

## Project Report

The purpose of this documentation is to provide a comprehensive overview of the system design requirements and the decision-making process followed during the creation of an E-commerce Restaurant Management System. This system aims to streamline the process of ordering food, managing customer interactions, handling payments, and overseeing orders, menus, and food items. This documentation will outline the entities involved, their relationships, the rationale behind design choices, and the final structure of the system.

The **Restaurant Management System** is designed to:

- Enable customers to view menus and place orders.
- Track customer information
- Manage food items and pricing.
- Handle payments securely.
- Allow administrators to monitor and manage orders, customers, and payments.

Based on the amount of research I have accumulated. I have made the decision to make 7 entities based on what I was able to gather. These entities include administrator, customer, payment, order, orderitem, menu, and food item. These 7 entities are essentially the core components into making a restaurant database.

The administrators are able to view orders and make changes to menus.

Customers are able to make payments to certain foods.

Menu's detail what kind of foods are there for the customers to see.

Payment allows for the transaction to go through between customer and restaurant.

Food item is just telling us what kind of food is there.

Order item details the kind of orders that the customer has placed.

Order is just saying what has the customer ordered.