CUSTOMER INTERFACE

The Customer will be in communication with the System through an Android Tablet Application representing the restaurant menu. Upon seating the Customers, the Hostess will provide the table with an Android Tablet displaying the Menu Home Page (Image #1). The Menu Home Page provides everything for the Customers to best enjoy their dining experience including options to Call the Waiter, Order Food, View the Order, and Pay the Bill.

Once the Order Option is selected, the Android Tablet displays the Menu Interface (Image #2) which lists all Menu Items organized by categories such as Appetizers, Burgers, Desserts, etc. All categories are presented as Buttons in the top-left corner of the screen. Because of sizing issues, only six Category Buttons are presented at a time. The first five buttons will be Menu Categories and the sixth button will be a 'More' Option that displays the remaining Menu Categories if there are More than six.

 After selecting the desired category, all Menu Items within the category are displayed on the left side of the tablet. This list is clickable and will be scrollable if all items do not fit on the screen. The right side of the screen will contain a message prompting the Customer to select a Menu Item from the List. Once an item is selected, the right side of the screen displays everything needed for a user to fully customize any order. The Customer will see a description of the Menu Item selected, including certain toppings or ingredients as well as the price of the item. Beneath the description is a text box for the Customer to leave requests for the Chef about the order. A typical request may be to cook a burger to medium rare, or for an extra sauce or dressing on the side. The Customer will also be able to choose the side to accommodate the meal. These options are presented as radio buttons for the Customer to choose from. Next to the Meal Sides is a button to add the Meal to the Order List. If the Customer does not want to add this order, then he or she can click either a different Menu Category or a different Menu Item and repeat the process. When the Customer adds the Meal to the Order List, the Android Tablet will display a notification of the successful addition and will also say that unwanted items can be removed from the View Order Menu.

The View Order Interface (Image #3) can be selected from the Menu Interface by selecting the button in the top right corner of the screen. The Menu Interface also provides options for the Customer to call the Waiter for help and to also cancel the entire Order. The Cancel Order option will warn the Customer of the action before committing. When the Customer has finished selecting from the Menu, the View Order interface will display a scrollable list of all items ordered. Next to each item will be a button to remove that item of the Order List. The Customer will be warned once again before the Android Application commits to the deletion. The View Order Interface will provide options for the Customer to Call the Waiter, to Cancel the Order, to Send the Order, and to Add to the Order. Selecting Add to Order will return the Customer to the Menu Interface and the above steps can be repeated. The Customer can finalize the order by sending it to the chef through the Send Order Option.

After selecting the Send Order Option the Customer will be returned to the Main Interface where the user can once again Order, View Order, Pay Bill, and Call Waiter. If the Customer attempts to View the Order, the same View Order Interface will appear once again but items already sent to the chef will not have Delete Buttons next to them. A waiter will need to override any items sent to the chef that are no longer desired.
The Customer will also be able to pay the bill from the Main Interface by selecting the Pay Bill Option. Selecting so will present the Customer with the Pay Bill Interface. The screen will display a

scrollable List of all items ordered. Each item in the List will display the name of the Menu Item selected, the selected Side Item, the Note for Chef, and the Price of the item. Beneath the Order List is a Text Box for the Customer to specify a tip for the waiter. The Customer can also use the Easy Tip option located next to the Text Box, which will automatically add a ten, fifteen, eighteen, or twenty percent tip (excluding tax). Next to the Tip Options, the Bill Total will be presented. This Total will be the sum of all items ordered, all drinks, tax, and tip. The Customer cannot pay from the Tablet and must call the Waiter who will accept the payment and return a receipt and change.

Any time the Android Application is idle for 3 minutes, the Customer will see the Advertisement Interface. From here, the Customer will see a slide show of restaurant related images (food, drinks, logos, etc.) selected by the Manager. These images will change every 30 seconds until the Customer touches the picture. There will also be arrow options for the Customer to manually change the current image of the slide show. Clicking the image will return the Customer to the Main Interface.

Figure X displays a flow chart of how all Android Interfaces Interact. Several things are worth noticing: The Pay Bill Interface can only be reached from the Main Interface. This is because the Customer has no need of paying until an order has been sent. It is also important to note that the Customer cannot return to the Main Interface once the Order Process has begun until either the Customer cancels the order or sends it to the chef. Lastly, the Main Interface always has options to View Order and Pay Bill, even before an initial order has been placed. The Android Application will handle empty Orders by displaying a note on the screen saying no orders have been placed.

Fig-3: Main Menu Interface (1)   **Fig-4: Menu Interface (2)**

Fig-5: View Order Interface (3)   **Fig-6: Pay Bill Interface (4)**
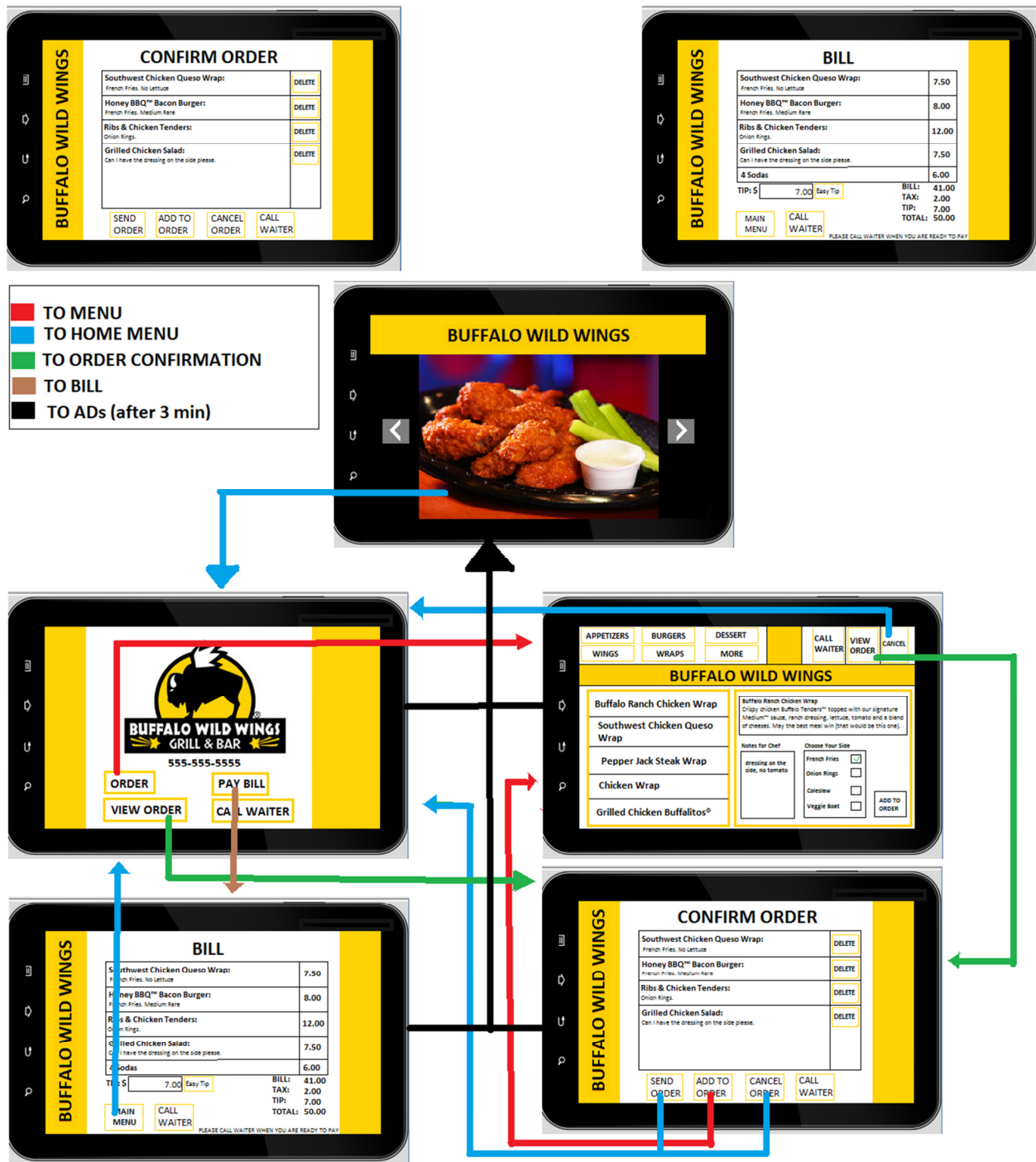
Fig-7: Flow-Chart of Menu Interface: We can see that REQ17 will be addressed through this analysis. REQ25 and REQ22 are also completed through the above interfaces.