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*Project Definition*

Online Fast-Food Ordering System

*Why this topic is chosen?*

This project implements a Fast-Food Ordering Service using a user-centred design approach.

The basic problem in the food service industry is that restaurants are not realizing efficiencies that would result from better applications of technology in their daily operations.

Every fast food restaurant has counters where you can place your order and then make the payment.

So, it needs employees for taking the order and processing the payment.

Hence to solve this problem wedesign a "Fast Food Ordering System."

*Scope & Objective*

A user-centred design is considered.

The goal is to create a very usable and user friendly service that can be run on the World Wide Web to allow food junkies to place an order for their favourite food items from the comfort of their own home.

Both, the restaurants and customers can gain benefits from this service.

**The following are the objectives of this project:**

* To produce an electronic food ordering system.
* To display meal photos on the court menu.
* Other ordering functionalities.

It has been designed to meet all the requirements from different types of users.

*Methodology to be adopted*

This project has been implemented using the Hypertext Pre-processor (PHP) technology for developing interactive web sites and scripting support.

Human-Computer Interaction, Hypertext Mark-up Language (HTML), Apache Tomcat, PHP and MySQL Database are used as implementation technologies.

*Software / Hardware Requirements*

A functional and robust web browser.