Campus Bite

Prof. Abhijit Kalbande[1], Ms. Manisha Shingade[2], Ms. Priyanka Gadhave[3],
Ms. Manswi Shinde[4]

Assistant Professor, Department of Information Technology, P.R.M.C.E.A.M, Badnera, Amravati, India[1]

Student, Department of Information Technology, P.R.M.C.E.A.M, Badnera, Amravati, India[2]

Student, Department of Information Technology, P.R.M.C.E.A.M, Badnera, Amravati, India[3]

Student, Department of Information Technology, P.R.M.C.E.A.M, Badnera, Amravati, India[4]

Abstract: The Campus Bite (CB) is a cutting-edge software solution designed to revolutionize food service operations in institutional canteens. The system seamlessly integrates various aspects of canteen management, including menu planning, inventory management, order processing, billing, and customer feedback. By automating these processes, CB minimizes manual errors, reduces wait times, and enhances the overall dining experience. Key features of CCH include Automated menu planning with nutritional analysis and recipe management. Real -time inventory management with alerts and notifications. Online ordering and payment system with mobile app integration. Customer feedback and rating system for continuous improvement. Comprehensive reporting and analytics for data-driven decision making. By implementing CB, institutions can: Improve operational efficiency and reduce cost. Enhance customer satisfaction and loyalty. Ensure food safety and quality control. Make data-driven decisions with real-time insights. CB is an ideal solution for schools, colleges, offices, hospitals, and other institutions seeking to modernize their food service management. By leveraging technology, CB optimizes canteen operations, ensuring a seamless and enjoyable dining experience for customers.

Keywords: Campus dining, Food delivery, Meal plans, Healthy eating, Student meal, Cafeteria services, Sustainability.

I. INTRODUCTION

The Campus Bite is a modern, innovative software solution developed to revolutionize the way canteens and cafeterias operate. With its comprehensive features and user-friendly design, it simplifies the entire food service process for both customers and staff. This system aims to improve efficiency, reduce errors, and enhance customer experience by offering seamless placement and payment options. This system facilitates menu planning, order taking, inventory management, reporting capabilities, and real-time tracking of orders to ensure a smooth even during peak hours. By streamlining these processes, it enables canteen staff to focus on delivering quality food service while providing customers with quick access to their favourite meals. The Campus Bite boasts intuitive interfaces that allow for easy access to essential functions. It is equipped with features menu customization where customers can view available items with their descriptions and prices. Additionally, it offers order history tracking which allows users to easily view previous orders for quick reordering. The system also provides robust reporting capabilities that give insights into sales trends and popular dishes. Moreover, the inventory control tools enable efficient stock management by automatically updating quantities as items are sold or restocked. Integration with various digital payment methods ensures hassle-free transactions for customers while reducing the need for cash handling by canteen staff.

Whether it's a school cafeteria or a corporate dining facility, this cloud-based system can be tailored to meet the requirements of any food service environment. Its accessibility from any internet-enabled device ensures convenience for both users and staff members across various locations. Implementing this advanced Campus Bite offers numerous benefits such as enhanced operational efficiency through streamlined processes resulting in shorter waiting times during peak hours; reduced errors in order taking due to digital ordering; improved inventory control leading to minimized wastage; increased customer satisfaction through quicker service; insightful reports aiding in informed decision making; integration with digital payment methods ensuring secure transactions; customizable menus meeting diverse dietary preferences; easy scalability allowing future expansion without extensive modifications.

The Campus Bite represents a leap forward in streamlining canteen operations while providing modern conveniences for customers in today's age. Its user-centric design makes it an ideal solution for transforming food service management across various industries. The Campus Bite is designed with a simple and intuitive interface that allows for easy navigation and quick access to all necessary functions. It includes features such as menu management, order tracking,

inventory control, reporting tools, and integration with various payment gateways. With its cloud-based architecture, the system can be accessed from any device with an internet connection, making it convenient for both customers and staff. Additionally, it can be customized to meet the specific needs of different types of canteens or cafeterias including schools, offices, hospitals or any other institution serving meals on a regular basis.

A Campus Bite is a digital platform designed to streamline and manage food services within a college campus. It provides a centralized system for both administrators and students to interact efficiently, ensuring seamless food ordering, delivery, and management. The platform allows admins to handle tasks such as menu creation, pricing, order processing, and customer feedback management, while students can easily browse menus, place orders, and make payments online. By integrating modern technology, the college canteen hub enhances convenience, reduces wait times, and improves the overall dining experience for students and staff.

II. PROPOSED SYSTEM

For a college Campus Bite project, the related work typically involves examining various systems and technologies that can improve the overall management and user experience within the canteen. One key area of focus is the implementation of online ordering systems, which allow students to browse menus, place orders, and make payments through a mobile or web platform. These systems can significantly reduce waiting times and enhance convenience for users. Another important aspect is queue management. In a busy college canteen, managing long queues is often a challenge, so reviewing systems that allow for virtual queuing or token-based ordering can help streamline the process and reduce congestion. Additionally, inventory and stock management play a crucial role in ensuring that food supplies are adequately maintained while minimizing waste. Technologies that offer real-time monitoring of stock levels and automate restocking can make the canteen more efficient.

Billing and payment systems are another vital component. With the shift toward cashless transactions, integrating multiple payment methods like mobile payments, credit cards, or UPI enhances user convenience. A related area of interest is customer feedback mechanisms, which allow students to provide input on the quality of food and service. Gathering and analysing this data helps canteen managers make informed decisions about menu improvements and service adjustments.

Lastly, there is growing interest in sustainable practices within canteen operations. Initiatives such as reducing plastic usage, adopting eco-friendly packaging, and implementing waste management systems contribute to environmental sustainability. Incorporating research from canteens that have successfully implemented these practices could offer valuable insights for the project. By examining these systems, the Campus Bite project can be designed to improve service efficiency, user satisfaction, and sustainability. The creation of a Campus Bite involves comprehensive planning and execution to meet the needs of the campus community. It starts with conducting surveys among students, faculty, and staff to gather insights about their food preferences, dietary restrictions, pricing expectations, and preferred operational hours. Researching successful canteens from other institutions can provide valuable insights into efficient management and popular menu items. Sustainability is also a key consideration, with an emphasis on reducing food waste, using biodegradable packaging, and sourcing locally produced ingredients. By incorporating a variety of healthy and affordable meal options, ensuring efficient service, and fostering a welcoming atmosphere, the Campus Bite can become a central and vibrant space for the campus community.

The Campus Bite project aims to create a comprehensive and user-friendly platform, either as a mobile app or a website, that streamlines access to food options for students on campus. The platform will serve as a centralized hub where students can view daily dining hall menus, order meals for delivery or pickup, and explore flexible and affordable meal plans tailored to their busy schedules. The project will emphasize convenience and customization, allowing students to filter food options based on dietary restrictions, such as vegetarian, vegan, gluten-free, or allergen-free choices. Moreover, the platform will partner with various on-campus dining services, food trucks, and local restaurants to offer exclusive deals and discounts, making eating on campus more affordable. Additionally, the project could introduce meal subscription services where students can pre-book meals for the week, reducing last-minute meal decisions and helping prevent food waste. Sustainability will be a key focus, promoting eco-friendly practices such as using recyclable packaging and sourcing ingredients locally where possible. The platform will also offer late-night and grab-and-go meal options for students with demanding schedules, catering to those who need quick, nutritious meals during study sessions or between classes. By engaging students through social media and campus events, the project will foster a community-driven approach, allowing students to leave reviews, rate their dining experiences, and provide feedback that will help improve the service over time. Through surveys and research, Campus Bite will continuously adapt to evolving student

preferences, ensuring that it remains a relevant and essential tool for campus life. Overall, the project aims to enhance the student dining experience by providing convenient, affordable, and sustainable food options that cater to diverse need.
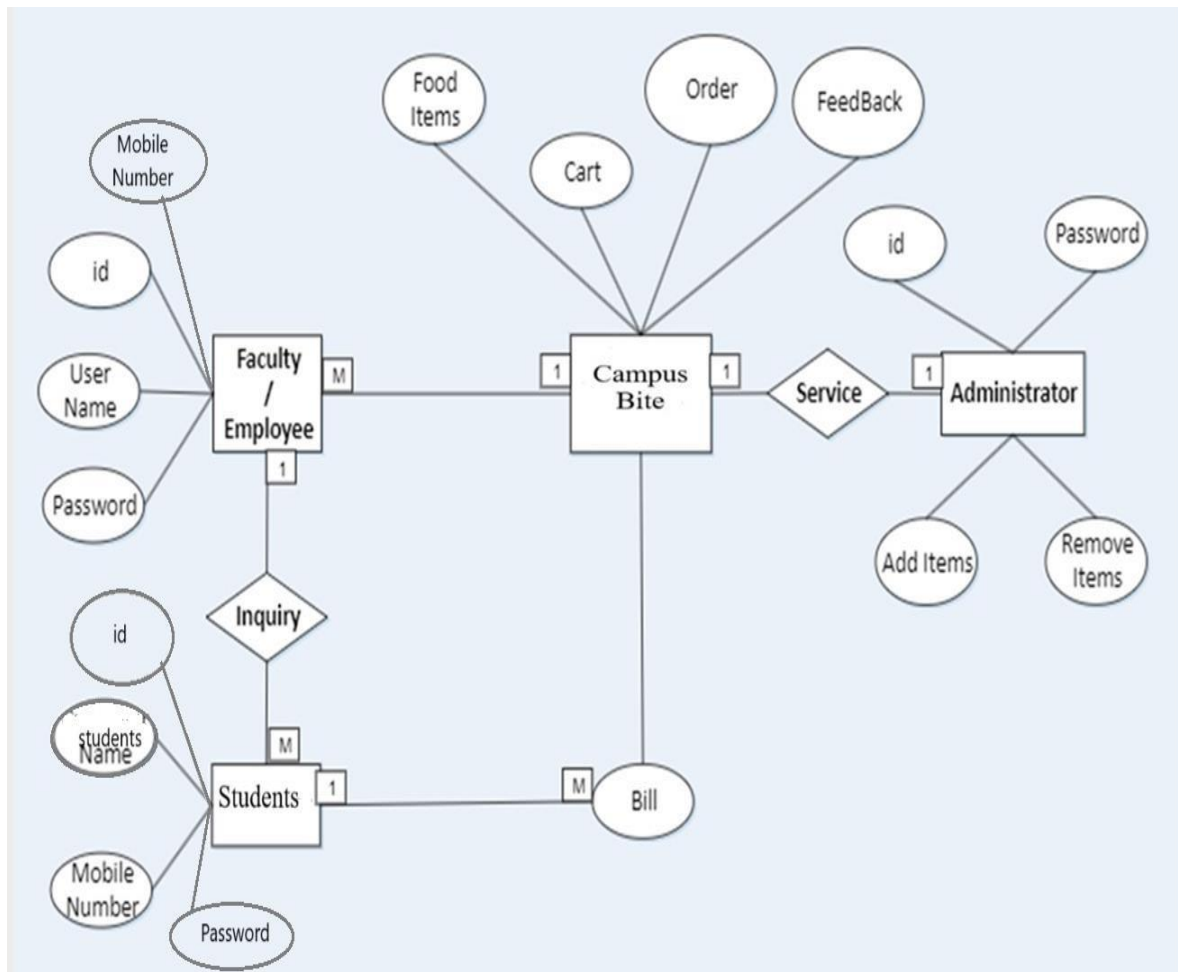
III. SYSTEM ARCHITECTURE

Fig 1: Campus Bite System Architecture

This diagram is a detailed Entity-Relationship (ER) diagram for a system named "Campus Bite", which appears to be a campus food service management platform. The purpose of the system is to facilitate the ordering, management, and administration of food services on campus, involving multiple entities such as Students, Faculty/Employees, Administrators, and the system's Campus Bite service itself. Below is a more in-depth explanation of the components and their interactions:

1. Faculty/ EmployeeThe Faculty/Employee entity represents a user group consisting of employees or faculty members who use the Campus Bite service. This entity has several key attributes:
   - id: A unique identifier for each faculty or employee.
   - User Name: The name used to log into the system.
   - Password: Authentication credential for secure access.
   - Mobile Number: Contact information used for identification or communication purposes. The relationship between Faculty/Employee and the Campus Bite service is many-to-one (M:1), which suggests that multiple employees or faculty members can use the same system but each user can make individual orders or requests.
2. Students: - The student's entity represents another user group, consisting of the students who use the service. Like the Faculty/Employee entity, it includes:
   - id: A unique student identifier.
   - Name: The student's full name.

- Mobile Number: Contact details for each student.
- Password: The credential used for system authentication. Similar to the Faculty/Employee group, the student's entity has a many-to-one (M:1) relationship with the Campus Bite system, meaning multiple students can access the system and place orders. Students can also inquire about services, similar to the Faculty/Employee entity.

3. Inquiry: - The Inquiry entity allows both Faculty/Employees and Students to submit inquiries about Campus Bite services. This is represented by a relationship between both groups and the Inquiry entity. The cardinality suggests that: Each faculty or student may submit multiple inquiries (M), but each inquiry is associated with only one user. The Inquiry entity helps manage communications and questions that users may have about the Campus Bite service. It might involve tracking inquiries related to order issues, feedback, billing questions, or general service inquiries.

4. Campus Bite: At the canter of the diagram is the Campus Bite entity, which is the core of the food service platform. It acts as a mediator between users (Faculty/Employee, Students) and the services offered by the food system. It interacts with multiple entities to provide the desired functionality:
   - Cart: Holds the food items selected by users before placing an order.
   - Order: Represents food orders placed by users through the system.
   - Food Items: Lists the available food and beverage options that users can add to their carts.
   - Feedback: Collects feedback from users after their interaction with the service (e.g., comments on food quality or service). Campus Bite system has a many-to-one (M:1) relationship with its users, meaning multiple users (students and employees) interact with a single central system for food ordering.

5. Administrator: The Administrator entity plays a critical role in managing the system. This user group consists of system administrators who are responsible for overseeing and controlling the various operations of the food service system. Attributes for the Administrator include:
   - id: A unique identifier for each administrator.
   - Password: A secure password used to log into the system. The Administrator is connected to two key functionalities:
   - Add Items: The ability to add new food items to the Campus Bite system, such as new menu items.
   - Remove Items: The ability to remove existing items that may no longer be offered. The relationship between Administrator and Service is a one-to-one (1:1) relationship. This suggests that for each instance of service management, there is only one administrator in charge, and they manage these services via the Campus Bite system.

6. Service: The Service entity is a key component that links the Administrator to the Campus Bite system. This entity signifies that the Administrator provides services (e.g., adding or removing items) to the Campus Bite system. The Service entity ensures the proper functioning of the system, and the cardinality of the relationship is one-to-one (1:1), indicating each Administrator manages one service at a time.

7. Bill: The Bill entity tracks financial transactions related to food orders. Every user's order result s in a bill, which is represented by the many-to-one (M:1) relationship between Campus Bite and Bill: Each user can generate multiple bills (M) during their interactions with the system, but each bill is linked to a single order or transaction (1). This indicates that all financial aspects of the system are handled centrally, with each user having their own set of transactions.

IV. WORKING PRINCIPAL

The Campus Bite (CB) project works by centralizing food ordering, payment, and inventory management through a mobile or web app. Students can browse menus, place orders, and pay digitally. The system forwards orders to canteen vendors, provides real-time order status, and sends notifications when food is ready, reducing physical queues. It also tracks inventory and sales, helping vendors manage stock and reduce waste. Feedback from students improves service, and the app ensures secure transactions and a smooth user experience.

1. Centralized Order System
   - A web or mobile app allows students to browse available food items, see menus, prices, and offers.
   - Students place orders via the app, selecting items from different vendors or sections within the canteen.
   - The system centralizes all orders and forwards them to the respective kitchens or food stalls.
2. Inventory Management
   - Each vendor or kitchen tracks inventory via the hub. The system can notify vendors when stock is running low and automatically update the menu to reflect out-of-stock items.
   - Central inventory systems can also help streamline the supply of raw materials by connecting with suppliers and allowing bulk orders.

3. Account Management and Security
- Student Profiles: Students have their own accounts where they can manage their personal information, view their order history, and track their spending. They can also save their favourite items for quick reordering.
- Secure Payments: The system integrates secure payment gateways, ensuring that all transactions are encrypted and safe. Students can also top up digital wallets or use saved payment methods for faster checkout.
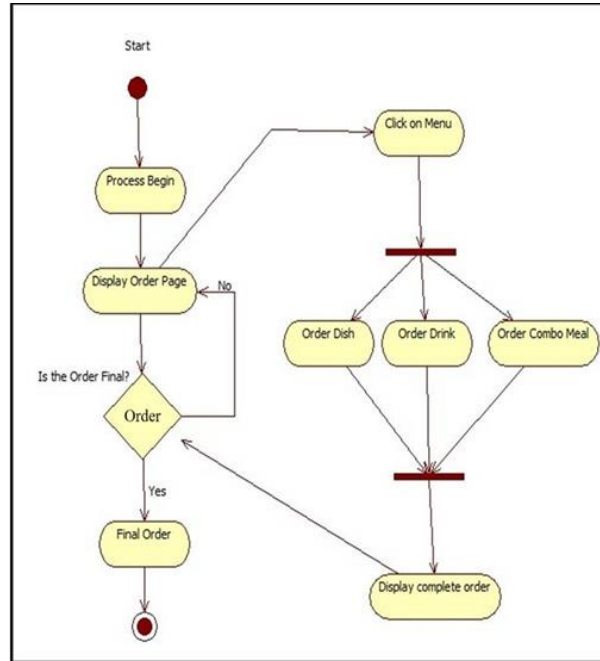- Admin Access: Admins and staff have restricted access based on their roles, ensuring.

Fig 2 Flow Chart

1. Start (Process Begin):- The process begins with a simple "Process Begin" node, which signifies the initiation of the ordering process. This is essentially the point where a customer first interacts with the system, possibly after navigating to a website or opening an app.
2. Display Order Page:- Immediately after the process starts, the system displays the Order Page. This page typically contains a list of menu items, with options to choose from various categories (e.g., food, beverages, combo meals, etc.). The purpose of this step is to present all the choices the customer can select to build their order.
3. Is the Order Final? (Decision Point):- The decision diamond "Is the Order Final?" introduces a key interaction between the customer and the system. It asks whether the user is ready to finalize the order. At this stage, the system checks if the customer has completed their selections. Two possible outcomes: Yes: If the customer confirms that the order is final, the system moves to the final step, completing the order. No: If the customer is not done with the selections, the process continues, giving them a chance to browse through the menu again and make additional choices.
4. Click on Menu :- If the customer selects "No" in the decision point, they are redirected to the Click on Menu step. Here, the user is prompted to interact with the menu to browse and make additional choices. Clicking on the menu allows them to dive deeper into various categories of the offerings.
5. Three Sub-Options (Order Dish, Order Drink, Order Combo Meal) : Once the customer clicks on the menu, the system presents three primary options, typically in the form of clickable buttons or links: Order Dish: The user can select individual dishes from the menu. This might include main courses, appetizers, or sides. Order Drink: If the customer chooses this option, they can select beverages such as soft drinks, juices, coffee, etc. Order Combo Meal: Here, the customer has the option to select pre-defined meal combinations, typically including both food and drink at a discounted price or as a convenient meal package. These options branch out from the menu-click step and give the customer flexibility in building their order by selecting one or more of these categories.
6. Merge Point: After the customer selects from any of the three options (dish, drink, or combo meal), the flow merges back into a common path. This indicates that the system collects all selected items from various categories into a single order list for review.

7. Display Complete Order:- Once the user has made their selections (whether they ordered just one item or several across categories), the system proceeds to the Display Complete Order step. Here, the user can review all the items they've selected so far, including quantities and prices. This step allows them to verify the accuracy of their order, check the total cost, and ensure they haven't missed anything.

8. Is the Order Final? (Loop):- The system now returns to the decision point Is the Order Final? again. If the customer is satisfied with their choices and confirms that the order is final, the flow proceeds to complete the order. No: If the customer is still not satisfied and wants to make changes or add more items, the process loops back to the "Click on Menu" step, allowing the customer to continue selecting items. This loop ensures that the customer has full control over the order-building process.

9. Final Order:- If the customer selects "Yes" in the final decision point, confirming that the order is indeed complete, the system proceeds to the Final Order step. This marks the end of the process, where the order is submitted, and the system can now move on to payment, confirmation, or any subsequent step outside the scope of this flowchart (e.g., processing the payment, sending a confirmation message, or notifying the kitchen for food preparation).

10. Additional Details and Observations: - Order Flexibility: The system provides significant flexibility to the user by allowing them to review and modify their order as many times as necessary before finalizing. The decision loop ensures that customers can return to the menu to add or change items until they are fully satisfied. Categorized Selections: By dividing the ordering options into three distinct categories (dish, drink, and combo meal), the system makes it easy for the user to navigate and focus on specific parts of the menu, thereby simplifying the ordering process. Visual Representation of Decisions: The decision point clearly indicates that the system is user-driven— users decide when they're ready to finalize their order. This decision loop is a critical feature in e-commerce or digital ordering systems to minimize errors and ensure customer satisfaction.

V.   CONCLUSION

The management of a canteen or other food establishment's operations requires the use of a canteen management system. Customers and workers can both gain from a well-designed canteen management system, which can increase productivity, decrease errors and inconsistencies, and improve customer satisfaction. Additionally, it can aid in optimizing canteen management, allowing owners and managers to concentrate on other areas of their business. A canteen management system often uses a variety of software technologies, including databases, web servers, and user interfaces, in terms of technological implementation. Any canteen or restaurant that wants to enhance its operations and give customers a better dining experience should consider investing in a canteen management system. Canteen owners and managers may improve operations, cut expenses, and maintain competitiveness in a crowded market by taking advantage of technology.

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