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Online Canteen Service

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ABSTRACT:

The Online Canteen Service is an online platform that provides a streamlined and effective solution for ordering and distributing food across different institutional environments, including schools, universities, offices, and large organizations. The system uses cutting-edge technology to simplify the food ordering process, minimize wait times, and improve user satisfaction. Some of the key features of the Online Canteen Service are an easy-to-use mobile app or website, a varied menu offering, safe online payment methods, tracking of orders in real-time, and integration with the kitchen of the canteen for hassle-free order processing. The customers can browse the menu easily, personalize their orders, pay online, and view the status of their orders. Canteen operators gain through a better order management system, which increases the accuracy of orders and overall efficiency.

Keywords: Online ordering , Order Tracking , Daily Reports , Payment Gateway Integration , Order Display , React , Node.js , MongoDb database, Web based online canteen service .

Introduction:

In the age of technology, the food industry is changing very quickly to satisfy the needs of technology and convenience. Our platform aims to connect old canteen services to new online systems. It provides an easy-to-use and user-friendly experience to customers, where they can place orders easily, pay securely, and communicate with canteen owners. In this fast world, convenience matters most. Our app streamlines the process of ordering food by allowing users to view canteen menus, order food, and pay using their own device. It does away with the need to physically go to a canteen, queue up, or wait for orders to be made.

Methodology:

1.Requirement Analysis:

Start by specifying and recording your application's requirements, such as user stories, features, and functionalities. Engage in user interviews or surveys to capture users' preferences and requirements.

2.Project Planning:

Establish the scope of your project, which encompasses its goals, deliverables, and timeframe. Develop a project plan detailing tasks, responsibility, and milestones.

3.Technology Stack Choice

Select the right technologies for frontend and backend development based on scalability, security, and user experience.

4.UI /UX Design

Design the user experience and user interface to make the application user-centered and aesthetically pleasing. Develop wireframes and prototypes that can be tested and reviewed with users.

Drawbacks of Existing System:

We have studied these current systems and the results were:

1. Limited Menu Choices:

The current system has a restricted number of menu items from which students can select. This can result in disappointment for students who might not get their favorite food items on the menu.

2. Ineffective ordering Process:

The current system involves students having to physically visit the canteen and order. This may be inconvenient and time-consuming, particularly during rush hours when there are long lines at the canteen.

3. Limited Payment Options

The current system only takes cash payments, which can be a hassle for students who might not have sufficient cash at hand. This can also cause delays in the ordering process since students might need to withdraw cash from an ATM before they can place their orders.

PROBLEM STATEMENT

The project of the online service has been created to cater to the needs of students or workers who don't have much time during breaks to wait in long queues at the canteen . The goal is to offer an easy online method of ordering food from canteen so people can save time and also avoid crowding.

System Components:

Users of the canteen automation system, namely canteen customers, must be provided the following functionality:

- Create an account
- Manage their account
- Log into the system
- Navigate the canteen's menu
- Select an item from the menu
- Customize options for a selected item
- Add an item to their current order.
- Review their current order.
- Remove an item/remove all items from their current order.
- Provide payment details.
- Place an order.
- Receive confirmation in the form of an order number

Technical Implementation:

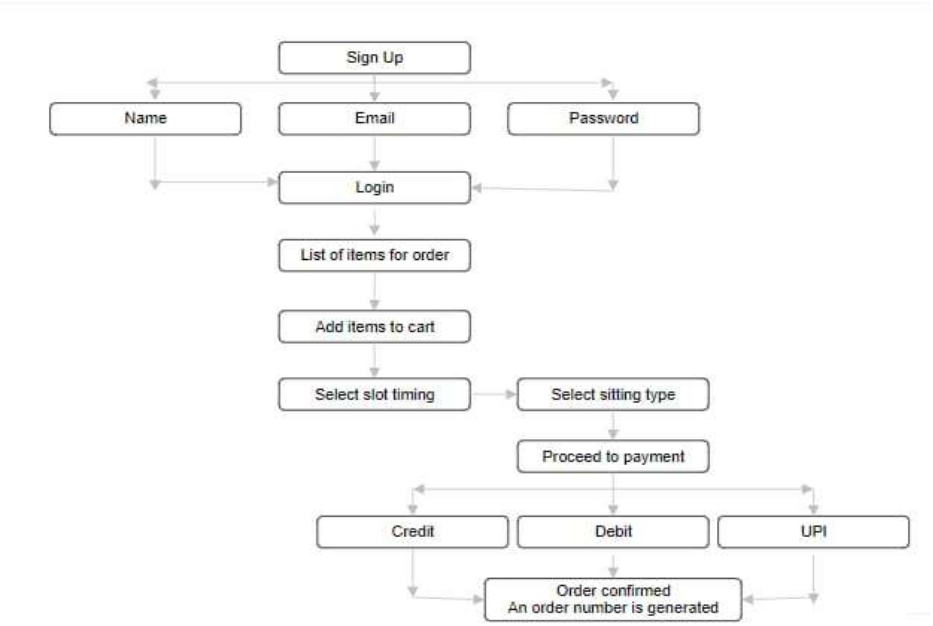
Frontend: HTML ,CSS , JavaScript for building interactive and responsive user interfaces , React.js .

Back-end: Node.js with the Express.js Framework .

Database : MongoDB

Cloud Hosting : Deployed on cloud platform AWS.

System Architecture:



System Architecture

Results:

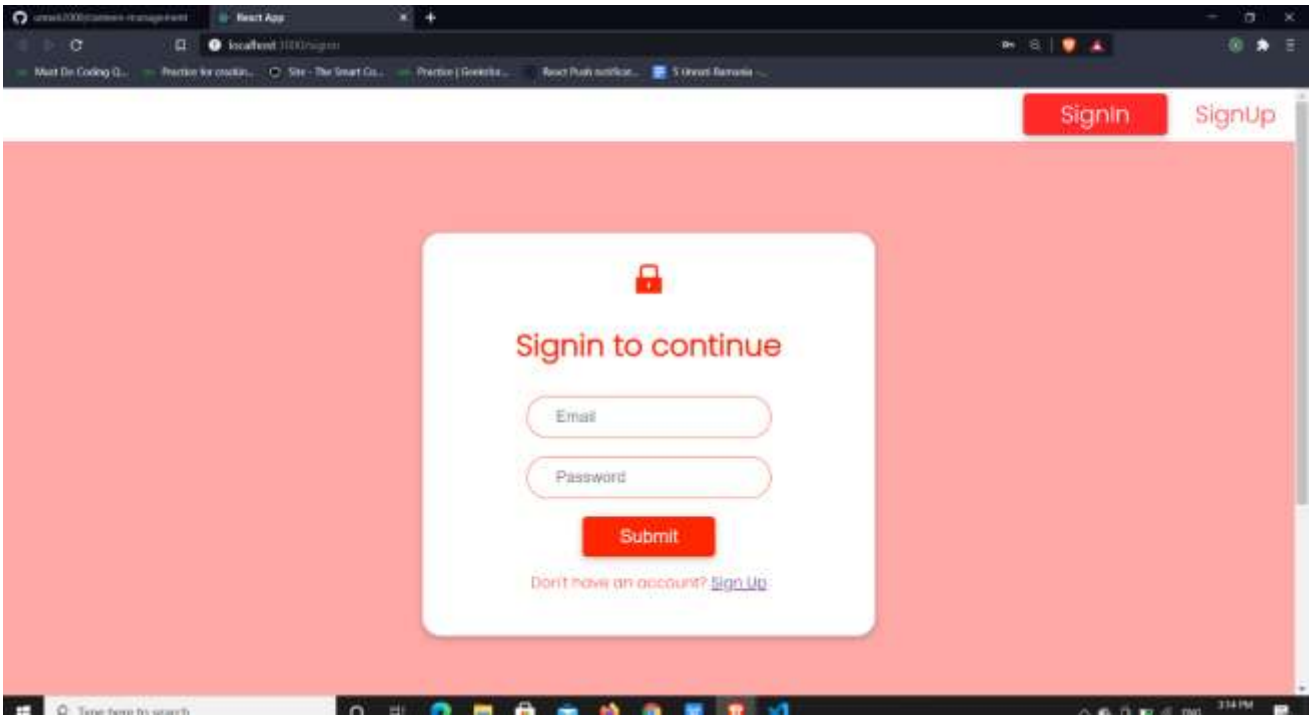


Figure 1: Sign in Page

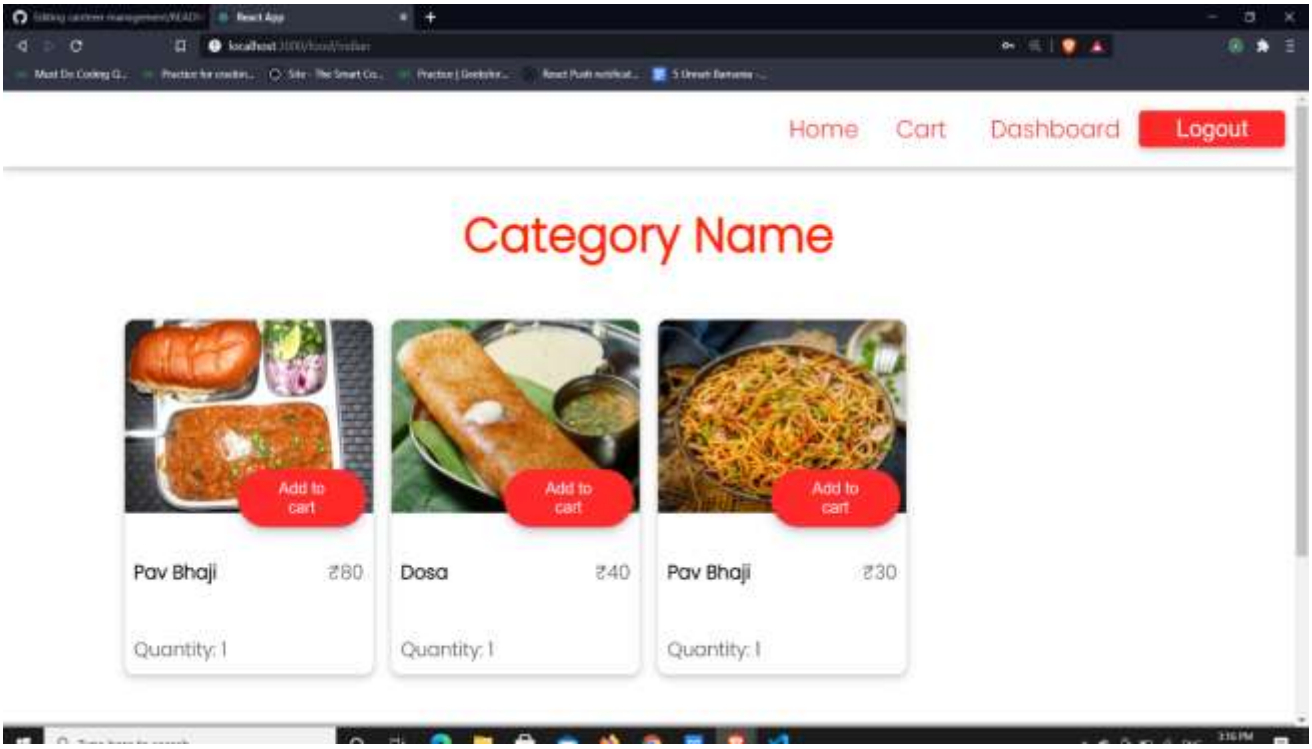


Figure 2: Menu Page

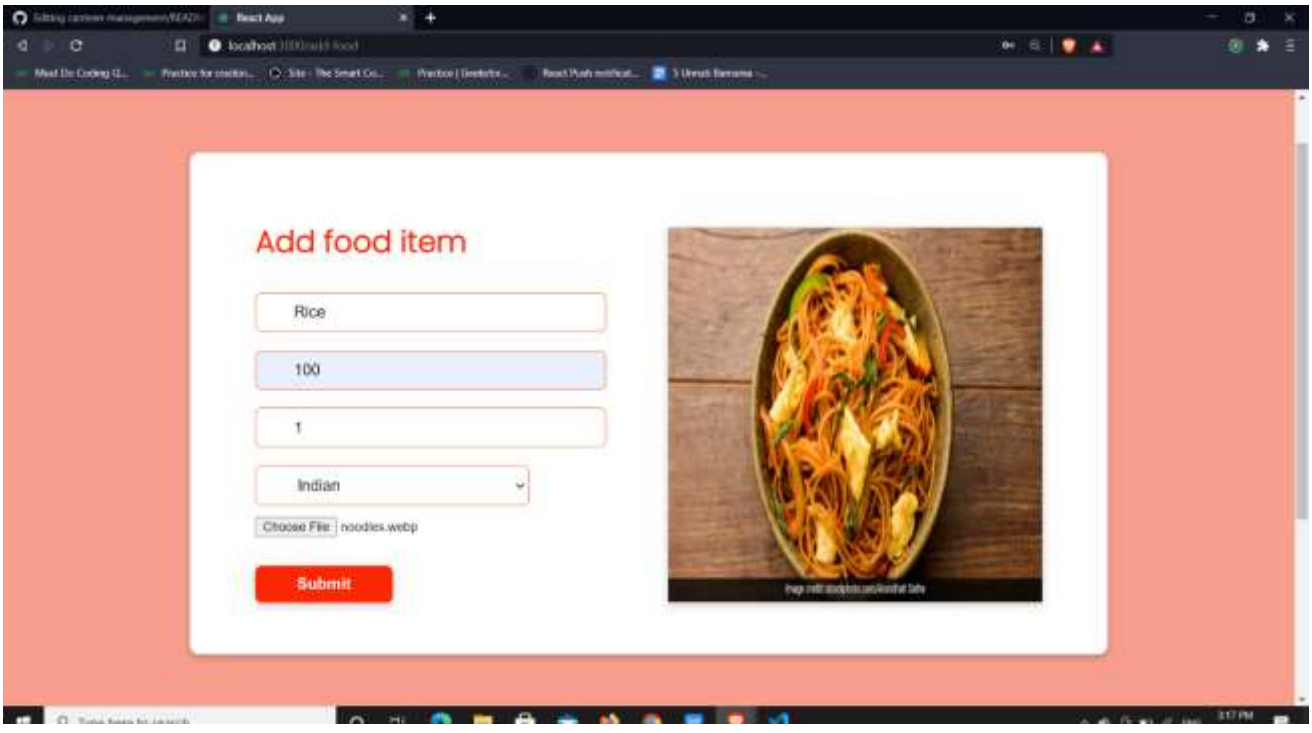


Figure 3: Adding food Items

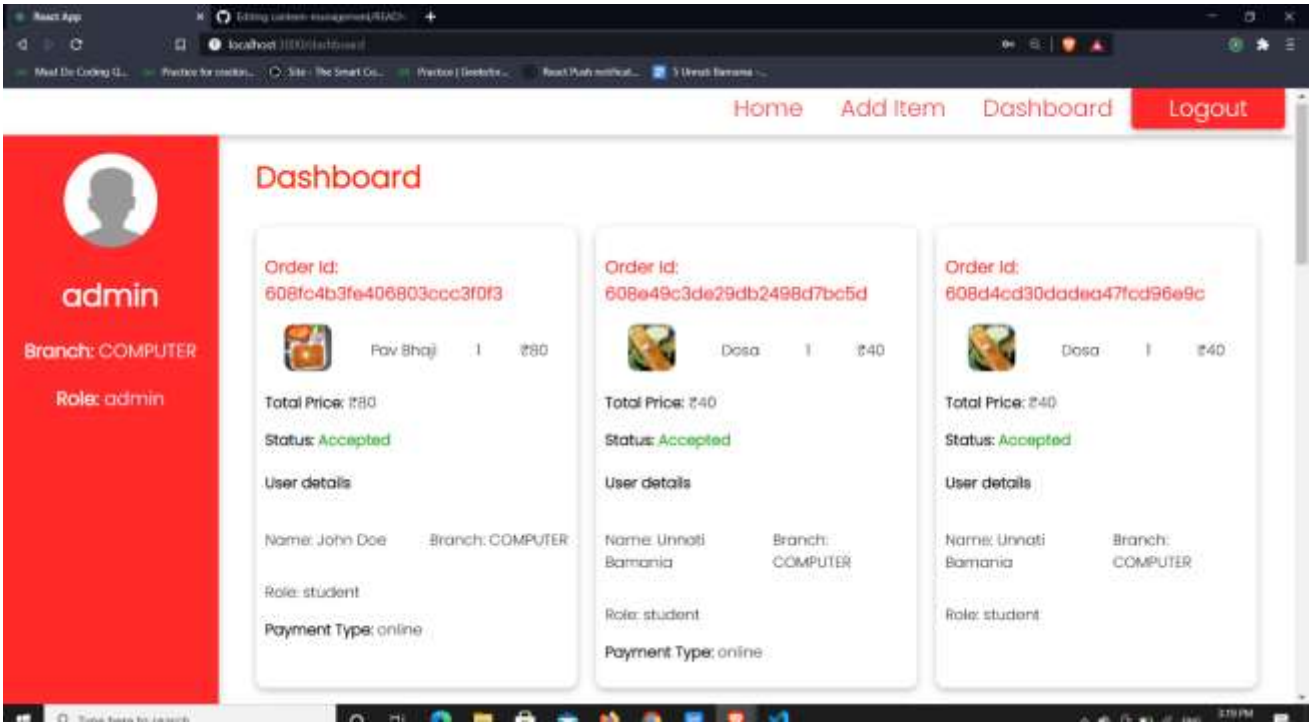


Figure 4: Admin Dashboard

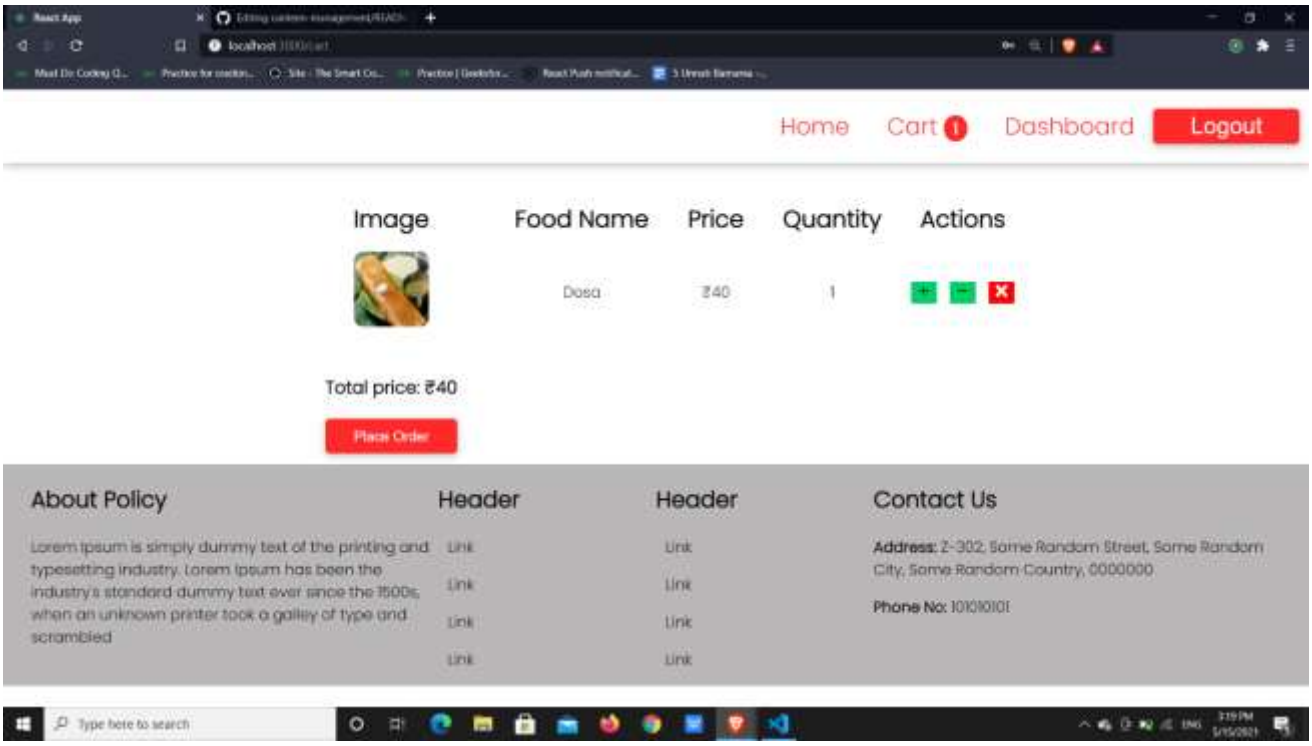


Figure 5: Placing Order

Conclusion:

By this project we are attempting to decrease the distance between your room and canteen. Here all the order details such as the types of orders are stored on a daily basis which decreases manual labor. Use of Real-time database makes it one of a kind because all the data will be stored in the database and administrator can see all the data on time. Integrate various payment methods like Paytm, PayPal, UPI etc. Improve user interface by incorporating more user interactive elements. Enable to place order as a guest.

References:

List all the material used from various sources for making this project proposal

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