



International Journal of Innovative Research in Computer and Communication Engineering

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)





FoodGet: College Campus Food Delivery System

Vaishnani Dhruvkumar Dinesh, Prof. Sunny W. Thakare

Department of Computer Science and Engineering, PIT, Parul University (NAAC A++ Grade), India

Assistant Professor, Department of Computer Science and Engineering, PIT, Parul University

(NAAC A++ Grade), India

ABSTRACT: With the increasing demand for convenience in food services, a dedicated **campus food** ordering system can significantly enhance the efficiency of food delivery for students and faculty. This research paper presents the development and implementation of a full-stack online food ordering web application designed specifically for college campuses. The system streamlines the food ordering process, reduces wait times, and improves accessibility to campus dining options. It integrates features such as real-time menu updates, secure payment gateways, order tracking, and vendor management, ensuring a seamless user experience.

The study follows a user-centric approach, leveraging surveys and data analysis to understand the key pain points in existing food ordering methods. The proposed solution utilizes PHP and Laravel for backend development, JavaScript frameworks for the frontend, and a robust database system for managing orders and users efficiently. The findings indicate that a dedicated campus-based food delivery system enhances operational efficiency, reduces crowding in cafeterias, and improves user satisfaction. This research highlights the potential of digital transformation in campus food services, paving the way for future advancements in smart campus solutions.

I. INTRODUCTION

In today's fast-paced world, digital solutions have transformed various industries, including food delivery services. Customers now enjoy far greater accessibility, efficiency, and convenience thanks to the growing use of online meal ordering services. However, the majority of meal delivery apps currently in use serve huge urban regions, frequently ignoring the particular requirements of college campuses, where staff and students need speedy, economical, and effective food delivery services inside a constrained geographic area. The creation of a full-stack online meal ordering application designed especially for college campuses is presented in this research report.

College students and faculty often struggle with long queues, limited food availability during peak hours, and inefficient manual ordering systems. Traditional methods, such as in-person ordering or calling vendors, lead to time wastage, miscommunication, and lack of transparency in order processing. Additionally, campus food vendors do not have an integrated platform to track sales, manage orders, and streamline their business processes. In order to overcome these obstacles, this study presents an online campus food ordering system that expedites the entire procedure by enabling instructors and students to make orders from computers or smartphones, cutting down on wait times and enhancing service quality.

The suggested system makes use of contemporary full-stack web development technologies, including JavaScript frameworks for the frontend, PHP and Laravel for the backend, and a strong database system to guarantee smooth order handling. Both user and vendor experiences are improved by the platform's secure payment integration, order tracking, real-time menu updates, and vendor management capabilities. Surveys and data analysis have been carried out using a user-centric strategy to comprehend the unique requirements of campus users, guaranteeing that the solution successfully tackles their problems.

This research highlights the impact of digital transformation in campus food services, demonstrating how technology can optimize food delivery, reduce congestion in cafeterias, and enhance overall convenience. The results of this study will shed important light on how technologically advanced solutions can transform conventional meal ordering processes and open the door to more intelligent and effective campus services.



International Journal of Innovative Research in Computer and Communication Engineering (IJIRCCCE)

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)

II. LITERATURE REVIEW

Several studies have explored the impact of online food ordering systems on consumer behavior and service efficiency. Research by [M. Patel, 2020] highlights how digital platforms enhance convenience, reduce wait times, and improve customer satisfaction in food service operations. In a similar vein, [S. Green and T. Brown, 2021] highlights how mobile apps might expedite food delivery, especially in regulated settings like college campuses.

Although they are widely accessible, current services such as Zomato and Uber Eats are not tailored for school environments. Studies indicate that dedicated campus-based ordering systems can enhance efficiency by integrating features like pre-ordering, real-time tracking, and cafeteria-specific menu updates ([M. Patel, 2020]). Moreover, research suggests that incorporating secure payment gateways and vendor management tools improves operational transparency.

III. RESEARCH METHODOLOGY

In this study, a full-stack online food ordering web application tailored for college campuses is designed, developed, and evaluated using a methodical process. To guarantee an effective and user-friendly solution, the technique includes requirement analysis, system design, development, and evaluation.

- Requirement Analysis

To understand the key challenges faced by students, faculty, and food vendors, a survey was conducted among college students and cafeteria vendors. The survey focused on common pain points such as long queues, order mismanagement, and lack of real-time updates. Additionally, secondary research was performed by analyzing existing food ordering applications like Uber Eats and Zomato to identify features that could be optimized for a campus-specific setting.

- System Design & Architecture

The web application was designed using a three-tier architecture:

1. Frontend: Developed using React.js for a responsive and interactive user interface.
2. Backend: Built with PHP and Laravel, providing secure order processing and vendor management.
3. Database: MySQL was used for managing user accounts, order details, and payment transactions efficiently.

IV. DEVELOPMENT PROCESS

The development of the campus food ordering system followed a structured and iterative approach to ensure efficiency, security, and user-friendliness. The process involved several key stages, including planning, technology selection, system architecture design, frontend and backend development, database management, and testing.

1. Planning and Requirement Gathering

The development process began with identifying key requirements through surveys and discussions with students, faculty, and food vendors. The primary challenges observed were long wait times, lack of real-time menu updates, and inefficient order tracking. Based on this research, the project scope was defined, outlining essential features like user authentication, order placement, payment integration, and vendor management.

2. Technology Stack Selection

To build a scalable and efficient system, the following technologies were selected:

- Frontend: React.js for a dynamic and responsive UI.
- Backend: PHP with Laravel for robust server-side processing.
- Database: MySQL to store user accounts, order history, and payment details.
- Payment Integration: Stripe/PayPal for secure transactions.

3. System Architecture & Design

The system was designed using a three-tier architecture:

1. Presentation Layer: Handles user interactions (React.js).
2. Application Layer: Processes business logic (Laravel).
3. Data Layer: Manages database operations (MySQL).

A REST API was developed to enable seamless communication between the frontend and backend.

4. Frontend Development

The frontend was built using React.js, ensuring a mobile-friendly and intuitive experience. Key components included:

- User authentication (students, faculty, vendors)



International Journal of Innovative Research in Computer and Communication Engineering (IJIRCCE)

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)

- Dashboard with menu browsing and order placement
- Order tracking with real-time status updates

5. Backend Development

The backend was developed using Laravel, ensuring secure authentication, data processing, and vendor management.

Major functionalities included:

- User management (registration, login, role-based access)
- Menu management by vendors
- Order processing and tracking
- Payment gateway integration

6. Database Design & Management

The MySQL database was structured to store:

- Users: (ID, name, role, email, password)
- Orders: (order ID, user ID, vendor ID, status, timestamp)
- Menu Items: (item ID, vendor ID, name, price, availability)

7. Testing & Deployment

The system underwent black-box testing to check for bugs, performance issues, and security vulnerabilities. A pilot launch was conducted within a small user group for feedback, followed by improvements before full deployment.

This structured development approach ensured a highly functional and efficient food ordering system tailored for campus needs.

V. CHALLENGES FACED WHILE IMPLEMENTATION

The creation and implementation of the campus food ordering system presented a number of difficulties. These difficulties, which required strategic answers and repeated improvements, spanned from technical constraints to problems with user uptake. The following lists the main difficulties encountered:

1. System Scalability and Performance Optimization

As the number of users and food vendors increased, ensuring smooth system performance became a challenge. The issues included:

- Database bottlenecks when handling multiple simultaneous orders.
- Slow loading times for menus and order tracking.
- Server overload risks during peak ordering hours.

Solution: Implementing efficient database indexing, caching mechanisms, and load balancing helped improve performance.

2. Real-Time Order Tracking and Notifications

Providing real-time updates for order processing was challenging due to:

- └ Delays in status updates from vendors to customers.
- └ Syncing multiple users accessing the system simultaneously.
- └ Network dependency issues affecting real-time notifications.

Solution: Using WebSockets for real-time updates and integrating push notifications ensured seamless communication between users and vendors.

3. Payment Gateway Integration and Security Concerns

Ensuring secure transactions was critical, with challenges including:

- Ensuring PCI compliance for handling online payments.
- Preventing fraudulent transactions and unauthorized access.
- Delays in payment processing due to third-party API dependencies.

Solution: Using secure payment gateways like Stripe or PayPal, implementing SSL encryption, and enforcing two-factor authentication (2FA) for vendors improved security.

4. Vendor Onboarding and Management

Getting campus vendors to adopt the system posed difficulties such as:



International Journal of Innovative Research in Computer and Communication Engineering (IJIRCCCE)

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)

- Resistance to technology adoption among vendors used to traditional ordering.
- Training requirements for vendors to manage their digital menus and orders.
- Menu synchronization issues, as some vendors frequently changed item availability.

Solution: Conducting training sessions, providing simple UI for vendors, and allowing easy menu modifications solved these issues.

5. While students were quick to adopt the system, some faced issues like:

- Lack of awareness about the platform.
- Preference for traditional ordering methods among some faculty members.
- Initial usability concerns regarding navigation and order placement.

Solution: Conducting campus-wide promotions, offering discounts for early users, and refining UI/UX based on feedback helped improve adoption.

Conclusion

Despite these challenges, strategic solutions ensured the successful implementation of the campus food ordering system. Continuous performance monitoring, security enhancements, and user feedback will further refine the system, making it a reliable, scalable, and user-friendly platform.

VI. EVALUATION AND RESULTS

Through user testing, performance analysis, and gathering input from vendors, instructors, and students, a systematic review of the campus food ordering system's efficacy was carried out. Measuring user happiness, order processing efficiency, and system usability were the main objectives.

A pilot test was carried out over two weeks, involving 100 students, 20 faculty members, and 10 food vendors. Participants were encouraged to use the platform for their daily food orders, and feedback was gathered through surveys and direct interviews. Most users found the platform convenient and easy to navigate, with a significant reduction in wait times compared to traditional ordering methods. Many vendors also reported increased order accuracy and an improvement in sales due to the streamlined digital process.

To make sure the system was responsive and efficient, its performance was examined. When using the digital platform, the average order processing time decreased from 15 minutes (when ordering manually) to just 5 minutes. Order cancellations were decreased because vendors could rapidly manage availability thanks to real-time menu updates. The system's scalability was demonstrated during peak hours when it managed more than 200 concurrent users without experiencing any performance problems.

The overall results demonstrated that the **campus food ordering system significantly improved the efficiency of campus dining services**. Users experienced **faster service, better communication with vendors, and a seamless ordering process**. Future improvements based on user feedback will focus on **enhancing UI/UX, optimizing the notification system, and expanding vendor participation** to maximize the platform's effectiveness.

VII. DISCUSSION

The implementation of the campus food ordering system has significantly improved order management, service efficiency, and user convenience. By replacing traditional in-person ordering with a digital web application, students and faculty can now place food orders seamlessly, reducing wait times and enhancing the overall dining experience. Vendors also benefit from a structured platform for managing orders, updating menus in real time, and tracking sales.

User adoption has been positive, with many finding the system intuitive and time-saving. Vendors reported fewer order errors and better inventory management, leading to smoother operations. However, some challenges were encountered, particularly in real-time updates for orders and menu availability. While WebSockets and push notifications addressed this, occasional network delays were reported. Additionally, some vendors were initially reluctant to adopt the system, requiring training and technical support.

Scalability remains a key focus, as further optimizations are needed to support a growing user base. Future improvements



International Journal of Innovative Research in Computer and Communication Engineering (IJIRCCE)

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)

could include AI-driven recommendations, loyalty programs, and additional payment options to enhance the user experience. Overall, this project demonstrates the potential of technology-driven solutions in transforming campus dining services, while also highlighting areas for continuous improvement.

VIII. CONCLUSION

The development and implementation of the campus food ordering system have successfully transformed the traditional food ordering process, making it more efficient, convenient, and user-friendly. The technology has greatly decreased wait times and enhanced the entire dining experience for staff and students by including secure payment methods, real-time menu updates, and efficient order management. Improved corporate procedures and increased order accuracy have also benefited vendors.

Despite initial challenges, including network delays and vendor onboarding issues, strategic solutions such as WebSockets, push notifications, and training sessions ensured smooth adoption. The system's scalability was tested successfully, but further enhancements, including AI-driven recommendations and loyalty programs, can further optimize its functionality.

Overall, this project highlights how technology-driven solutions can revolutionize campus services. With continuous improvements and user feedback, the campus food ordering system has the potential to become an essential tool for modernizing food service operations in educational institutions.

REFERENCES

1. Bhavadharini, B., Monica, V., Anbarasan, R., & Mahendran, R. (2023). Virtual, augmented, and mixed reality as a versatile tool in food consumer behavior evaluation: Recent advances in aroma, taste, and texture incorporation. *Comprehensive Reviews in Food Science and Food Safety*, 22(6), 4925-4956. Wiley Online Library
2. Ashraf, S., & Bardhan, A. K. (2024). Decision models for order fulfillment processes of online food delivery platforms: A systematic review. *International Journal of Production Research*, 62(2), 235-258. Taylor & Francis Online
3. Liébana-Cabanillas, F., Alcántara-Pilar, J. M., Singh, N., & Pavluković, V. (2024). Overview of the adoption of online food ordering services in Spain and India: An analytical approach based on the stimulus-organism-response model. *International Journal of Human-Computer Interaction*, 40(14), 3748-3762. Taylor & Francis Online
4. Lim, Y. F., & Mak, H. Y. (2024). Urban consolidation centers: A solution to e-commerce last-mile delivery problems? *Transportation Research Part E: Logistics and Transportation Review*, 162, 102-123.
5. Rui, H., & Whinston, A. B. (2024). The impact of social media on product recalls: Evidence from the pharmaceutical industry. *Information Systems Research*, 35(1), 45-67.
6. Liu, X. (2024). Dynamic coupon targeting in livestream shopping: A reinforcement learning approach. *Journal of Marketing Research*, 61(3), 289-305.
7. Ma, H., & Yang, J. (2024). Spatio-temporal pricing for ride-sharing platforms: Balancing supply and demand. *Management Science*, 70(5), 2021-2040.
8. Christensen, H. B. (2024). Lenders' use of performance-based covenants during financial crises. *Journal of Accounting Research*, 62(2), 345-378.
9. Smith, J. A., & Clark, P. R. (2024). Enhancing user experience in online food ordering systems: The role of interface design and usability. *International Journal of Human-Computer Studies*, 168, 102-118.
10. Wang, L., & Chen, Y. (2024). Integrating virtual reality into online food shopping: Impacts on consumer behavior and perceptions. *Journal of Retailing and Consumer Services*, 73, 103-113.



INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA



INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

 9940 572 462  6381 907 438  ijircce@gmail.com



www.ijircce.com

Scan to save the contact details