Team Dynamo: Assignment 3
QuickMeal: Food Delivery App
JavaScript and HTML Canvas

From Assignment 2:

This prototype deals with the food ordering and tracking use cases described in Assignment. The prototype takes the customer through the restaurant selection, menu selection, order checkout, payment and order status.

Added features in Assignment 3:

1. User Registration

Added a new page where new users can register. The users enter a username and password to create an account and register.

2. Input validation:

During registration: The new user will need to enter the username and password according to a certain pattern. Usernames should be 5 to 10 characters long and should only contain English alphabets. Passwords must be of 8 or more characters, must contain an uppercase letter, a lowercase letter and a number. If the entered username and password match the patterns, then the user will be registered. Else, an error will be displayed to the user.

3. User Authentication:

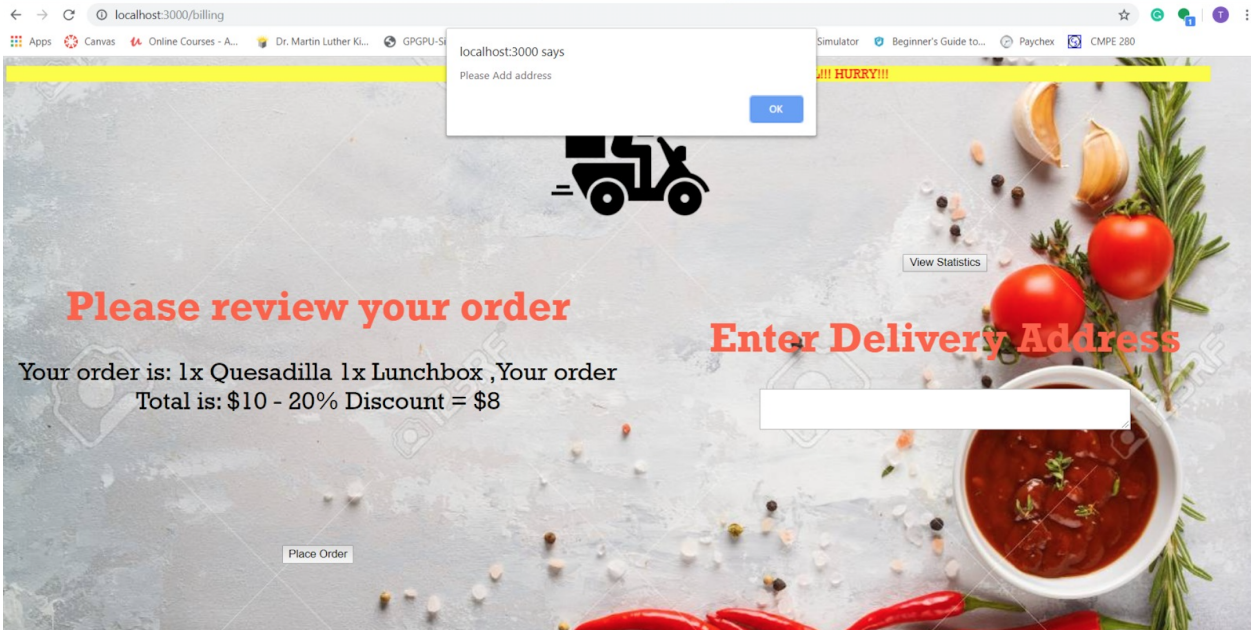
User authentication is done using cookies and session. A user can login after registering the account. The username and password entered by the user during the registration will be stored locally and when the user tries to login, the details entered will be checked to see if they match with the stored username and password.

Example: Username - johnsm
Password - Meal@1234

4. Interactivity features added on the client side:

a. Added hovering feature. If user hovers over a restaurant, it overlays the image of the restaurant and the restaurant name appears in the form of hyperlink for selecting the menu.
b. Added popup feature for a discount at each restaurant. If user selects the discount offer, the same changes are reflected at the payment page and updated price is displayed.
c. Added string validation for checking empty address in address field. However, there are few extra white spaces that are added while running the code. Please remove the spaces

manually to see the error message. Attaching screenshot for the same:



5. HTML5 Canvas Animation:

Added a canvas pie chart showing all the orders for different restaurants as well as the previous orders for each individual item. The orders are calculated for all users and stored locally. They are fetched and displayed on the statistics page in the form of chart. This is useful in estimating the popular restaurants and items for future use.

6. Server side to support the client side:

Added new page for user registration. Username and password for all users are stored in a variable on the server side. The total order count for the individual items and each of the restaurants are also stored in separate variables on the server side.

7. Instructions to build and run the code:

a. Run the file: node app.js
b. Open http://localhost:3000/
c. Click on the “New User?” button and enter your preferred username and password to register an account.
d. Login to your account using your username and password in the login page.
e. Once you login, you will be redirected to the home page where you will be able to browse the different restaurants.
f. Click on one of the restaurants to visit their home page and view the menu.
g. In the restaurant page you will be able to select items in the menu to order and you will be directed to the billing page once you have done so.
h. In the billing page enter the address, double check your order and click on the place order

button to place your order.

i. You can also view a statistics report by clicking on the View Statistics button.
j. You will be redirected to a new page which contains animated charts containing information about the total orders of each restaurant as well as total order for each individual item. The statistical report requires at least one order to be placed before it can be viewed.