

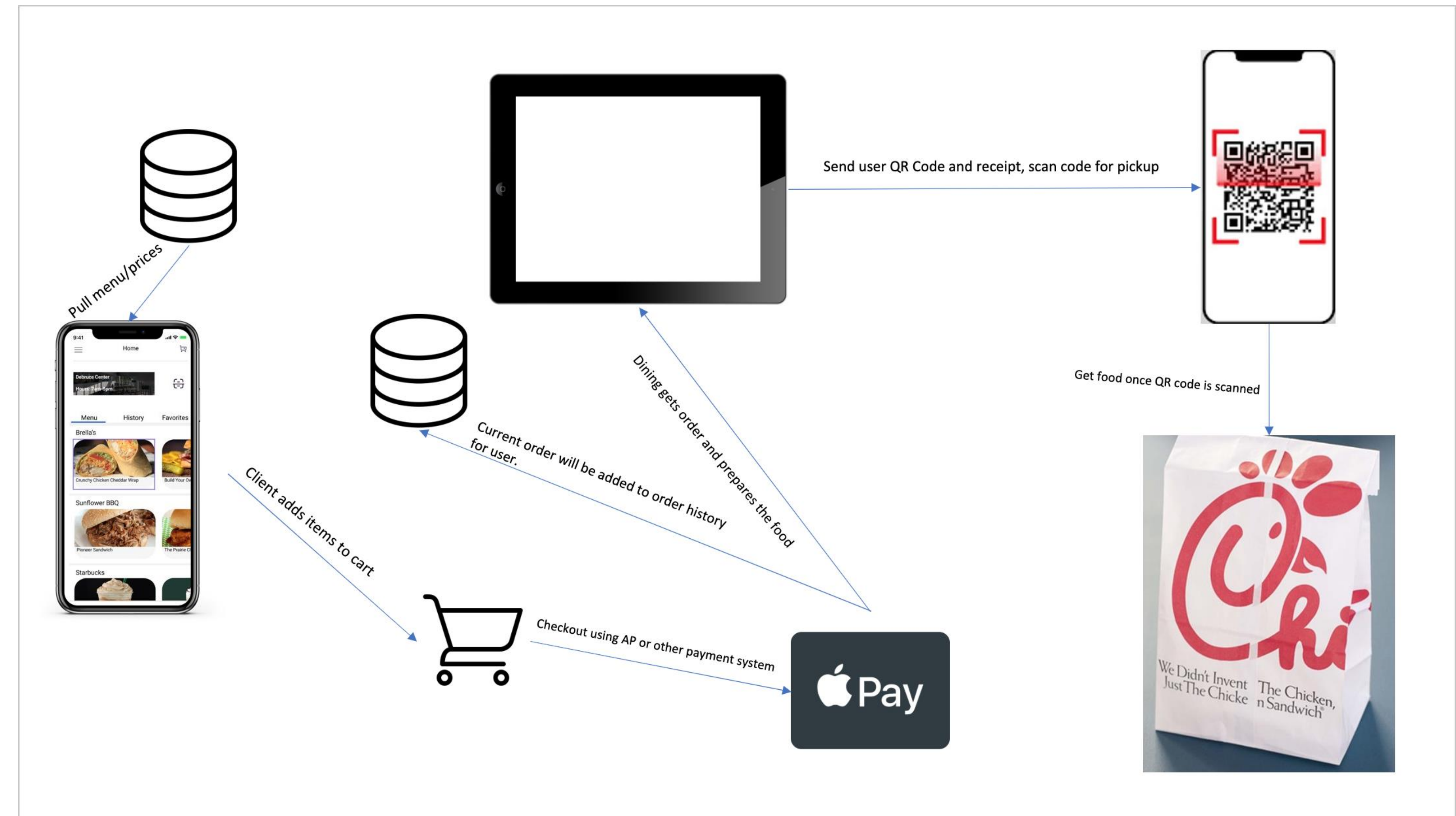


JayDash (Team 10)

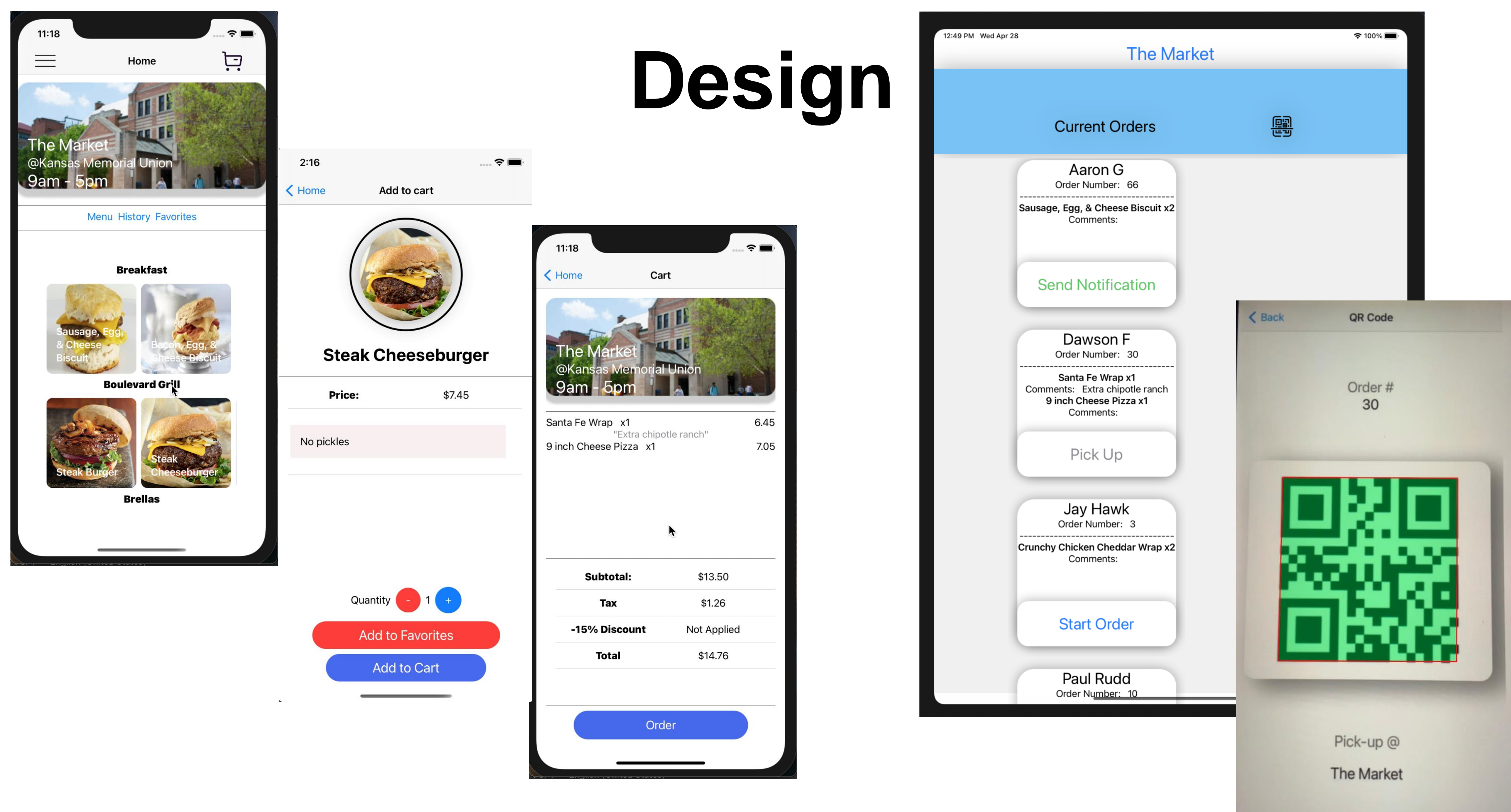
Matt Chapman (CS), Dawson Frick (CS), Aaron Gearhart (CS), Chris Hardin (CS), DeRon Sutton (CS)

Description & Purpose

- **What is the project?**
 - Our project is composed of two iOS applications using Swift, SwiftUI, and Firebase. These two applications, working in tandem, will allow for KU dining to function more efficiently.
- **Why is the project being done?**
 - We decided to undertake this project because we noticed a major issue in the way students form into large lines at the dining centers on campus, overwhelming the dining staff and slowing down overall efficiency
- **What for?**
 - This product is for students and staff of the KU community. This was also done as a good opportunity to learn a new programming language and explore mobile app development.
- **What is the result?**
 - An easy-to-use iOS app that will help the KU community save time by reducing how long they stand in line for meals.



Design



Ethical & Intellectual Property Issues

- App designs from existing services such as DoorDash or GrubHub
- Ability to use the Jayhawk logo and other KU digital assets in our product