Objects and Classes

Customer

* Order history
* Location
* Payment information

Courier

* Store assignment
* Order assignment

Order

* Store in reference
  + Menu Items
* Cost
* Time Placed
* Time to Deliver
* Delivery Target

Menu

* Items
  + Cost
  + Name

The restaurant would read the name/cost and know what menu item to produce for the order.

Store

* Menu
* Location
* Info to receive payment