

Chapter-1

Software Project Planning

1.1 Description of the Software System under Study:

Basically, restaurants and takeaways benefit hugely from allowing customers to order food online. Web-based ordering creates more sales opportunities while making existing delivery or takeout processes more accessible.

An online food ordering system is software that lets restaurants, coffee shops, or bars accept orders online. It typically allows customers to choose their food, then alerts the kitchen when an order is made. This happens without contact between staff and customers. Despite the lack of personal interaction, the software provides online customers with the same features someone visiting the restaurant or ordering on the laptop would have.

Let us have a look at other benefits of delivery service software:

- Just-in-Time Order Management
- Super Fast Deliveries
- Multi-Drop Delivery Route Planning
- Increase Delivery Profitability
- Ensure ETA (Estimated Time of Arrival) Accuracy

➤ Users can do:

Login/signup portal:

- I. Select food from menu
- II. Add food to cart/ Delivery
- III. View profile
- IV. Logout

1.2 Data Collection:

In this project, for developing application data is required in respect of input, output, storage and processing requirements. The data has been collected through the user when he/she adds the food to cart. To gather behavioural data, you can implement pixels and cookies. These are both tools that track user's online behaviour across websites and provide insight into what type of food they're interested in. You can also track user's behaviour on your company's website. This can enable you to improve the website's design and help users navigate to their destination.

1.3 Tools/Platforms

1.3.1 Hardware specifications

Processor	Intel Pentium or equivalent
Main Memory	1GB RAM or more
HDD	4GB

1.3.2 Software specifications

Operating System	Window XP or higher
Database	MongoDB
Language	Javascript
Design used	HTML, Bootstrap
Server	Node Js
Browser	IE 9 /Google Chrome/Linux
Editor Used	Visual Studio Code

1.4 Project Planning:

1. Start of project
2. Back end development
3. Connectivity
4. Front end development
5. Testing
6. Go project live

1.5 Methodology

1.5.1 SDLC Model to be used: -

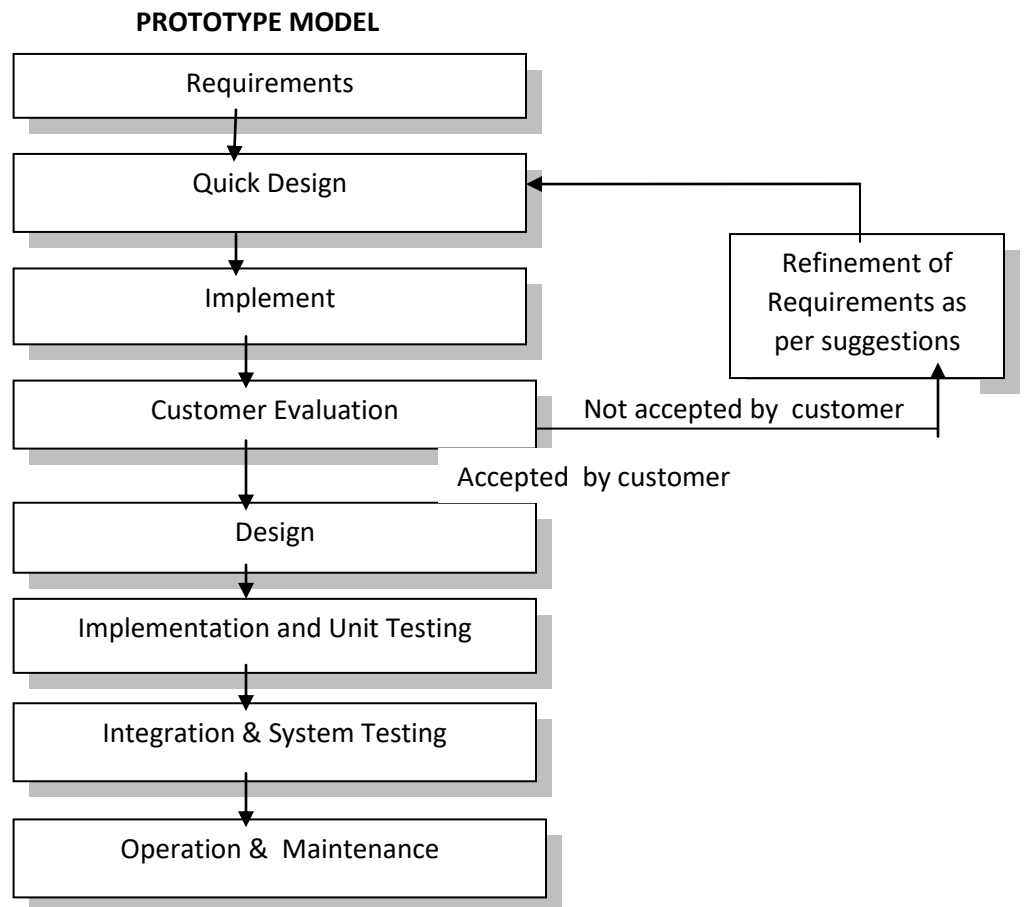


Figure No-1.1: Prototype Model

1.5.2 Justification for the Selection of Model: -

Prototyping Model is used because the customers do not know the exact domain knowledge and requirement clarity between software engineer and customer. In this a prototype of the product is first developed, tested and refined as per customer feedback repeatedly till a final acceptable prototype is achieved which forms the basis for developing the final product.

Advantages of using Prototype Model:

- This model is flexible in design.
- It is easy to detect errors.
- We can find missing functionality easily.
- There is scope of refinement, it means new requirements can be easily accommodated.
- It can be reused by the developer for more complicated projects in the future.
- It ensures a greater level of customer satisfaction and comfort.
- It is ideal for online system.
- It helps developers and users both understand the system better.
- Integration requirements are very well understood, and deployment channels are decided at a very early stage.
- It can actively involve users in the development phase.