

TALLINN UNIVERSITY OF TECHNOLOGY

School of Information Technologies

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RESTAURANT FOOD ORDERING SYSTEM

Home project in subject Web Applications with C# (ICD0024)

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Author's declaration of originality

I hereby certify that I am the sole author of this thesis. All the used materials, references to the literature and the work of others have been referred to. This thesis has not been presented for examination anywhere else.

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1 Application overview

1.1 Introduction

The purpose of this project is to create an application in which people can order the food. This application will be useful for those who do not have time to buy and cook the food. They can easily order a dish for any taste, and it will be delivered within a certain time. Each product contains information about the composition of the product, price, choice of serving size and choice of quantity. Also, the user can select the type of product. For example, he has the option to choose meat items or fruits and vegetables. Sometimes there may be a discount campaign for some types of products. The user should create an account and log in to start ordering different products. After creating an active order, the user can choose the restaurant, delivery type and payment method. After adding items to the cart, the user can review the details of order at any time before checking out. Also, users will have to choose if they want the food delivered to them or if it will be packaged for pickup and the payment method will be online or in cash. The program displays the type of delivery, restaurant where the order will be delivered from and destination where the order will be delivered if delivery was selected instead of picking up the order on the spot. [1]

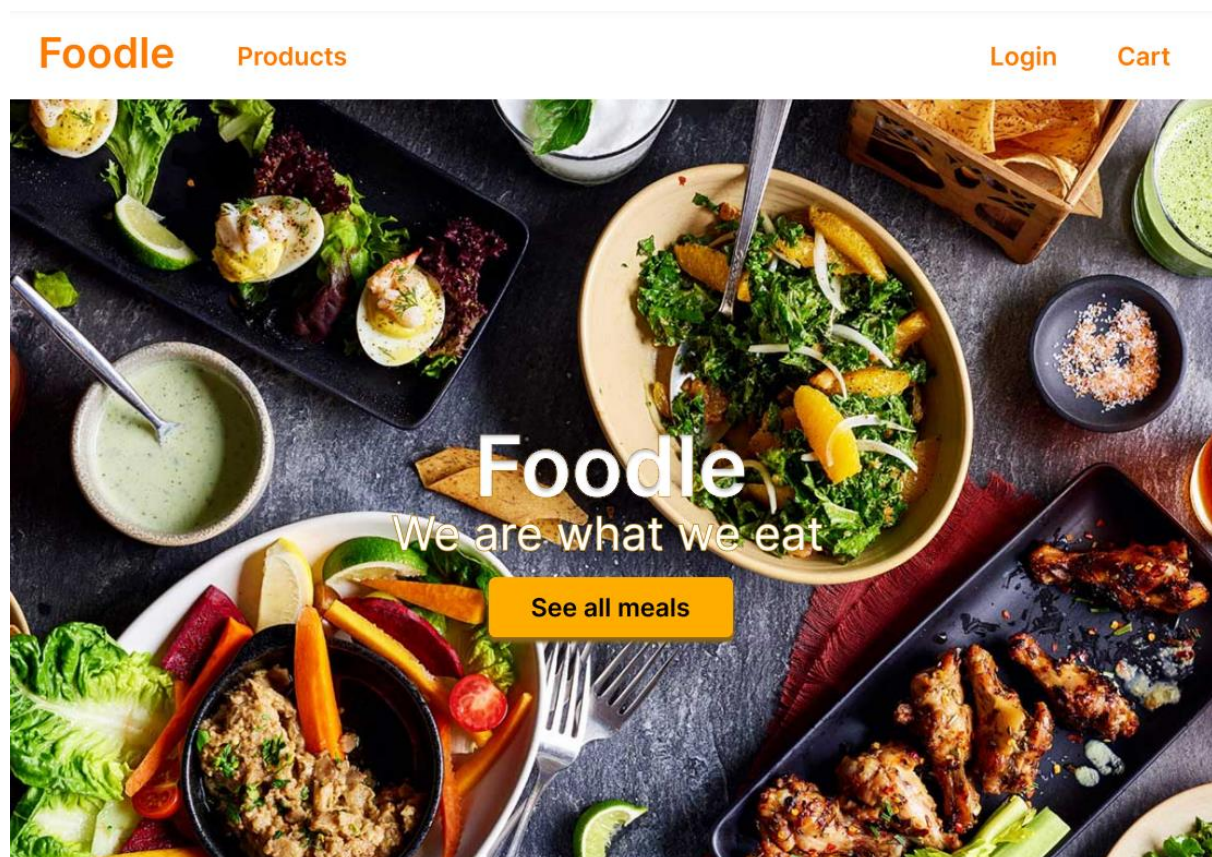


Figure 1. Main page

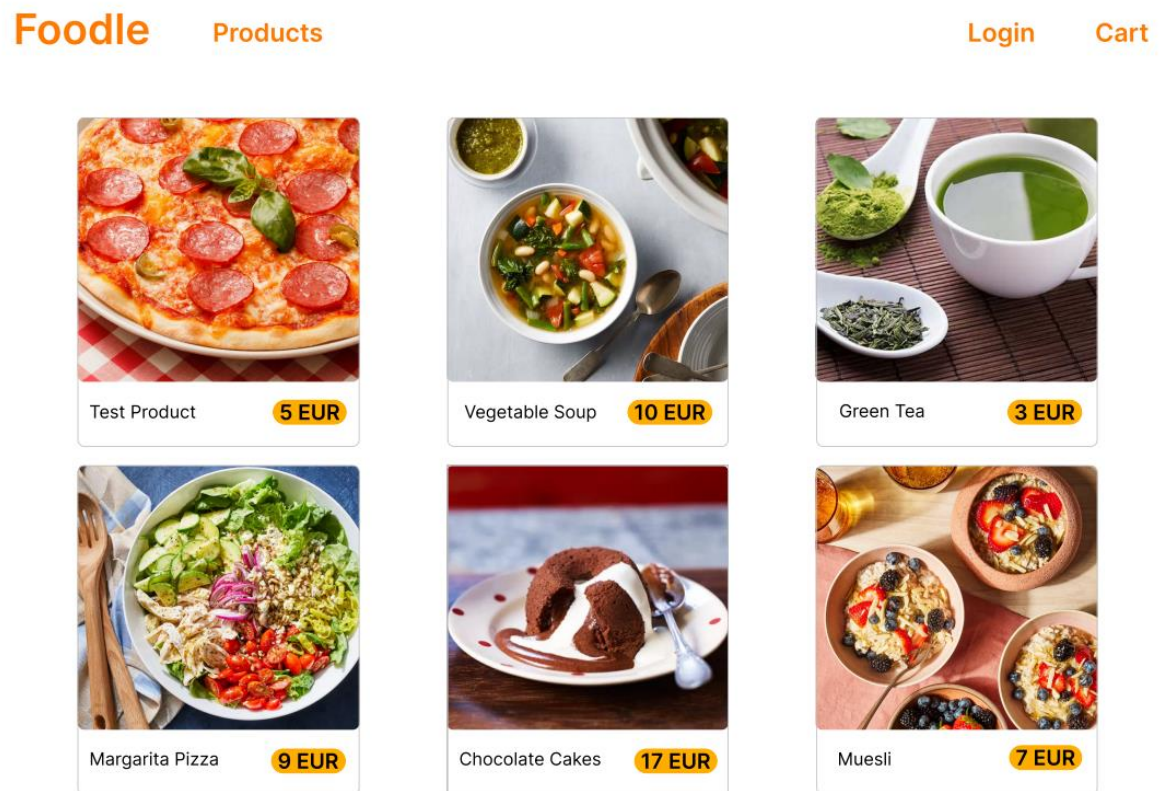


Figure 2. Product selection

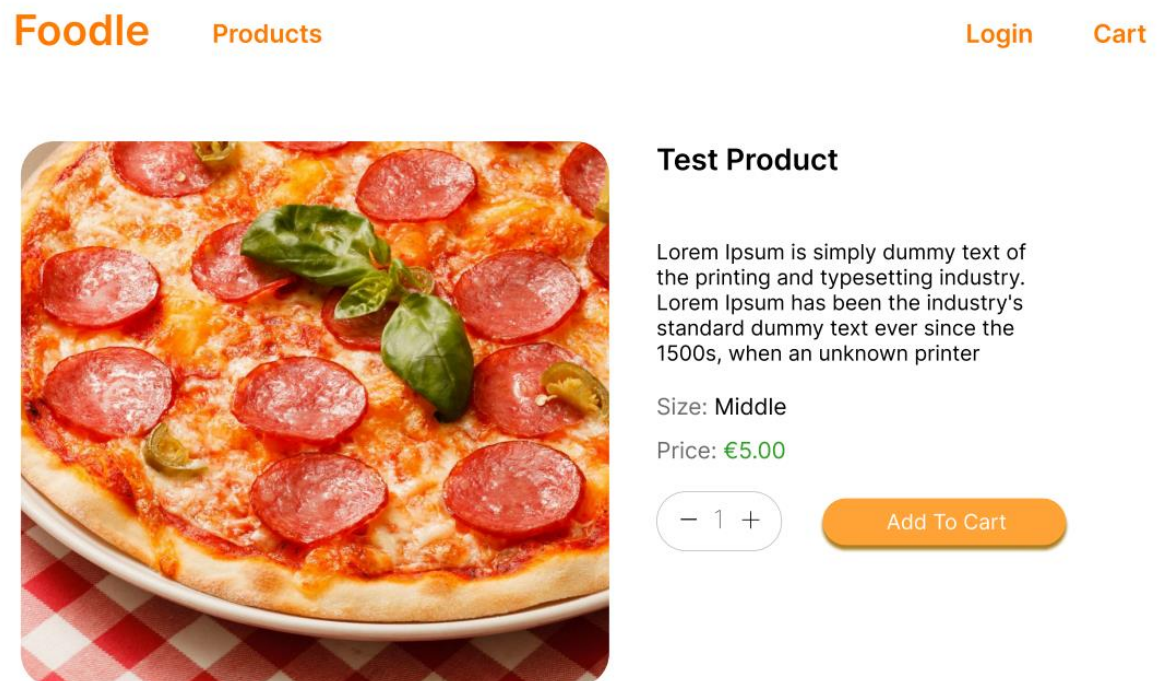


Figure 3. Product details

Foodle

Products

Login

Cart

Email

Email

Password

Password

Login

New user?

Register here

Figure 4. Login page

Foodle

Products

Login

Cart

FirstName

FirstName

LastName

LastName

Email

Email

Password

Password

Confirm Password

Confirm Password

Register

Already a user?

Login Here

Figure 5. Register page

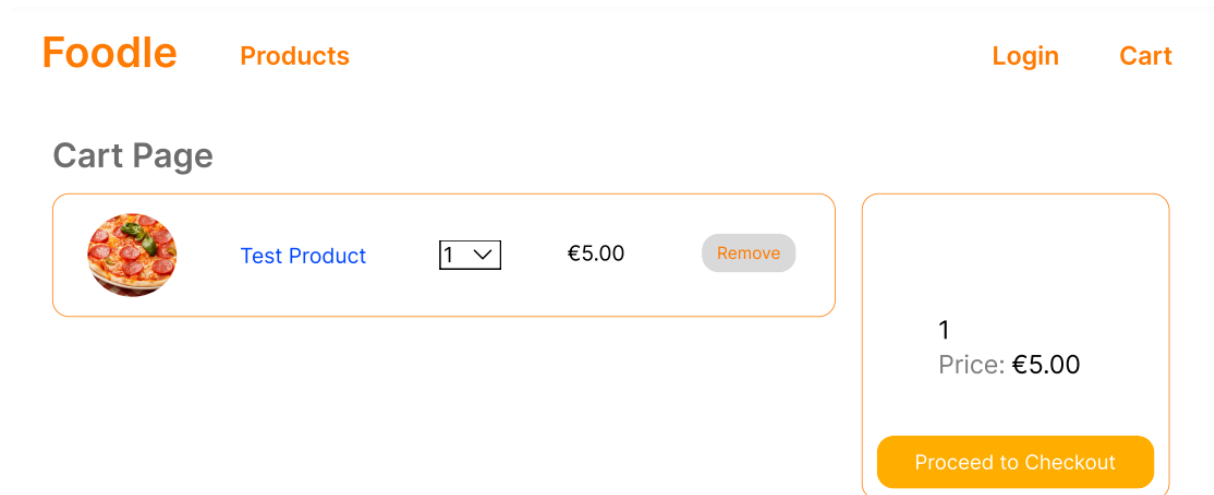


Figure 6. Cart page

Foodle
Products

John Doe
Cart

Order Form

FirstName

FirstName


LastName

LastName

Address

Address

Order Items:



Test Product
€5.00
1
€5.00

Total: €5.00

Go To Payment

Figure 7. Order confirmation

Foodle
Products

John Doe
Cart


Order Summary

FirstName:

LastName:


Address:


Order Items:



Test Product
€5.00
1
€5.00

Total: €5.00




Debit or Credit Card


POWERED BY 

Figure 8. Payment

Foodle[Products](#)

John Doe[Cart](#)

Order #6298

Date

June 2, 2022, 4:18:11 AM

FirstName

Jane

LastName

Doe

Address

Shanghai

Status

PAYED

Payment ID


25W43836477

Profile

Orders

Logout

Order Items:



Test Product

€5.00

1

€5.00

Total: €5.00

Figure 9. Order tracking page

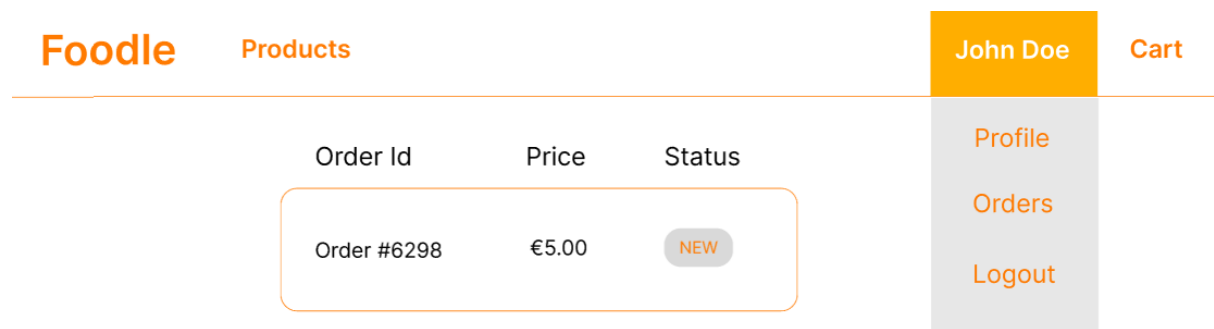


Figure 10. Orders

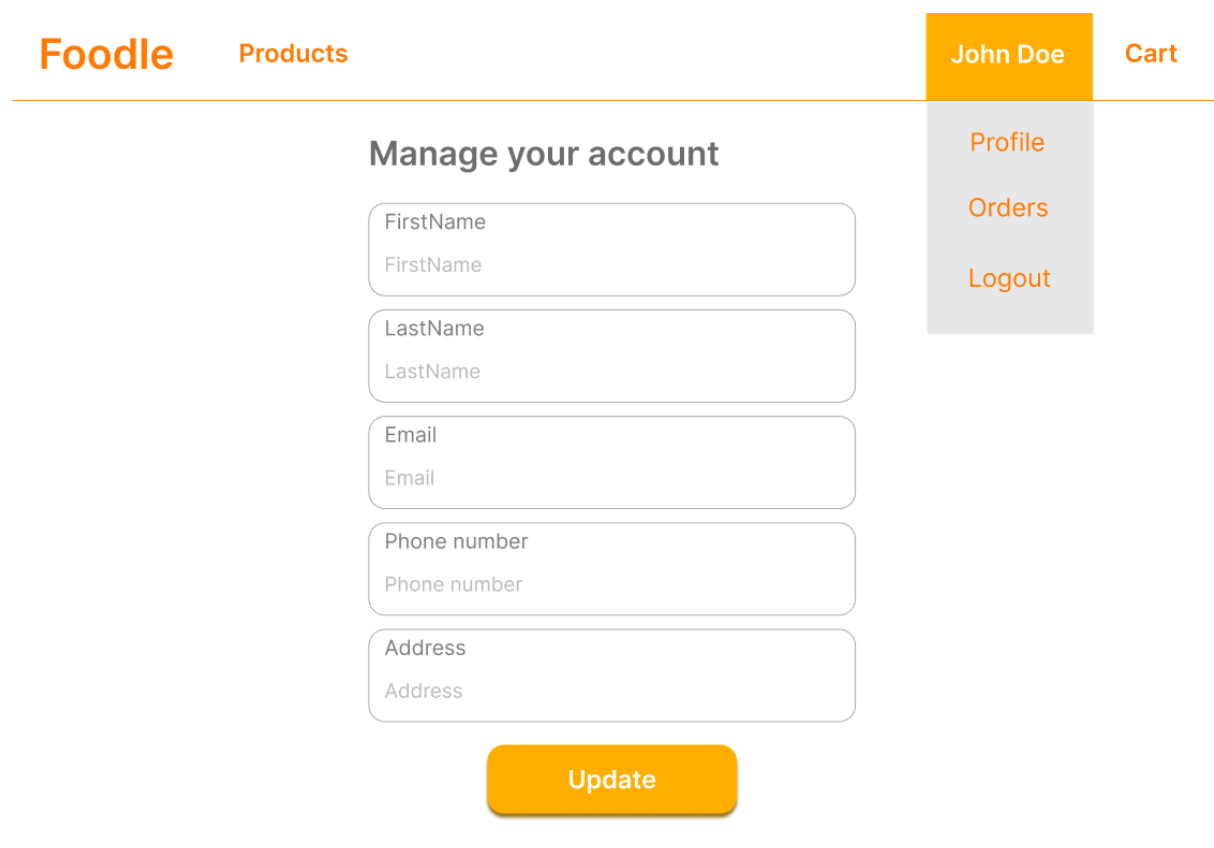


Figure 11. Profile

1.2 Initial stage

Application is planned to be created in different stages. Features in initial stage are following:

- User who wants to order products have to create an account.
- User can select a type of the dish from the main menu.
- Some products are discounted.
- User can choose the restaurant from which his dish will be brought to him.
- User can add items to the cart.
- User can remove items from the cart.
- User can change the quantity of the selected product in the cart.
- After re-logging into the account, all previously saved items remain in the cart.
- User chooses whether he wants the food to be delivered to him or it will be packed for pickup.
- User needs to choose a payment method - either pay online or choose to pay in cash.
- User will be able to have a visual confirmation that the order was placed correctly.

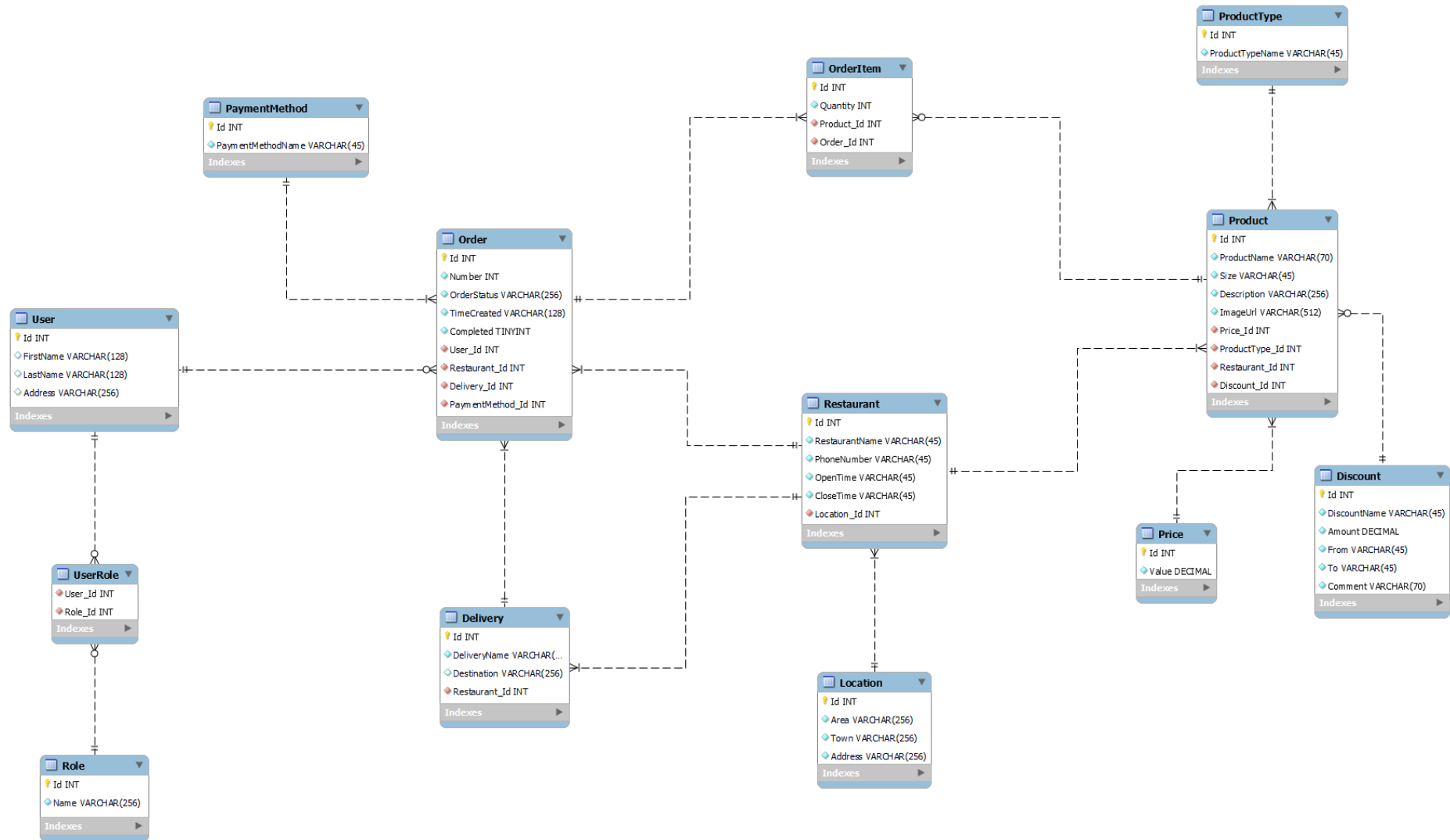


Figure 12. Entity Relationship Diagram

1.3 Further development

After initial stage is implemented, following features are planned to be added. Due to complex logic and calculation behind those, it may not be possible to add these in this course's time.

- The total cost of cooking and the nutrients in a dish will be calculated dynamically based on each product.
- Each product contains an average price depending on the region of the user.
- If the user orders dishes for a certain amount, then he gets a discount.
- User can use discount coupon.
- User has the ability to select different languages in the application.

References

- | | | | |
|---|--------------|------------------|---|
| [1] | Figma | Prototype | - |
| https://www.figma.com/file/b20SZTqEurGnSJgPMnIaoF/Foodle?type=design&node-id=209%3A2&mode=design&t=lg2alS34F31vd0wo-1 | | | |