

INTERACTIVE ORDER SYSTEM

PURPOSE

By offering services of ordering foods and drinks from non-reserved seats at facilities such as sports stadium, concert halls, or movie theaters, spectators will be able to comfortably spectate.

SYSTEM OUTLINE

- Ordering Server

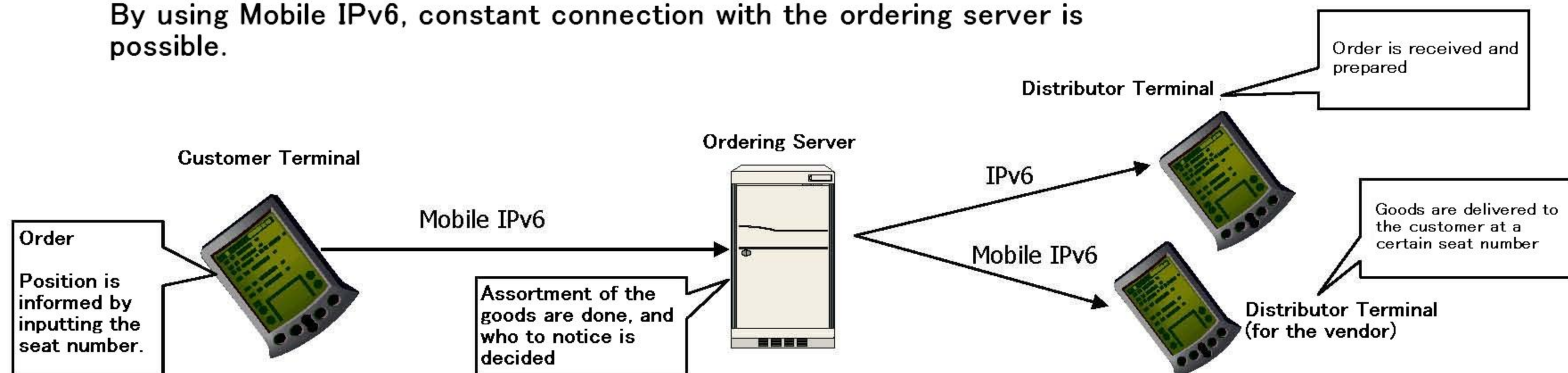
The server is placed inside the facility, and depending on the order, the vendor's terminal is noticed when goods are ordered.

- Distributor Terminal

Using IPv6, communication with the ordering server is possible.
The vendor uses Mobile IPv6 so constant connection is possible.

- Customer Terminal

By using Mobile IPv6, constant connection with the ordering server is possible.



Implementation Method

1. Access the order site from customer terminal.
2. Order goods displayed on the terminal by seat number.
3. Order information is sent to the kitchen's distributor terminal, via the ordering server (when preparation is required). If preparation is unnecessary, it will be notified to the vendor's distributor terminal.
4. After the finish of preparation, it is notified with seating information to the vendor's distributor terminal.
5. Vendor delivers the goods based on position information.
6. Payment is done by ID information on the customer terminal.

