INTRODUCTION/ OVERVIEW OF THE PROJECT

Food is one of our prioriy to stay alive, food is one of thing that will make all the people thingking on how difficult to choose, there are many restaurant or cafe provide many food to be choose but there still a problem which the system that was used which is the manual system on ordering the food or known as menu, menu define as a list of food that we can choose a variety of food in one place. Nowadays after done an observation, the manual way of menu ordering system keeps many of effort in way to use of manpower as waiter and paper that slower the order process, meanwhile there also problem such as misunderstanding order which leads of wrong order or misplaced order that will make worst experiences to customer in having their meals in the same time every **restaurant** needs a person at least in each of it work area-food delivery, payment etc. and it is difficult to find employees who are ready to work for an average salary. The next challenge faced by the **restaurants** is the competition in the food service segment. Each **restaurant** looks to attract customers from other **restaurants** to increase their own traffic. So, **restaurant** is forced to demonstrate innovation and creativity like for example they are expected to update the menu frequently. People are not fast decision makers and the manual ordering system puts a lot of pressure on the **restaurant** staff as well the customers. With manual ordering, information must be written down and copied more than ones. It is quite possible that two orders get mixed up resulting in a chaos. The manual order service is mainly dependent on individuals (staff) and hence it becomes a mandatory that **restaurant** spends money on training the staff continuously to keep them motivated and to ensure they follow the systems and procedures correctly. So it is very obvious that the manual food ordering system requires a lot of manpower to handle all the processes from the time of ordering till the delivery of the food to the customers and the amount spent on this is considerably huge.

MEOS was invent to solve all these kind ordering issues and make easier to keep and track menu order record closing which is one efficient system that will make both owner and customer fulfil their needed , within using your finger all the problem will be settle, there are no more man power needed to take your order, no more wrong and misplaced order, no more hustle to waiting, no more usage paper and pen that will leads mores costs saving and at the same time will save our green environment. Meanwhile, MEOS will keep the order record to make easier for further references to the owner of the restaurant and the customer

Next within is simple menu ordering system interfaces, just simply order, pay and enjoy their meals within effortless way. **“You name it and you will get it”**, There will anything in the menu to choose in the MEOS just sit back and click desire menu and choose the most rated menu and rate your favorites meals too and have a happy tummy.

STATEMENT OF PROBLEM

SLOWER THE ORDER PROCESS

After done an observation, the manual way of menu ordering system keeps many of effort in way to use of manpower as waiter and paper that slower the order process, Processing is slower where large volumes of data need to be dealt with. Slower processing means that some information that could be provided if computerized systems were used, will not be provided at all, because there is not time in this situation there will more time taken if there are many order to be collect and there will be many percentage of mistaken and time usage reflect to the restaurant there will be more waiters to be hire every **restaurant** needs a person at least in each of it work area-food delivery, payment etc and it is difficult to find employees who are ready to work for an average salary in order to take order and for this statement will be high in cost rather than used or menu ordering system is more convenience and accurate in the same time will save the usage of manpower and reduces the used of paper that will help the go green campaign which is to save the natures. The effect of losing the order's information on the paper will delay the process of transferring the data from customer to kitchen

MISUNDERSTADING AND WRONG ORDER

According to manual way of ordering system, Within the surroundings of restaurant that have many customers, the noise of kitchen, the lost of focus. All these problems will tend to misunderstanding and wrong order meanwhile misunderstanding order which wrong order or misplaced order that will make worst experiences to customer in having their meals in the same time will affect the reputation of the restaurant and will affect also for the profits. The **restaurant** who got integrated with food **ordering system** through which it reaches the customers in their place itself without more budgets for manual marketing. Through these **food ordering system**, the **restaurants** can display their menu which they are able to update easily as per the need of the hour. The customers on looking at the menu can plan a meal for himself / family/ friends within his budget and can place the order. by taking orders traditionally, kitchen that received the menu paper might confuse and misunderstanding the information because of the staffs handwriting that gives problems for kitchen staff to read the spelling properly.

LACKS OF USER EXPERIENCES

Recently, many people like to try and hunt the new food, but there will be an a luck if the viral food or the hunt food is taste good as expectation. Nowdays, people like to keep silent and keep shut up beside to complaint and give feedback directly to the owner of the restaurant. For these issued, the will be problem to the shop to increase in improved thier performance and menu because many customer are not giving feedback because of factor of shame, affraid and dont care because in the manual way ordering system will be hard to share and complain directly to the owner. Within these new system, there will be a space or section that customer can share, complaint and review all the food even the performance of the restaurant or maybe the services. In this way, there will be more easy to express the feeling within honest review directly to the owner of the restaurant and at the same time it will make the owner easy to improve the all the negativity.

DEVELOPER PROFILE

MUHAMMAD SYAFIQ BIN ZUL HADIM
MENU ORDERING SYSTEM DEVELOPER

(M.E.O.S)

Academic Qualification

- Bachelor's Degree in information management system (Hons.)
- Diploma in Information Management

Work Experiences

- Two years working experience as a programmer at Intel Company.
- One years working experience as a web designer at Google Company.

Skills and Expertise

- Adobe photoshop, Adobe Photoshop, Adobe Illustrator, programming, Adobe In-Design CSS, HTML

Roles and Responsibilities

- Analysing user requirements
- Writing and testing code, refining and rewriting it as necessary
- Researching, designing and writing new software programs
- Evaluating the software and systems that make computers and hardware work
- Developing existing programs by analysing and identifying areas for modification

Additional Skills

- Willing to learn new things.
- Can accept any complain and advice
- Not easy to give up on something

AIMS/ OBJECTIVES OF THE PROJECT

- To solves misunderstanding and slower traditional ways of ordering system in efficient way
- To reduces used of manpower and paper usage at the same time can go green within nowadays technology
- To make both client and customer have the great experiences with efficiency of system which is virtual menu ordering and automated record closing

SCOPE/ LIMITATIONS OF THE PROJECT

SCOPE

For this system which is known as MEOS purposedly this system was intend to be used by the restaurant, cafe, canteen, bistro or food and beverages. Focusly to be used by the user or customer in making order of menu that have in the restaurant virtually which is no more traditional way such using the pen and paper. This system was built to make the process of ordering and receiving the order more efficient. Other than that, this system also will make the process of tracking daily order or report become effortless comparing to old manual ways. The uniqueness of this system call POP which means portable ordering platform which is the medium of portable that different from the other manual method.

LIMITATION

There are several limitation of develop this system, which is lacks medium or medium error which is the spec of medium such as the tablet must be high end in the way to make the ordering process become smoothly, other than that, the limitation is on the expertise of making the idea of developer need the expertises person to fullfilled the idea sinces the developer is still newbie in this field next is limitation of budget and time consuming in making the perfect system.

MILESTONE/ GANTT CHART

	2018											
	March				April				May			
Weeks/ Activities	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**
Planning												
Initial Assessment												
Feasibility Assessment												
Analysis												
User Requirement												
Existing Evaluation												
Logical System Design												
Design												
Detail System Specificaion												
Implementation												
Coding, Testing, Debugging												
Installation												
Fine Tuning												
Maintenance												
Evaluation												
Maintenance												
Enhancement												

Table 1 : Shown Gantt Chart

There is concept is called the systems development life cycle were used in making this MEOS system. There are 5 phases of SDLC:

Planning- Requires the user to define what the problem is. The planning may also include how the user would like to solve the problem.

Analysis- Involves gathering requirements for the system. At this stage, business needs are studied with the intention of making business processes more efficient.

Design- A description of the recommended solution is converted into logical and then physical system specification.

i. **Logical Design**: functional features of the system chosen for development in analysis are described independently.

ii. **Physical Design**: logical specification of the system from logical design is transformed into technology specific details.

Implementation- Information system is coded, tested, installed and support in the organization.

Maintenance- Maintenance and support covers all activities that are required once the system is in place.

PLANNING

In this project, planning the MEOS system is one of the hardest thing, in the way to plan the objective , plan the solution of the problem, planning the step by step on how the system flow planning the storyboard of system, its take long journey in this planning section because in developing a system, of course there is must be a planning. Without planning, developer will develop a system that does not meet the users need

ANALYSIS

After the planning, analysis is the next step that involved. In this process of analysis, we take an observation and self experieces on how the flow or the needs of system that will be goes. On this field , analysis is done in order to examined the problems in a greater details thorough audit of user requirements analysi, the process of determine the problem and the solution is the tricky part on how the best action will be take and implement on next staged.

DESIGN

Next, is the process of design, this process take on the creativity and the uniqueness of thingking, new idea will be develop to make the best design of system, the best and the simple will attarct more user or known as user friendly interface, Meos system has been design as simple as can in the way to make this system easy to operate and eye catchy to the user needs.

IMPLEMENTATION

In this procees of implemtation, all the step will be tested or be used in the way to make sure all the system run well within the plannig, such as example of the system function, system style, system data keyin, system operation will be tested within step by step. In this stage also involved the installation of the hardware and the application programs like wamp server, adobe dreamweaver and others until the systems is ready to be deliver to the users.. Such as more example is Cycle of coding, testing and debugging continues and repeating

MAINTAINANCE

Last step in developing a system is maintainance. Maintenance is one process to maintain the system, after the MEOS system was implement the next stage is maintain in the way to make sure all the system runs well and if there are any error, there will be fixed and improvement will be make to MEOS in the way to make sure this system will simply on the user needs.

ESTIMATED BUDGET AND COST REQUIRE OF THE PROJECT

As most people know, proces developing a system,need a budget and cost require should be consider by the developer. Usually the budget and cost refer to the thing that will be used to accomplish this project. Such as hardware, software and programmer, hardware and software is the important thing to ensure the development of system is success. The budget and cost require for the system as shown in the table below:

Hardware		
Categories of hardware	Type of hardware	Price
System devices	Microprocessor Motherboard Memory	RM3500
Memory and storage devices	RAM Pendrives Hard disk	RM1000
Input devices	Keyboard Mouse	RM200
Output devices	Monitor Printer	RM450
Other hardware	Mobile phone Tablet	RM1500

Table 2 : Hardware

HARDWARE AND SOFTWARE DETAILS USE IN THE PROJECT

HARDWARE

Hardware	Specification	Detail
Computer	**Hp Desktop set** Processor core i7-2600 RAM 32GB Hard Disk 2 x enterprise SSDs in RAID1 Back-up & boot DVD writer Network 1000mbps Modem fax/data Operating system windows server 2008-2012 64bit Database SQL Ser. 2008-2012 R2 64bit	
Laptop	**Asus A-Series A456U-RGA085T 14" Laptop (Red, i5-7200, 4GB, 1TB, GT930MX, W10)** **Windows 10** Intel® Core™ i5-7200U Processor - 2.5GHz, 3M Cache - Max Turbo Frequency 3.1 GHz 4GB DDR4 RAM 1TB SATA HDD NVIDIA® GeForce® GT 930MX 2GB DDR3 Super-Multi DVD 14 inches 16: 9 HD (1366x768) 802.11bgn+Bluetooth 4.0 (Single band) 1*1 Battery : 38WHrs, 2S1P, 2-cell	

	Li-ion Polymer Battery Pack Dimensions : 34.8 x 24.2 x 2.53 cm (WxDxH) Weight : 2kg		
Mobile phone	**Asus Zenfone 3 Max** Android -5.2" 720x1280 pixels 13MP 1080p 3GB RAM MT6737M 4100mAh Li-Po	iOS -	
Tablet	**Asus Tablet** 8.0" 800x1280 pixels 8MP 1080p 2GB RAM Snapdragon 410 4000mAh Li-Po		

Table 3 Hardware

SOFTWARE & HARDWARE

Hardware	Function	
Tablet	Use by customer to make order by using MEOS	
Laptop	To done all tasks portable	

Monitor	To show the information that receive on the monitor screen	
Mouse	To point and select the information	
System Unit	To support the fully use of computer	
Photocopier	To make a copy of the report information	
Scanner	To scan the reports and	

	records that has been key in by a staff to convert into electronic form	
Printer	To print a report and records that receive from the system	
Software	**Function**	
Adobe Dreamweaver CS6	To design the website to match it with the new system which is MEOS System	

Wamp Server	This software was used to create the database and localhost for the system.	
Adobe Photoshop CS6	To create the logo or design for the website and system	

Microsoft Word	To re-type the report and records received for further use	
Microsoft Access	To design and control the database system	

Portable Document File (PDF)	To capture all the elements of a printed document as an electronic image that staff can view, navigate, print or forward to others	
Adobe Photoshop	To create the logo or design for the website and system	

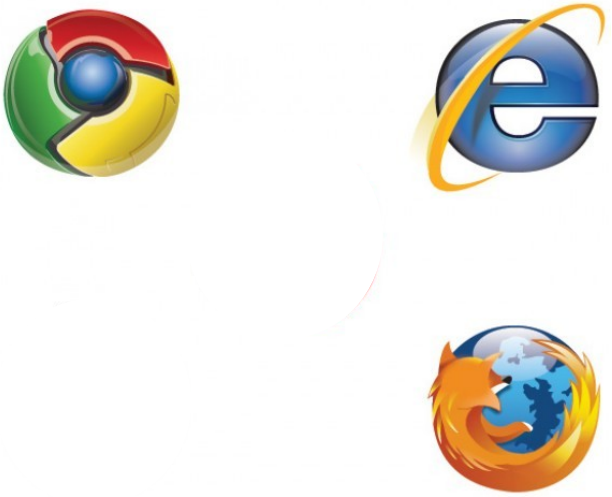
Adobe Illustrator	To design the MEOS website	
Search engines • Google Chrome • Mozilla Firefox • Internet Explorer	• To help staff access the report and records in system.	

Table 4 Software

SYSTEM FLOWCHART/ DIAGRAMS

FLOWCHART ADMIN REGISTER

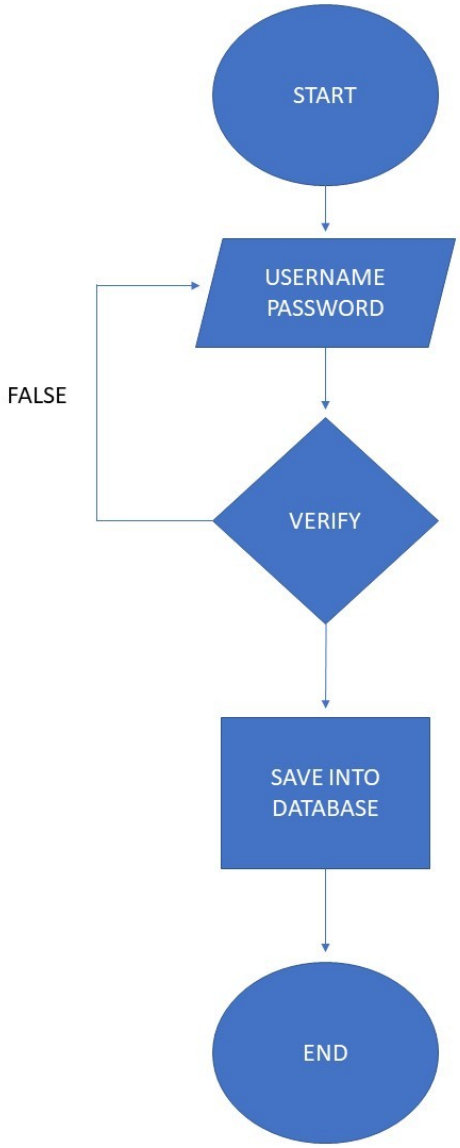


Figure 1 Flowchart Admin Register

FLOWCHART USER ADD MENU

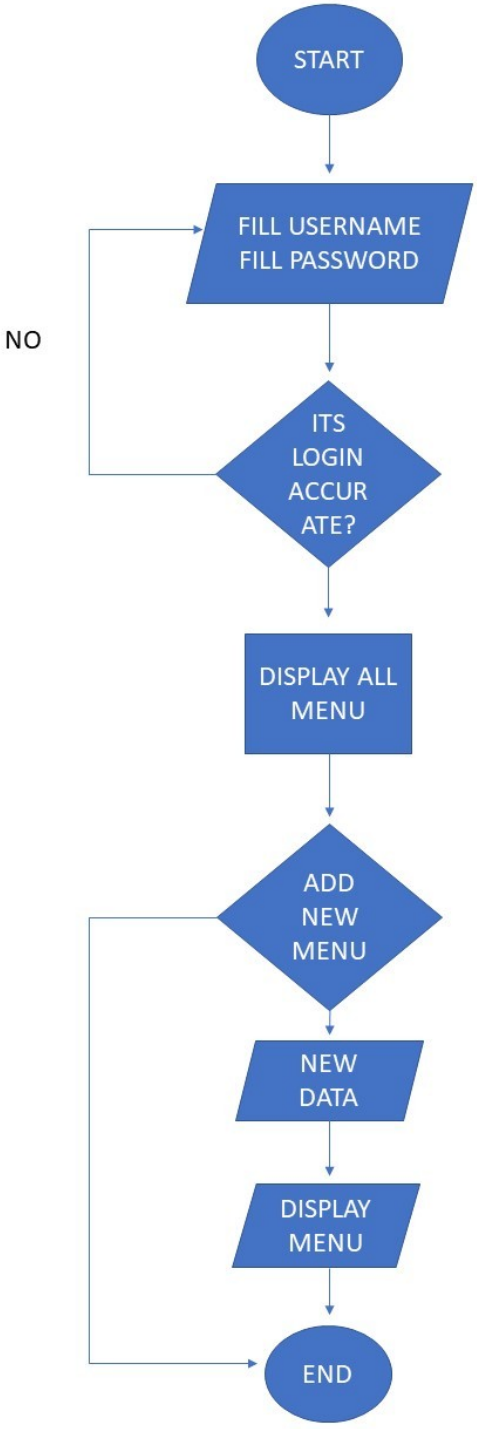


Figure 2 Flowchart User Add Menu

FLOWCHART UPDATE MENU

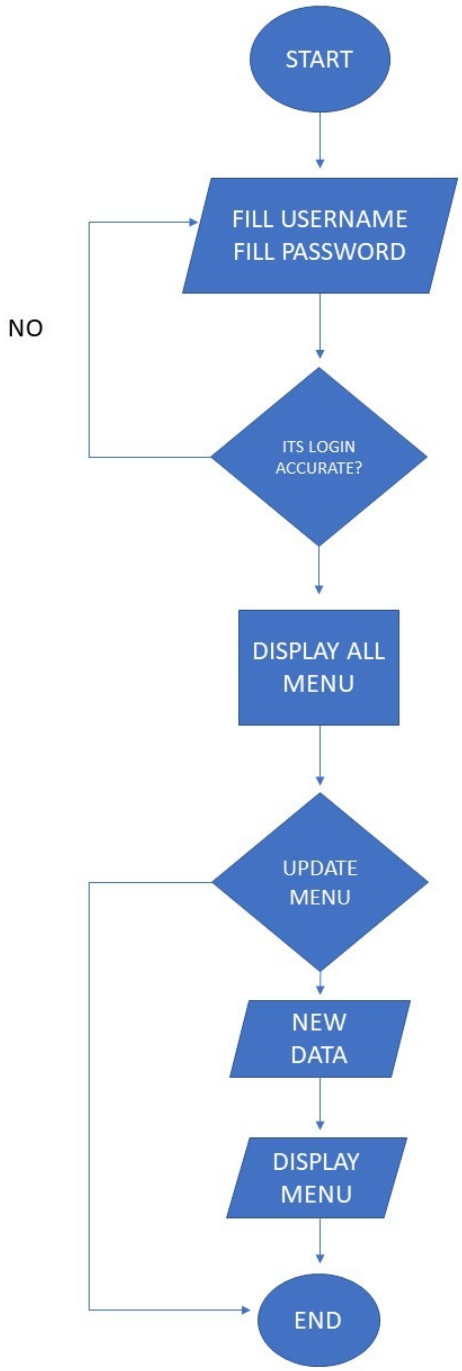


Figure 3 Flowchart Update Menu

FLOWCHART USER DELETE MENU

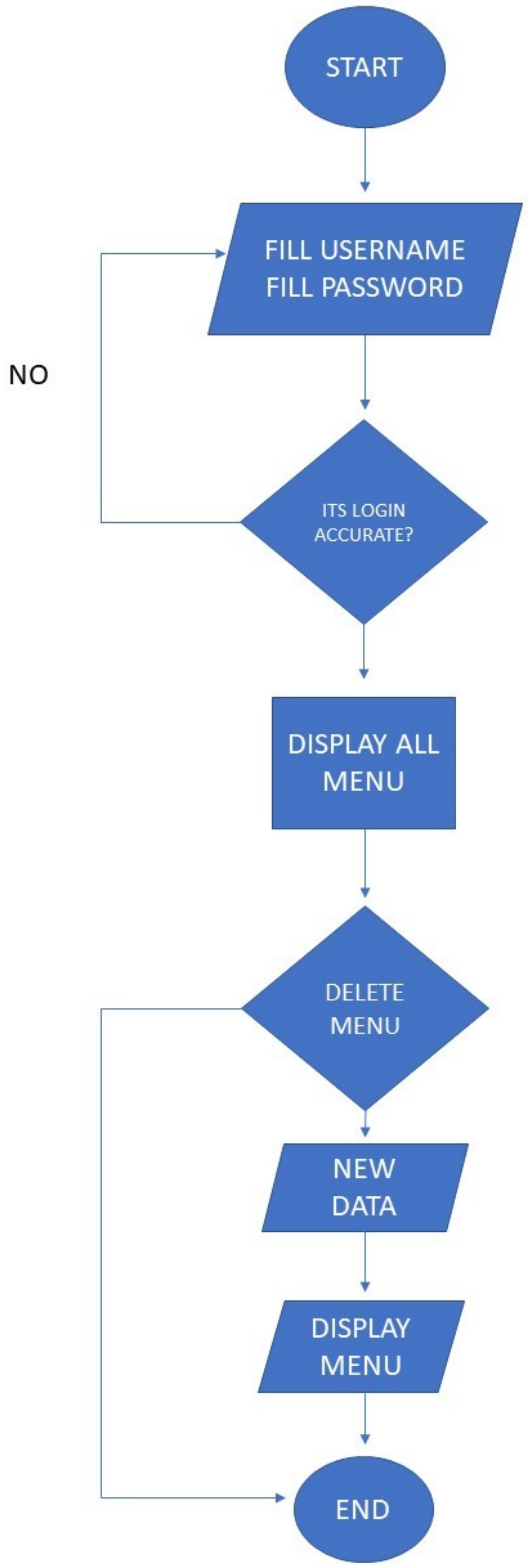


Figure 4 Flowchart Update Menu

FLOWCHART USER ORDER

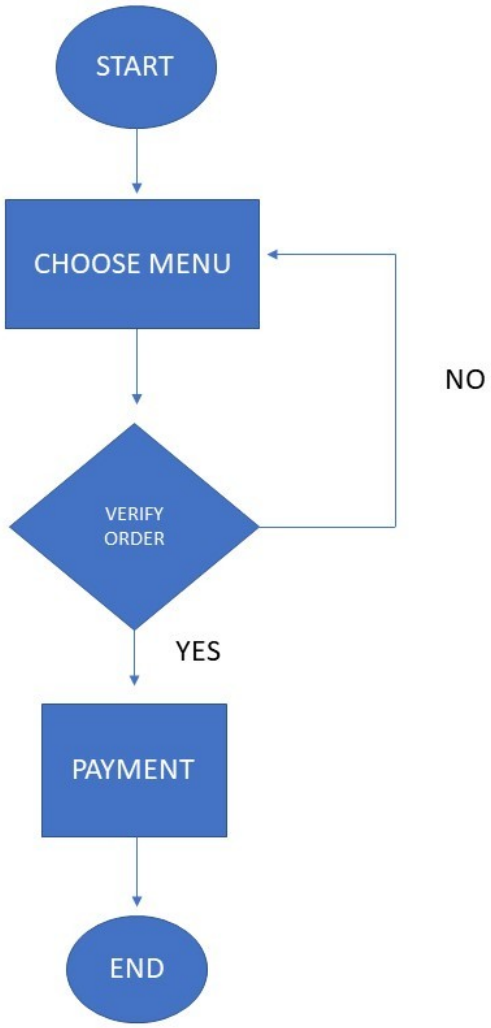


Figure 5 Flowchart User Order

STORYBOARD, WEB SYSTEM STRUCTURE AND NAVIGATION

STORYBOARD FOR CUSTOMER/USER

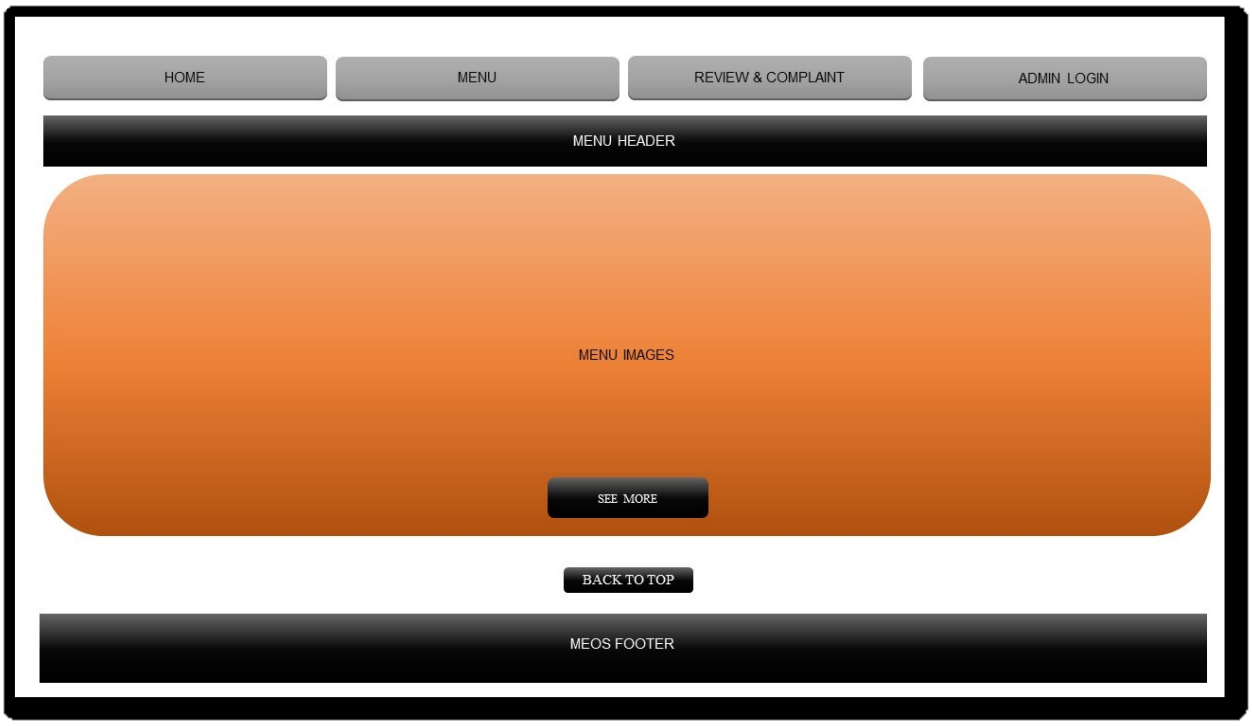


Figure 6 Storyboard User

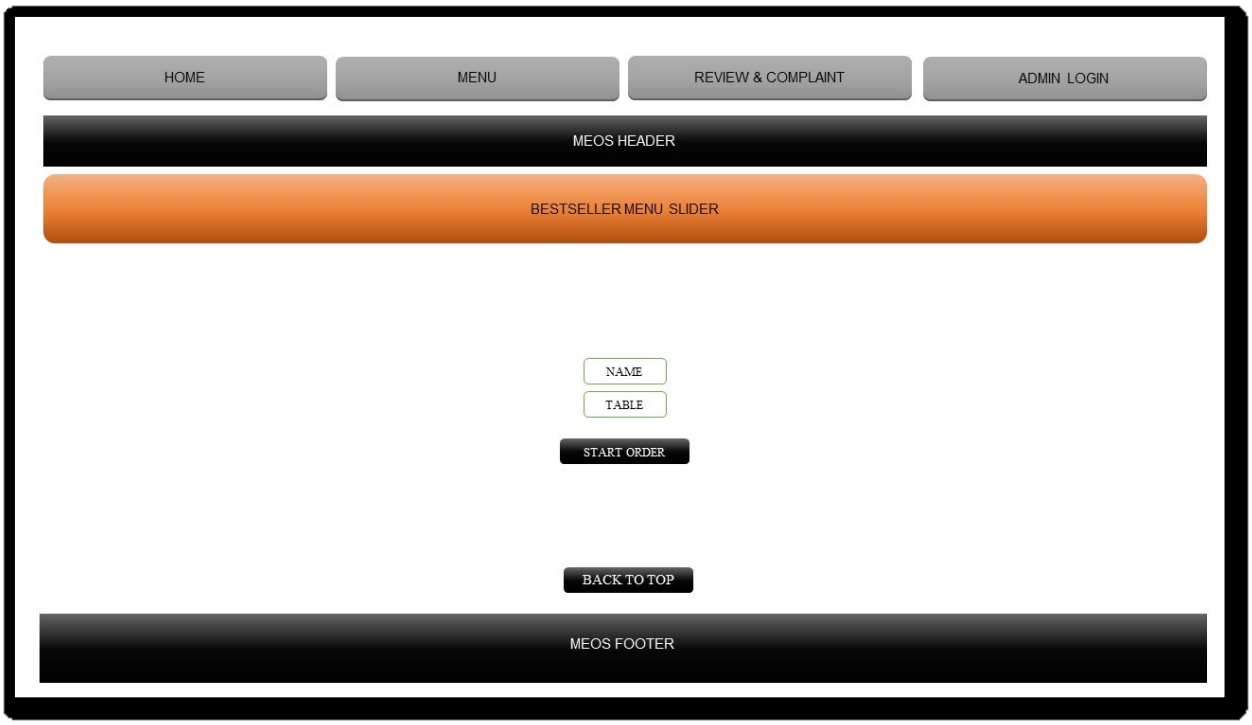


Figure 7 Storyboard User

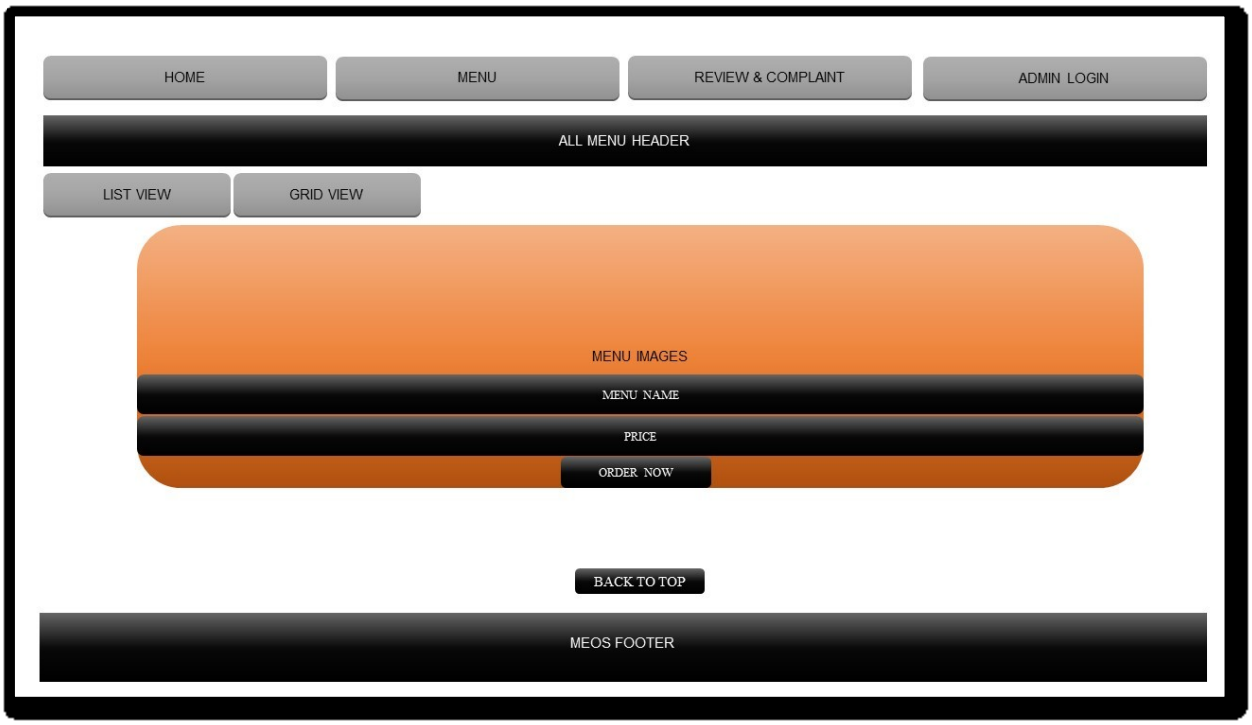


Figure 8 Storyboard User

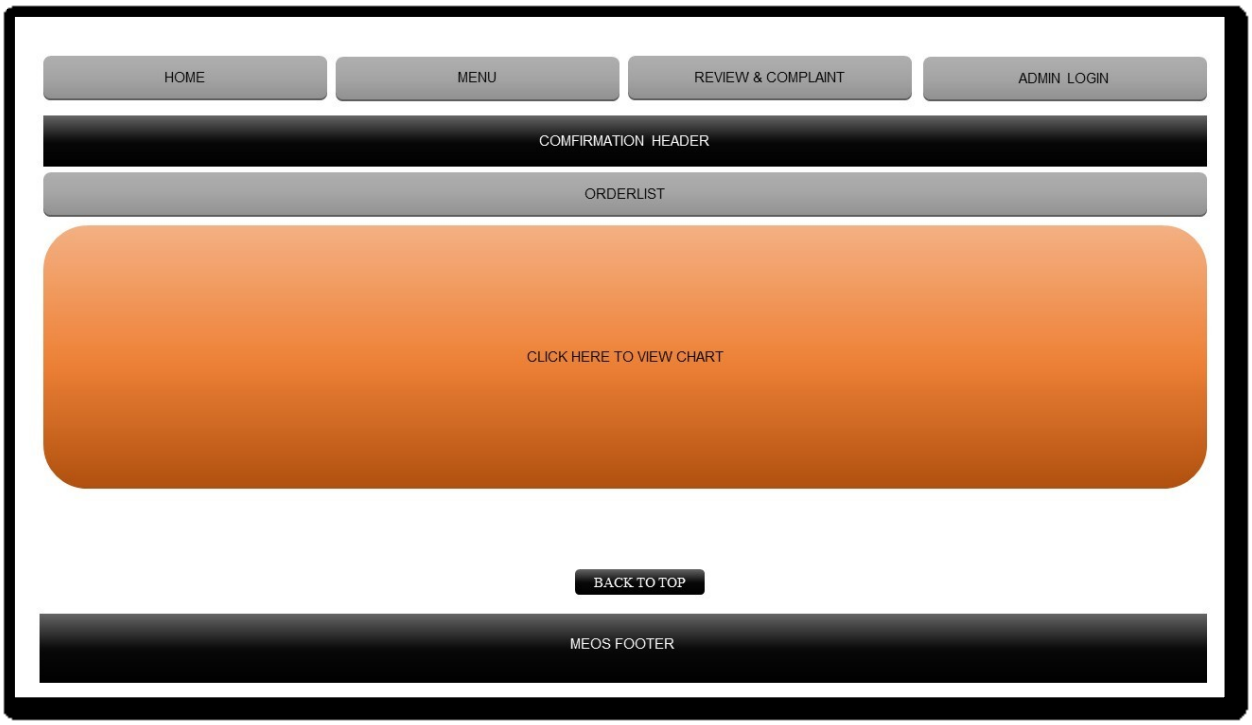


Figure 9 Storyboard User

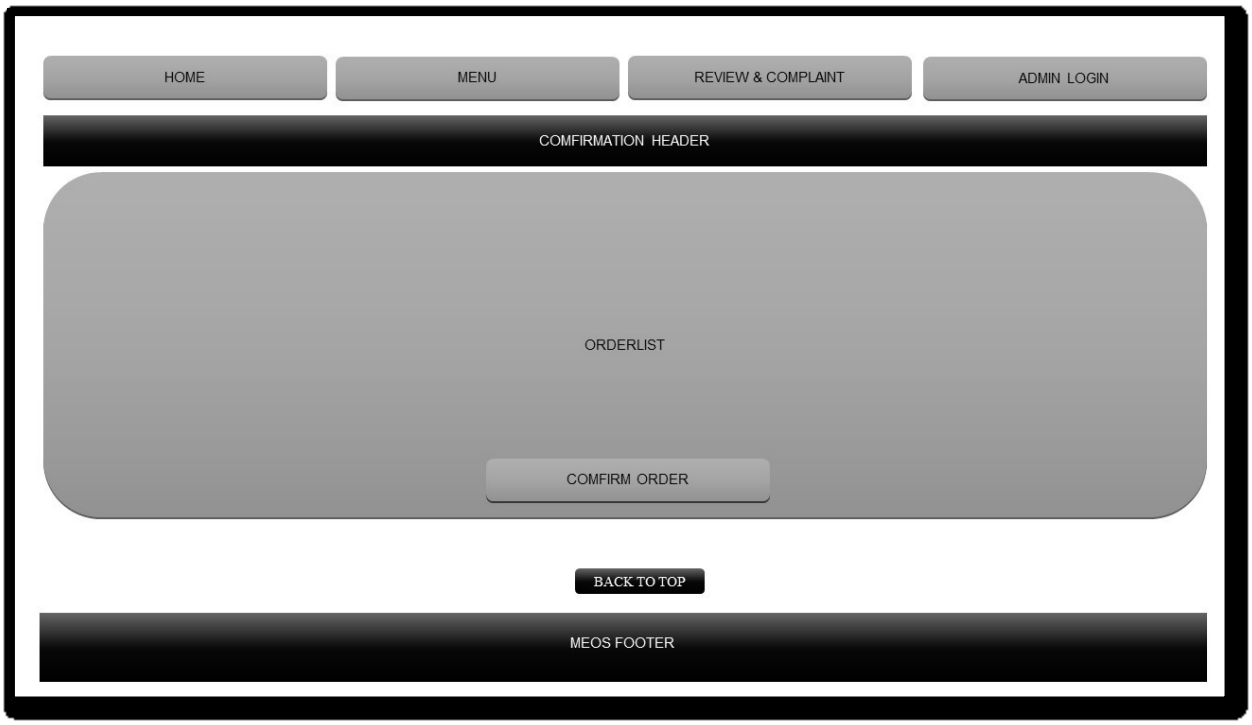


Figure 10 Storyboard User

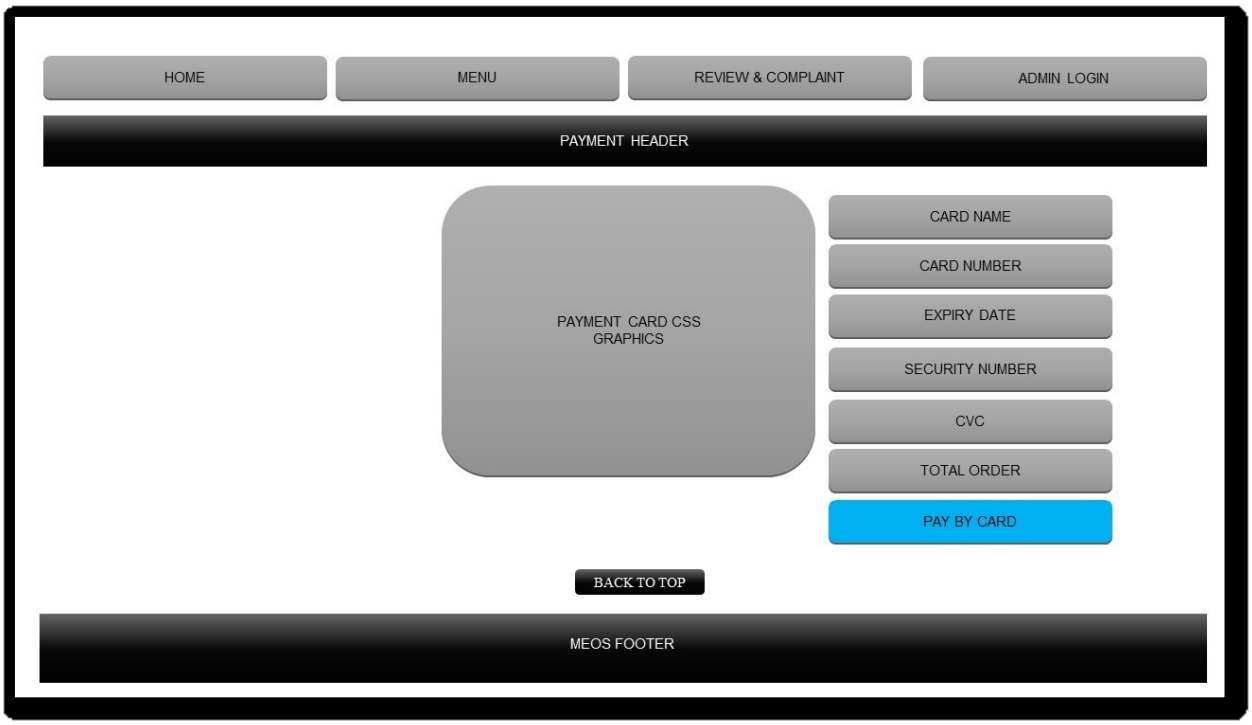


Figure 11 Storyboard User

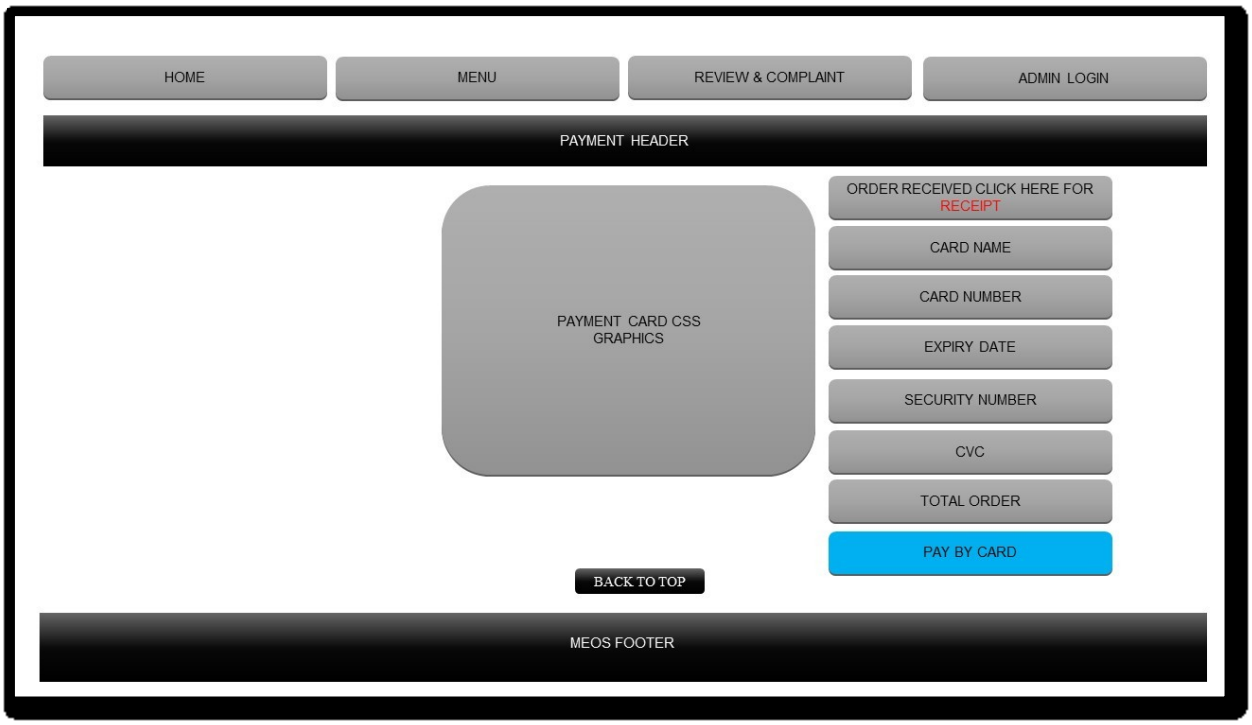


Figure 12 Storyboard User

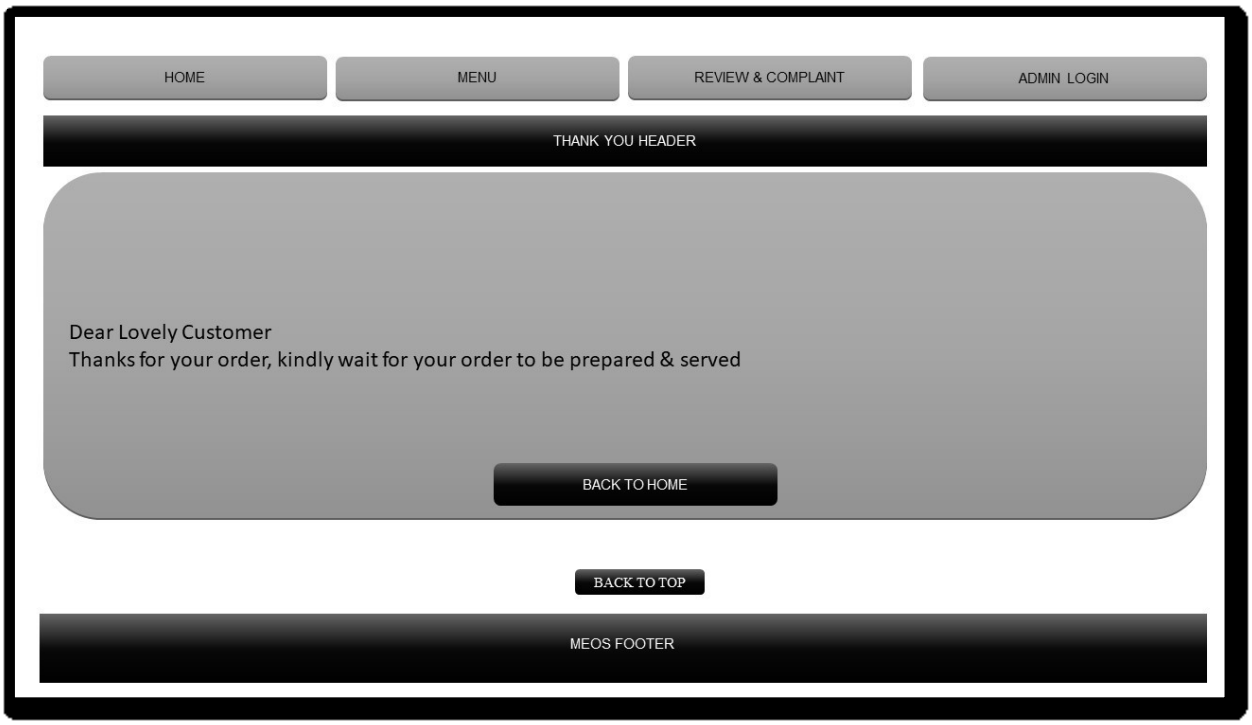


Figure 13 Storyboard User

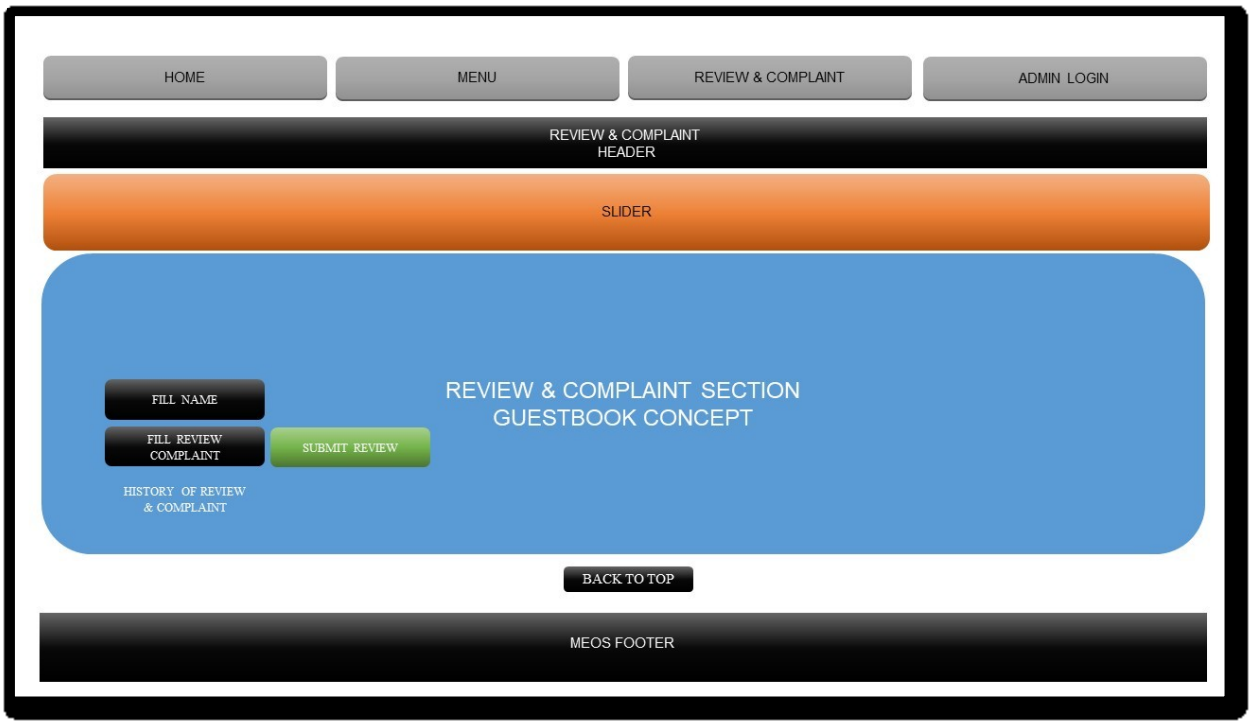


Figure 14 Storyboard User

STORYBOARD FOR ADMIN

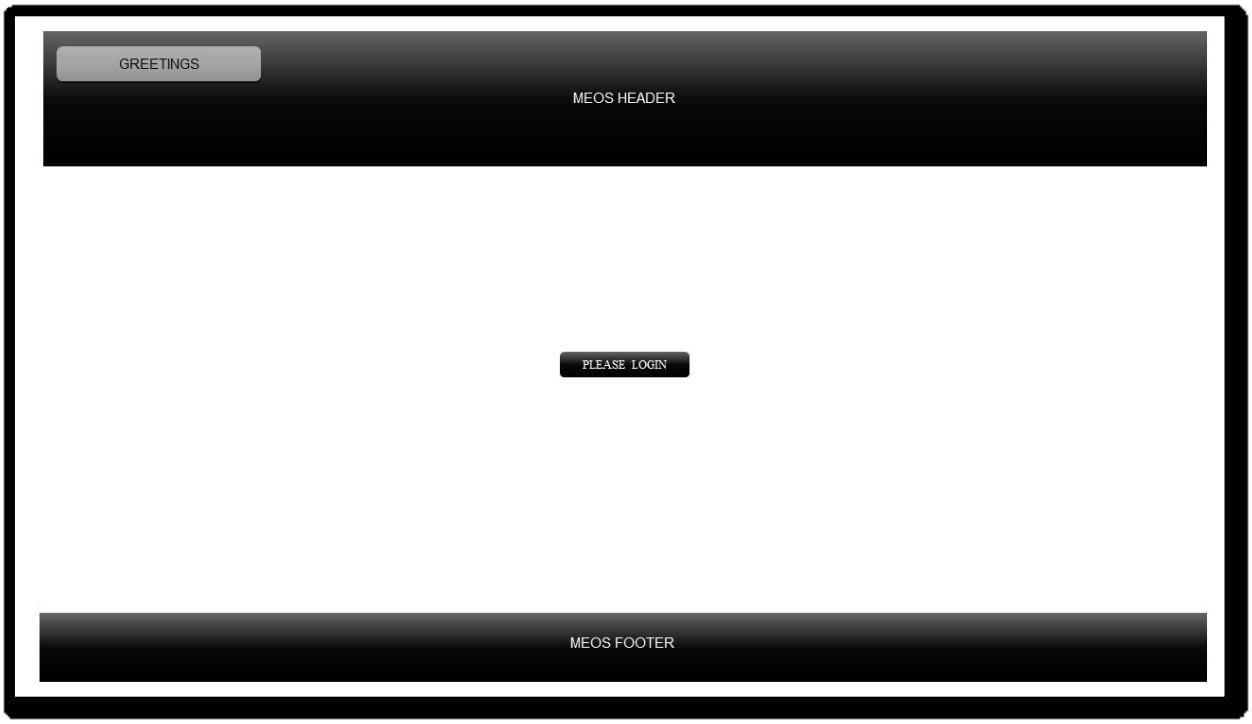


Figure 15 Storyboard Admin

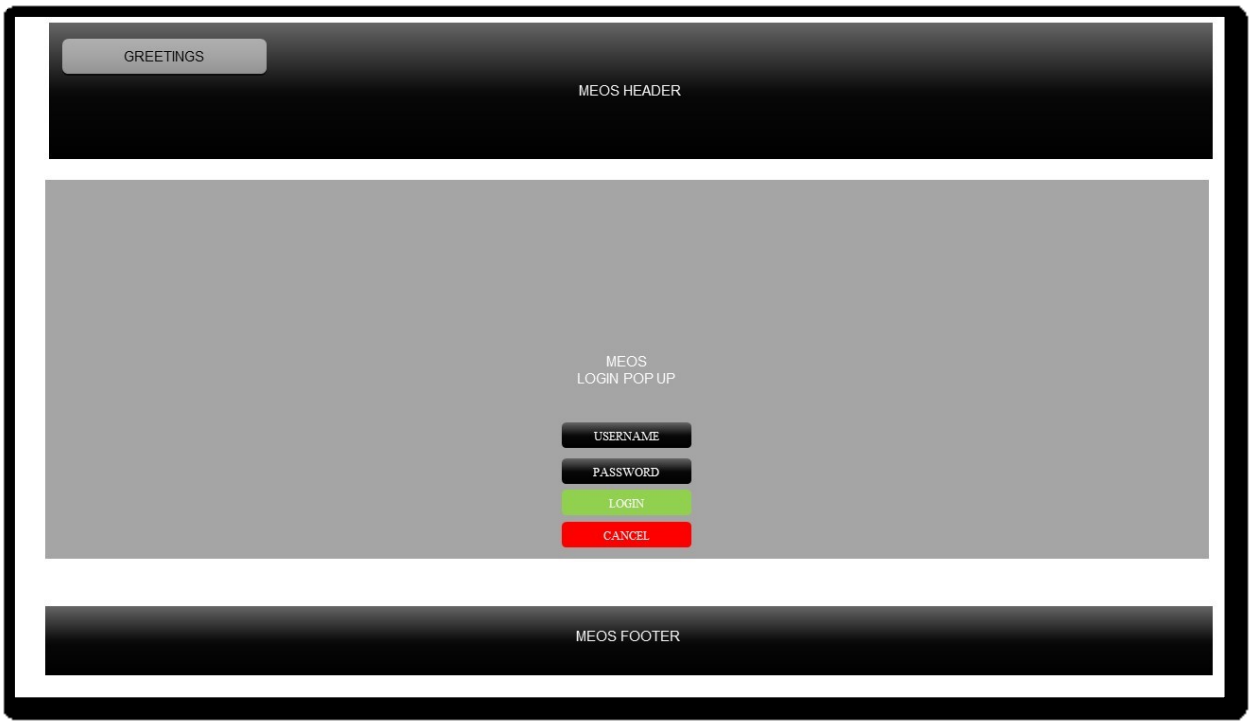


Figure 16 Storyboard Admin

Figure 17 Storyboard Admin

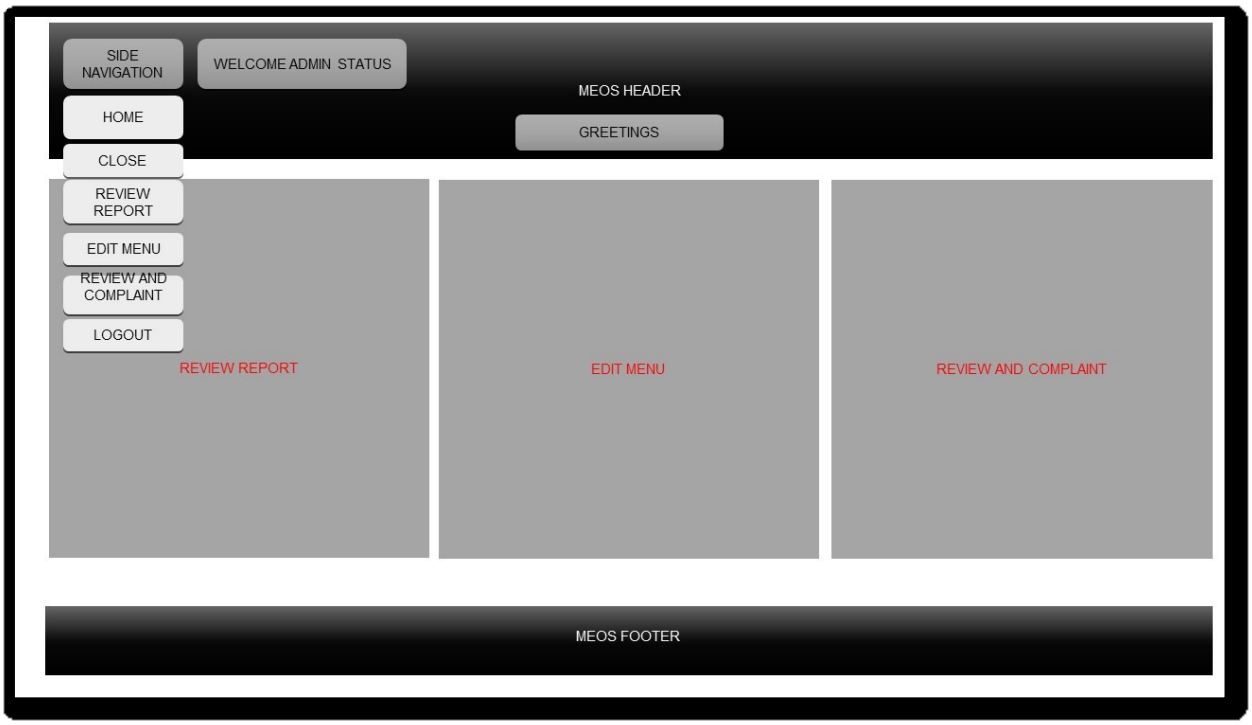


Figure 18 Storyboard Admin

Figure 19 Storyboard Admin

Figure 20 Storyboard Admin

Figure 21 Storyboard Admin

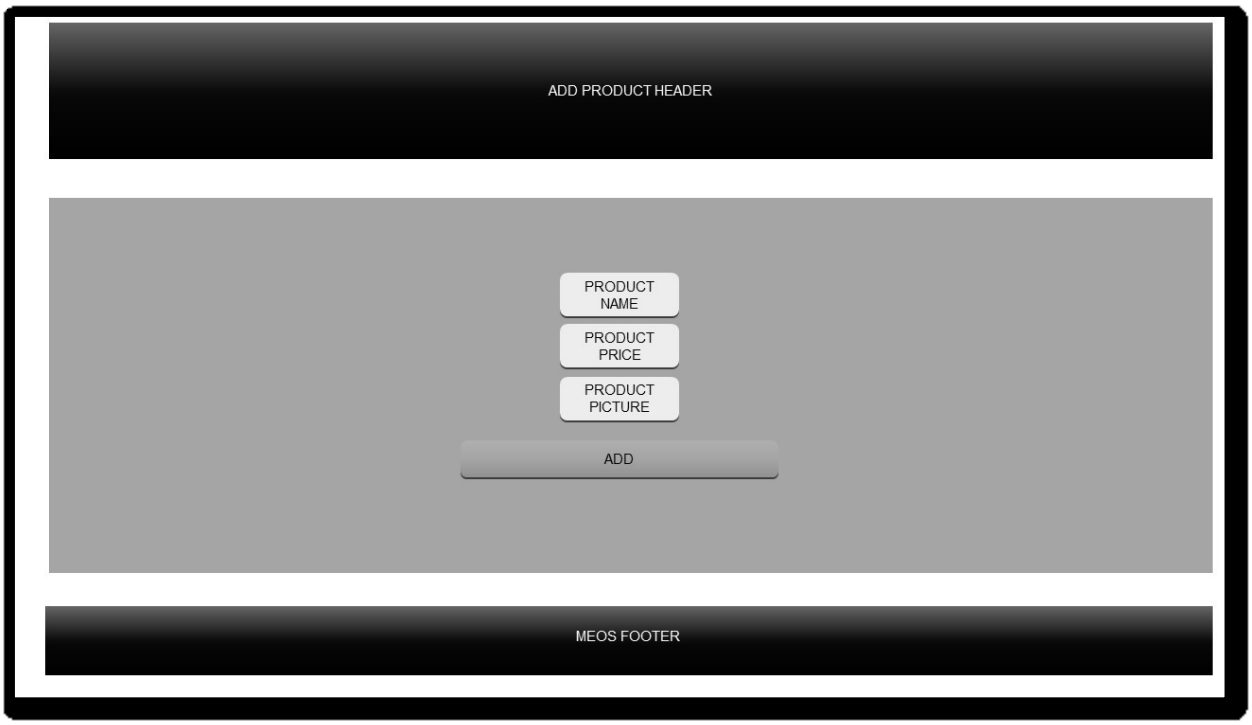


Figure 22 Storyboard Admin

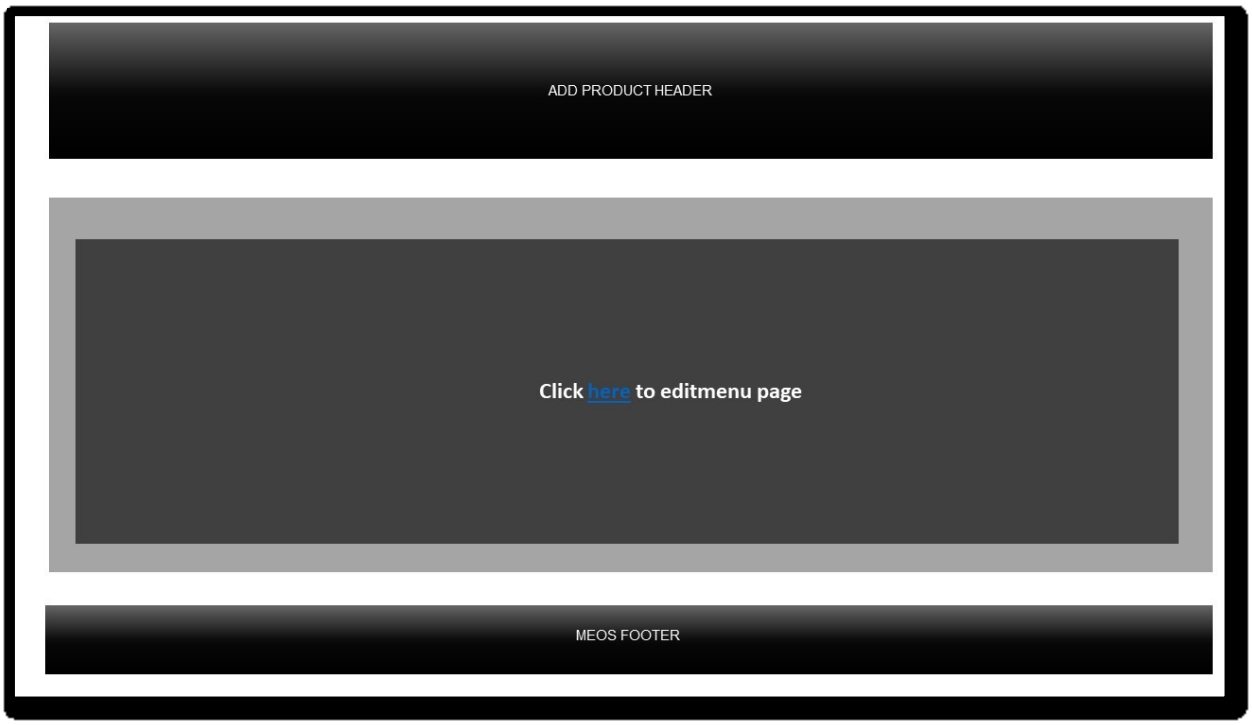


Figure 23 Storyboard Admin

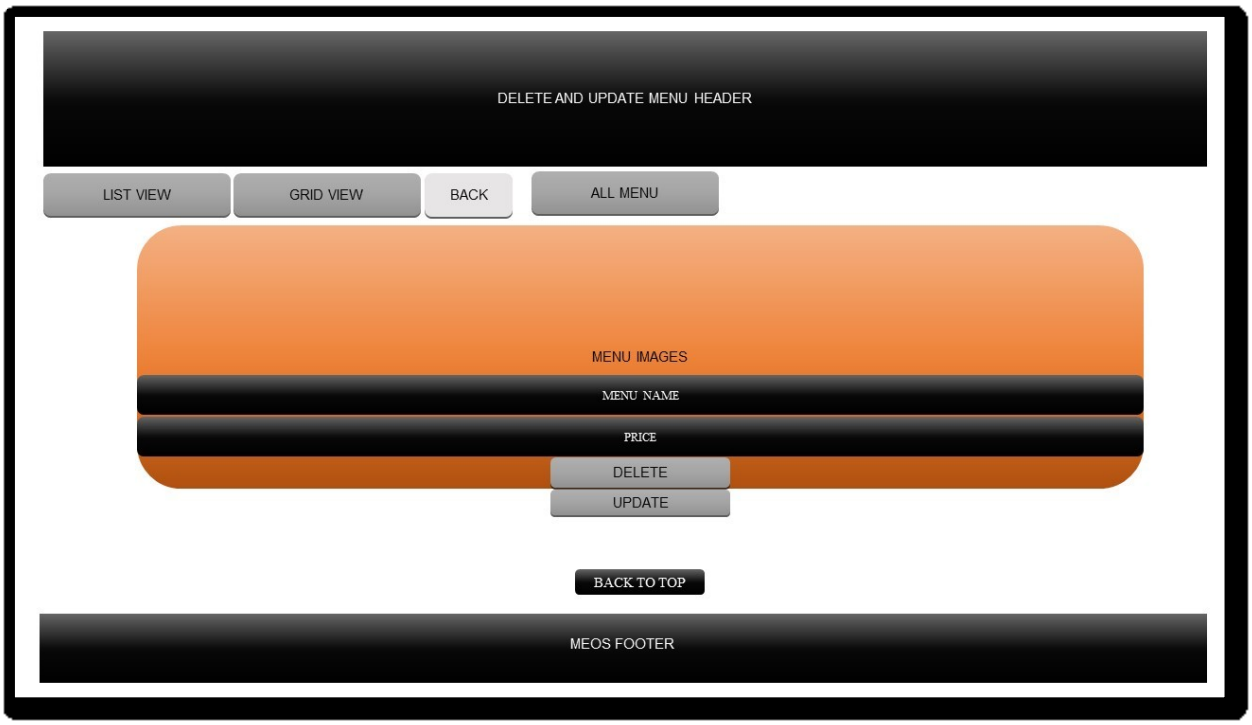


Figure 24 Storyboard Admin

Figure 25 Storyboard Admin

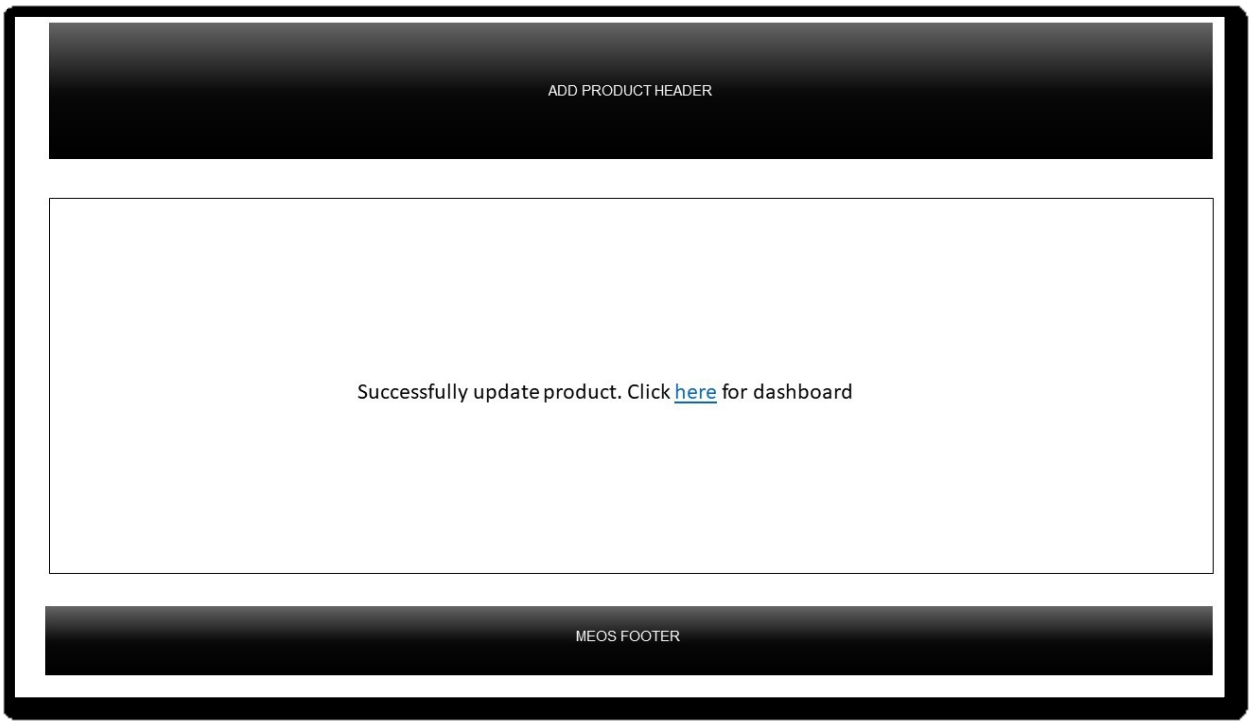


Figure 26 Storyboard Admin

Figure 27 Storyboard Admin

Figure 28 Storyboard Admin

WEB SYSTEM STRUCTURE AND NAVIGATION

WEB NAVIGATION FOR ADMIN

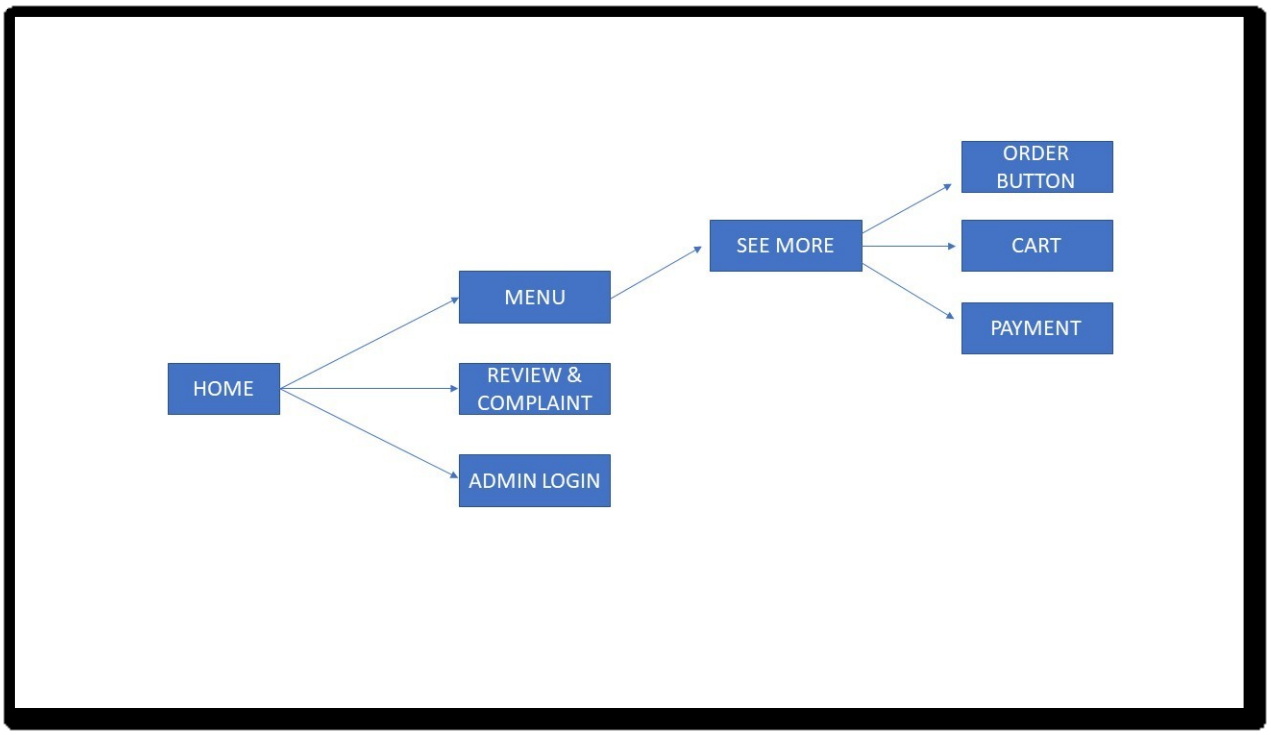


Figure 29 Admin Web Navigation

WEB NAVIGATION FOR USER

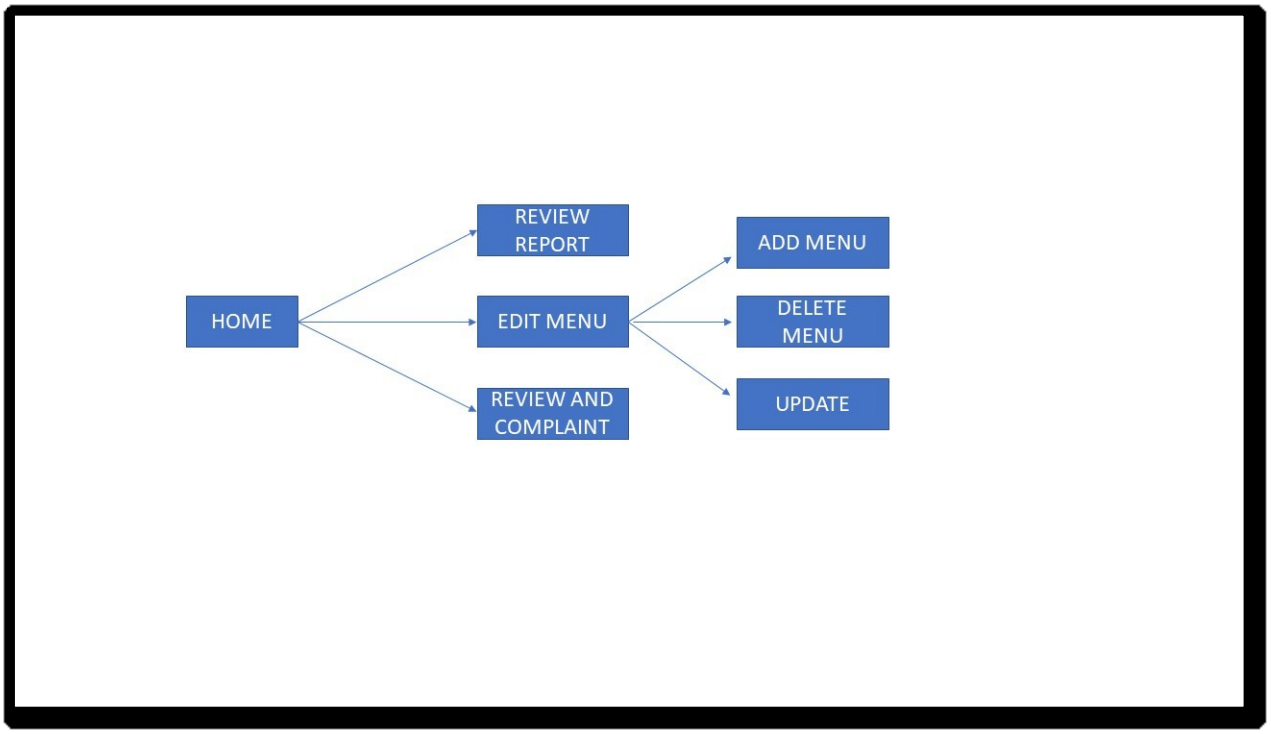


Figure 30 User Web Navigation

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(Mohd Rahimi Mohd Rosman, personal communication, March 30, 2018)