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INFORMATION SERVICE TO SUPPORT THE RESTAURANT BUSINESS "LOBSTER"

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The presented report is devoted to the development of an application that will be relevant during a visit to the restaurant, cafe. The project takes into account existing recommendations and developments and is focused on their technical implementation. The application includes the development of mechanisms for interaction between the client and the server.

Keywords: project, application, restaurant, tourist.

Introduction. In the modern world when the tourist business is developing, one of the main problems is that a tourist may not know the local language and culture of the kitchen. In this connection, difficulties arise with the exchange of cultural experience.

Objective. The purpose of the work is the development of a software complex for ordering dishes in restaurants / cafes. Such a complex should solve the main problems of running a restaurant business with tourists in mind.

The main part of the work. In order for tourists to navigate the menu of the restaurant / cafe, the owners of establishments often resort to one of several possible ways. The first, the simplest, is to print an additional menu in English. However, tourists may not know English, which will lead to the inconvenience of the client and poor evaluation of the restaurant / cafe. Also in the menu you can’t store all the information about the dish. In the menu there are no photos, nor its composition, nor detailed information about the dish. Another option is to hire waiters who know several languages who will translate and explain in detail the information about the dish, which will give a good opportunity for tourists to make orders. But such waiters are hard to find

The following usage scenario is suggested:

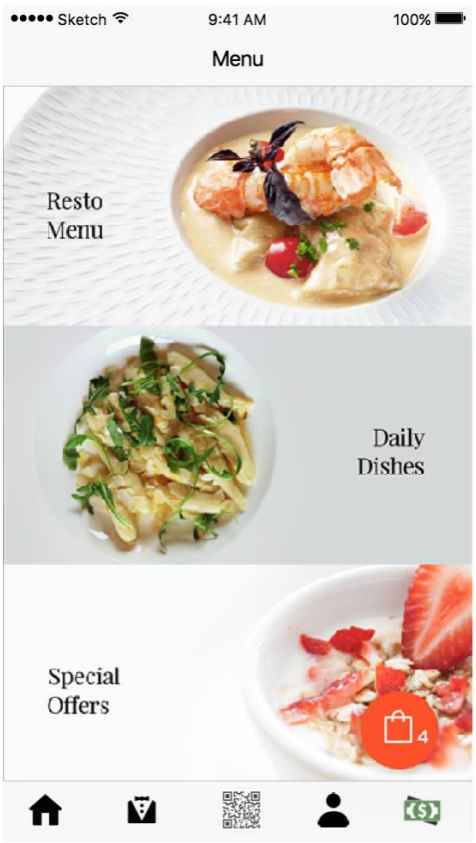
The client (tourist) sitting down at the desk, from the mobile device running the operating system iOS opens the application "Lobster". If the application is launched for the first time, it is suggested to register. For more convenient registration, you can enter using social networks

like Facebook, Twitter, Google, Instagram, Linkedin, Yahoo, Vkontakte. The application localization language is automatically selected for the iOS language.

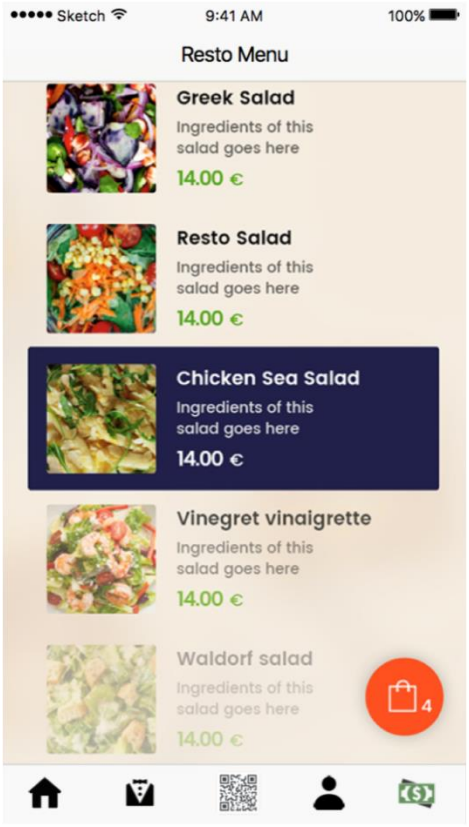
After authorizing and receiving a hash using one of the three methods (QR Code, Beacon, NFC), the application sends a request to the server with the received hash, the server determines the restaurant in which restaurant the client is located and at which table, then returns the restaurant menu.

After receiving the menu, the client (tourist) selects a submenu (Picture 1), creates a new request to send to the server to access the submenu. After a successful download, the screen displays all the dishes from this submenu.

After choosing a dish, the same operation takes place, a new request is made for access to all the information of this dish. After successful confirmation of the request, the client opens the screen of this dish (Picture 2). The screen shows a picture of the dish, its composition, price. The client can choose the number of servings, the size, look at the ingredients.



Picture 1 - submenu selection screen in the application ”Lobster”



Picture 2 - Dish selection screen in the application ”Lobster”

There is access to the viewing function of the dish in the virtual reality mode (Picture 3).

After viewing all the information, the customer adds the dish to the basket. After the end of the choice of dishes, the customer goes to the basket and confirms his order. The order is paid through PayPal.

When all bank transfers are completed, the order confirmation is sent to the server, which in turn sends it to the kitchen of this restaurant with the user's location (table number indicated

in the hash received by the user). The customer opens the waiting window, which shows the approximate time of waiting for the order. The waiter brings the order.

In the application there is access to a call of the waiter in unforeseen circumstances. When the waiter is called, the client application creates and sends a request to the server with the call of the waiter. The server processes this information, and passes the request to the client program installed on the computer in the kitchen.

The program has detailed information on the amount of proteins, fats, carbohydrates, calories, sugar in each ingredient of this dish (Picture 4).

Picture 3 – viewing a dish in virtual reality mode

Picture 4 – screen with detailed information about the ingredient

Our goal to improve working process in restaurants and cafes for managers and to make simple process of making order for customers. We want to provide exclusive content and exclusive possibilities. Our project for people who want to safe time with out any losses.

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