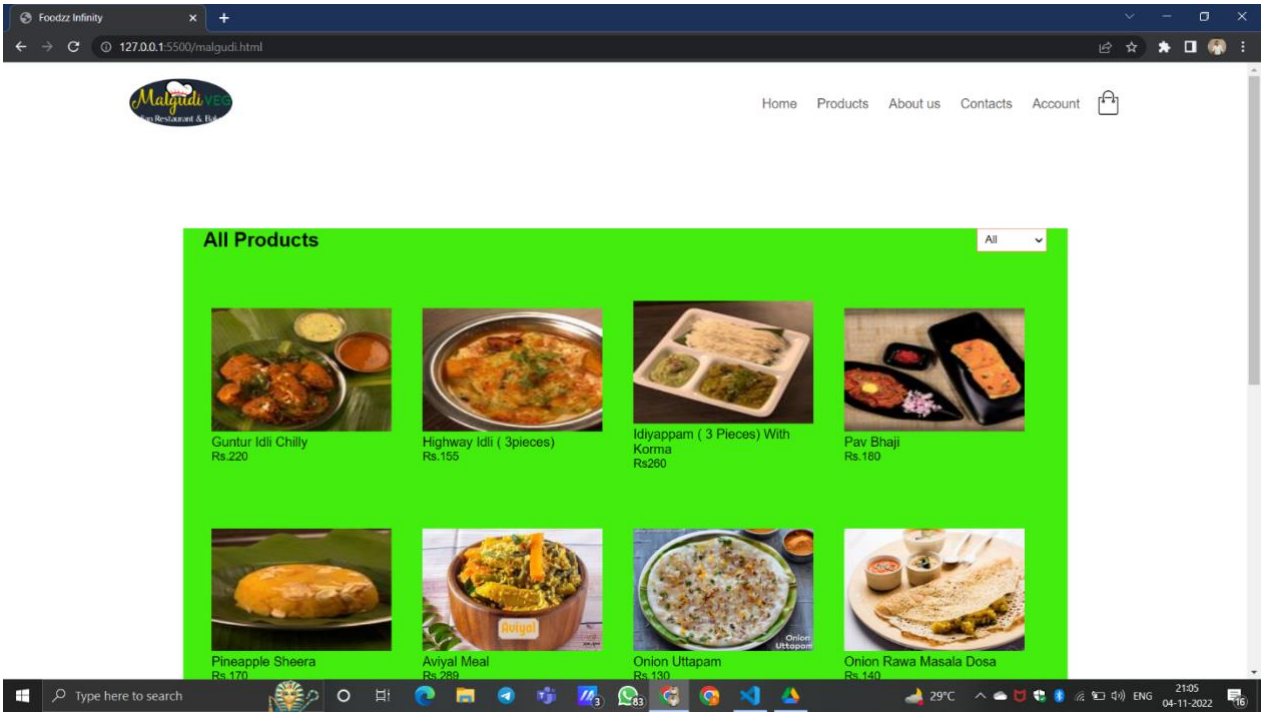


Figure 3.4.7 –List Item Screen-5

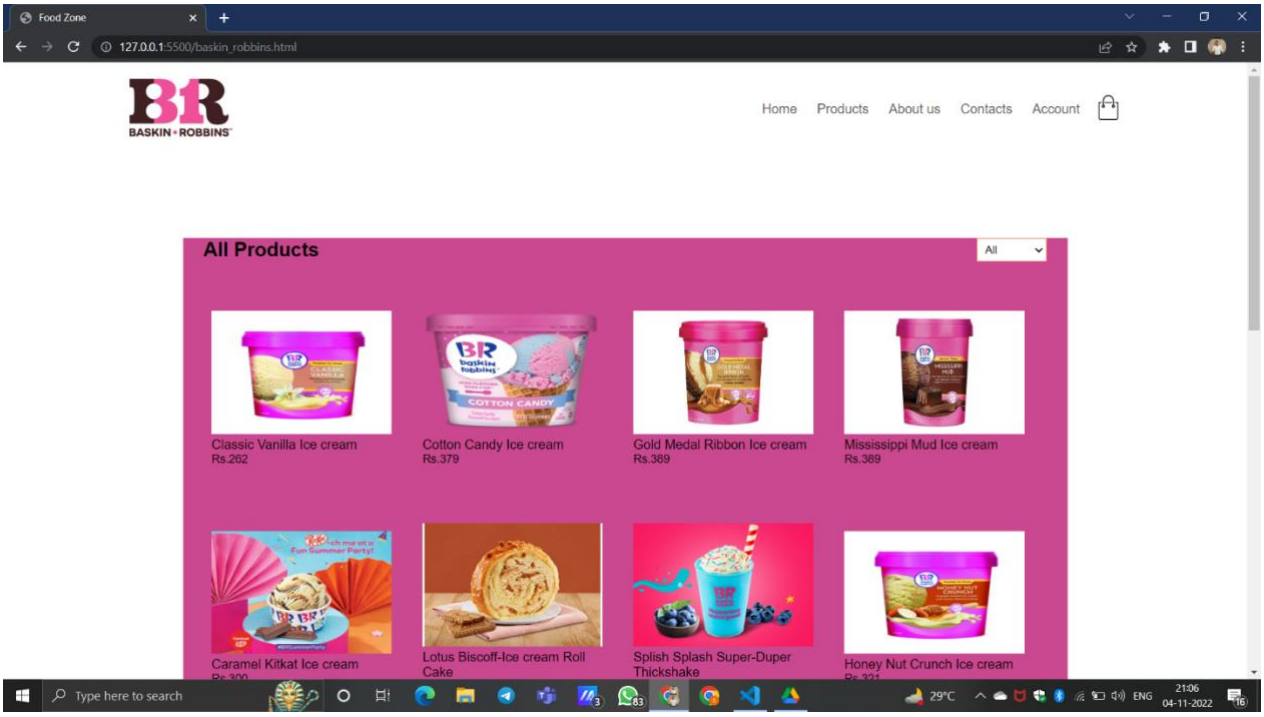


Figure 3.4.8 –List Item Screen-6

4. Conclusion and Future Work

Our Online food ordering website gives restaurants complete control over their services. You won't have to pay any charges or commission on any orders, increasing your profit margins. In addition, the analytics dashboards equip you with the valuable insights you need to enhance your services.

Our website makes the ordering process faster and easier. It provides an efficient system for order and customer management. It presents a hassle-free and more cost-effective option. An online presence of your restaurant can help it rank better and reach out to newer audiences.

This site was designed keeping in mind the future scope of betterment which can be seen in the current food industry. The need for food items will always keep advancing which will provide for the growing consumerism of the site. As new restaurants, café's, even food vans and are coming into picture it is becoming everybody's need. This application model is perfect to create a bridge between all apps, restaurants sites and the customer.

Thus, proving the immense scope for the development of this project.

References

https://www.w3schools.com/html/default.asp

https://www.coursera.org/learn/web-applications-php/home/welcome

https://www.youtube.com/watch?v=7S_tz1z_5bA

https://www.youtube.com/playlist?list=PLDyQo7g0_nsX8_gZAB8KD1lL4j4halQBJ

https://www.youtube.com/watch?v=yfoY53QXEnI

https://www.w3schools.com/css/