ONLINE FOOD HUB

Today we are living in a busy world. Hence, most of the people mainly depend on the fast foods/early-cooked items in the fridge due to insufficient time. Now people spend an average of 60 minutes going to the restaurant, selecting their meals and paying. This android app aimed at developing completely online ordering system that helps people to order their favorite food, from online menu which customer can select and use to place orders with just a few clicks and it delivers to their location. The admin (Manger) can see the requests from the users; he can transfer the request to production area. Payment collects at the time of delivery. A manager who will be managing product and orders and last but not least a meal deliverer who will be dealing specifically with pending deliveries. The customer will be in a position to view the products, register and place an order.

This application's server side is a responsive website, it is implemented by using the latest technologies like HTML5, Bootstrap and jQuery.

Existing System

Restaurant is a kind of business that serves people all over world with readymade food. Currently this industry is going on with lot of flair. People feel more comfortable with lot of variations in the selection and consumption of their food in their busy life.

Let us concentrate on booking area in a restaurant. In traditional booking system, a customer has to make a phone call in order to get his meal reserved. This process takes 5-8 minutes to complete. On the receiver, side there is hardly one phone line and one operator. So he can cover around 15-20 orders maximum in an hour. For each booking, he has to register manually on paper and puts the order in a queue with specific priority according to time and quantity, and then a cook is assigned for the specific order to complete it.

Proposed System

The proposed system is an online ordering system, which is a technique of ordering foods online applicable in any food delivery industry. The main advantage of my system is that it greatly simplifies the ordering process for both the customer and the supplier. When the customer visits the ordering webpage, they are presented with an interactive and up-to-date menu, complete with all available options and dynamically adjusting prices based on the selected options. After selecting, the item is then added to their order, which the customer can review the details of at any time before checking out. This provides instant visual confirmation of what was selected and ensures that items in the order are, in fact, what be intended. This system also greatly lightens the load on the supplier's end, as the entire process of taking orders is automated. Once an order is placed on the app, it is entered into the database and then retrieved, in pretty much real-time, by a desktop application on the supplier's end. Within this application, all items in the order are displayed, along with their corresponding options and delivery details, in a concise and easy to read manner. This allows employees to quickly go through the orders as they are placed and produce the necessary items with minimal delay and confusion.

Modules

Authentication and Account Management

In this process the user, register to the system via the user app. Admin can register the employee details using the web application and manage the employee. If the registered user forgets their password, using email verification they can recover the password.

Ordering and Delivering Processes: registered user can show all the food items and can order the food items through online. When order placing user can specify the delivery address and time for the order delivery.

Delivery Scheduling: In this process, the manager can assign the job to the employee or delivery boy.

Production and Collection Management: Admin can create or modify menu items Once the order is placed, admin can view the order, transfer the details to the production area.

SOFTWARE REQUIREMENTS

- Operating System   : Microsoft Windows 7 / above

- Front End   : HTML5, CSS3, Bootstrap, JavaScript ,JQuery

- Back End   : PYTHON

- Database   : MYSQL

- Developing Tools   : VS CODE

HARDWARE REQUIREMENTS

- Processor   : Intel Pentium Dual Core / above

- Hard Disk Space   : 40 GB

- Ram   : 1GB

- Display   : 14.1 " Colour Monitor (LCD, CRT or LED)

- Clock Speed   : 1.67