

UM PABILE - Implementing online delivery App to improve food services at UM-Matina Canteen and Food Court

A.

Description of the Project

1. Rationale

A school canteen and food courts can benefit greatly from an online delivery software by expediting the ordering and delivery of food, supplies, and other essentials. It would give an easy platform for students, instructors, and staff to make orders and follow the status of their deliveries in real time, saving time and decreasing the need for human work. This would result in a better and more efficient distribution system, lowering the possibility of errors and increasing overall satisfaction. Furthermore, the app might include features like online payment choices, customisable ordering, and specific dietary accommodations, boosting the user experience and improving the school's overall operational efficiency.

With these, face several challenges when it comes to breaktime. Is the lack of time available to purchase food, which can result in having to settle for unappetizing options. Additionally, when arriving at the canteen or food court, there may be instances where the desired food is unavailable. The canteen and food court may also be congested with people, leading to longer wait times and a less enjoyable dining experience. Furthermore, the distance of the buildings from the canteen can take up a significant amount of time.

To address this issue, the researchers would like to venture for an online application that can provide ordering and delivery services to provide a much easier way to experience the food within the canteen and food court. This app can be used to find what stall is currently open, what food are available and it can lessen the congestion and the time consumption of the users as they will only have to wait in their classrooms or faculty room without the need to travel, get tired, and take up much of their time by queuing and finding a spot to eat within the food hall.

2. Objectives of the Study

2.1 General

The primary objective of the study on the use of online delivery apps in UM-Matina campus is to comprehensively understand the application of technology to facilitate food delivery to students, teachers and staff. The purpose of this study is to assess the feasibility and effectiveness of using online delivery apps, determine students, teachers and staff satisfaction, and identify challenges and limitations encountered in implementing the application. The study also aims to analyze the app's impact on UM-Matina canteen and food court operations and the potential benefits in increasing student engagement, and improving food choices. The ultimate goal of this study is to provide insight into the future of food delivery services in educational institutions and to inform the development of new and improved online food delivery services.

2.2 Specific

1. To determine whether it is feasible and effective to distribute food to students, staff, and teachers in a school environment utilizing an online delivery app.
2. To determine the satisfaction of students, teachers, and staff with the online delivery app in terms of speed, convenience, and food quality.
3. To explore the possible advantages of adopting an online delivery app for food ordering in schools, such as reducing waste, improved food choices.
4. To gather information about how online food delivery will evolve in educational settings and to assist in the creation of new and better online food delivery services.

3 Conceptual Framework

4. Methodology

The Agile Scrum Methodology will be used since it is grounded in reality. The status of a project. Scrum is used because we researchers have a limited amount of time to develop the project. Projects can be broken into short work cadences or sprints, with the team meeting at the end of each sprint to assess project progress. And will take the next measures. The work backlogs are defined by the project team. Chooses what the team will do to complete the project on time and with high quality. The scrum leader is the one who guides the actions that scrum members take to attain a certain goal. The development team is responsible for application development.

During the meeting, the team agreed the work backlogs to come up with the following sprints:

- 1) Sprint 1: *Application development for all platforms*. The development team is assign to develop an application to test the speed in term of real-time messages, real-time GPS and real-time ordering food and receiving orders from the customers to admin, the type of device utilized, which influences whether the connection is faster or slower, and the approximate location of the device from the cell site or the router. This task will make use of The cross-platform which Flutter was used to create the online delivery app.

B. Research Project Duration

Show your gantt chart

C. Results and Discussion

canteen experience for the people inside the school needs to have an improvement. The need for an online delivery system has proven to be very favorable to the students, it will help ease their experience towards the challenges they face everyday. The canteen and food courts might be thinking of expanding their workforce or expanding their tables to address the congestion that is being experienced by the students. However, these issues cannot be solved easily due to the quantity of people wanting to eat inside these food courts and canteens. There are also experiences where people going to the canteen/food court consume a lot of time walking just to arrive and be disappointed because the food they anticipated to buy or eat is either out of stock or the stall itself has been closed.

D. Prototype

