

Team #13:

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Project Name: WasteNot

Project Synopsis:

To develop an application in conjunction with local businesses to make the donation and distribution of leftover food more efficient and user friendly.

Project Description:

All of our team members were interested in the idea of a social service project that could potentially benefit the Lawrence community. Local businesses, along with fraternity and sorority houses on campus go through an excessive amount of food wastage every day, and this food that would normally go to waste could be turned into food for those who struggle to find meals. Since two of our group members are heavily involved in Greek life, it gave us the idea to also see if these organizations on campus would be willing to donate leftover food along with local restaurants. When completed, this project will take the form of a simple web or mobile application that allows donors to log in and report their excess food, and drivers to accept their order and drive to pick up the food and drop it off at a homeless or community shelter for distribution. Transporting the food would qualify as community service hours for the drivers. Our application would make the transaction of packing and transporting this food as easy as possible for all parties without causing extra hassle on the business's part.

Project Milestones:

Semester 1

- 1) Look into donation laws for the state of Kansas [October 18]
- 2) Talk to businesses and food donation centers to determine interest around the Lawrence area [November 1]
- 3) Meet with businesses which are interested to determine specific needs to be accommodated [November 15]
- 4) Complete setup of database and information parsing modules for the application [December 13]

Semester 2

- 1) Completion of UI and application development (fully functional prototype) [March 27]
- 2) Testing of the application in house and live run of the application by a business [April 17]

- 3) Talk to UDK and other news agencies to disseminate introductory information about the application to potential users [April 24]
- 4) Generate concluding Design Document, Video, and Quad Chart ahead of final turn in [May 1]

Project Budget:

- Apple Store Licensing cost
 - \$99/year = \$99 total
 - Needed by April 10
- Google Play License cost
 - One time cost of \$25
 - Needed by April 10

Work Plan:

- Pre-Design Research (Legal requirements, present waste statistics, etc.)
 - Surabhi/Annika
- Front-End
 - Surabhi/Clare/Annika
- Back-End
 - Jacob/Tanner
- Database
 - Jacob/Annika
- UI/UX
 - Surabhi/Clare
- Potential Partner Communications
 - Tanner/Clare