

BEACONHOUSE NATIONAL UNIVERSITY

SaafPakistan

PRJ-F23/xxx [project ID]

PROJECT PROPOSAL REPORT

EXTERNAL SUPERVISOR

Abdul Wahab

INTERNAL SUPERVISORS

Any Faculty

GROUP MEMBERS

Ali Sher F2020-158

Nouman Ali F2020-149

Mian Faizan Munawer F2020-148

SCHOOL OF COMPUTER &IT

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Problem Statement

Pakistan, like many other countries, lacks a structured recycling system, with no concept of separate bins for recyclable materials. As a result, individuals and businesses indiscriminately dispose of all types of waste together, contributing to the worsening of environmental pollution and the accumulation of recyclables in landfills. This haphazard waste management approach not only worsens environmental pollution but also hinders the sustainable utilization of valuable recyclable resources.

Existing System

In Lahore, Pakistan, the prevailing waste management system heavily relies on informal and inconsistent practices. Residents and businesses typically dispose of their waste by dumping it in open areas, streets, or makeshift trash piles near their homes or places of business. These haphazard disposal methods often result in unsightly, unsanitary, and environmentally harmful conditions.

The collected waste is typically gathered by local scavengers or municipal workers who manually sort through it to salvage recyclable materials. Non-recyclable waste is then transported to landfills, which are often poorly managed and insufficiently regulated, leading to pollution and health hazards. Households in Lahore rarely segregate waste, with organic and inorganic materials tossed in together. This means that otherwise recyclable materials, such as paper and plastic, become contaminated with bacteria, reducing their quality and usefulness.

Even if waste was segregated at the basic level with separate bins for organic and inorganic waste, we could significantly reduce the amount of garbage that ends up in landfill sites in Lahore. Due to the absence of a well-structured recycling system, valuable recyclable resources are frequently mixed with non-recyclable waste, exacerbating environmental issues.

Moreover, there is a lack of incentives for responsible waste management in Lahore, discouraging individuals and businesses from actively participating in recycling efforts. These challenges highlight the urgent need for a comprehensive and organized waste disposal and recycling solution in Lahore, such as SaafPakistan.

Literature Survey

- A study "Gamification for Recycling: A Review of the Literature" by the University of California, Berkeley (2020) found that gamification can also be effective at increasing recycling rates. The study found that a program that rewarded people with points for recycling led to a 15% increase in the recycling rate.[1]
- ➤ A study "Financial Incentives and Gamification to Increase Recycling Rates" by the World Bank (2021) found that financial incentives and gamification are most effective at increasing recycling rates in countries with high levels of income and education.[2]
- The article "The state of carbon footprint calculators: An evaluation of calculator design and user interaction feature" by "John Mulrow" is about the state of carbon footprint calculators. It discusses the growing interest in these tools and the variety of calculators available. The authors note that there is no standardization in the way calculators are designed or the data they use. This makes it difficult to compare results from different calculators. The authors also discuss the importance of user engagement and how calculators can be used to educate people about their carbon footprint.[3]

Additional Research

1. Recycle Coach Mobile App [4]

Recycle Coach is a mobile app and website that helps users recycle and compost correctly. It provides information on what materials can be recycled or composted in their area, as well as tips on reducing waste. Recycle Coach also has a feature that allows users to set reminders for their recycling and composting pickup days.

2. iRecycle Mobile App [5]

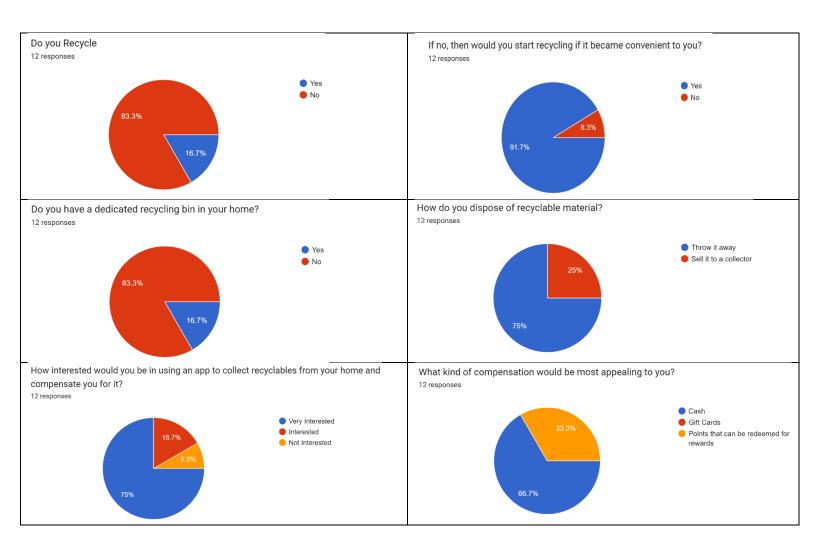
iRecycle is another mobile app that helps users recycle and compost correctly. It provides similar information to Recycle Coach, but it also has a few additional features, such as a barcode scanner that can be used to identify recyclable materials. iRecycle also has a rewards program that gives users points for recycling and composting, which can be redeemed for prizes.

3. Recycle Smart Mobile App [6]

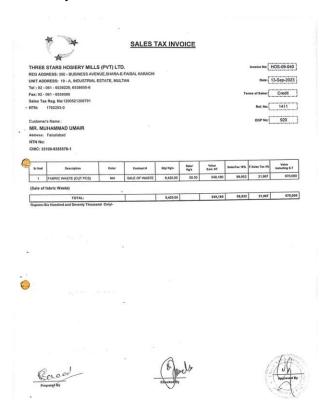
Recycle Smart is a mobile app that provides information on what materials can be recycled, as well as tips on reducing waste. Recycle Smart also has a feature that allows users to find the nearest recycling drop-off location.

Survey

1. Additionally, we surveyed 12 people on their recycling practices and preferences and their responses were as followed



- 2. We Also Came in contact with two organizations to gather information related to their recycling practices and their financials related to recycling
 - Three Star Hosiery Mills



Active Apparels



- 3. Furthermore, we contacted 2 recycling experts (Scrap Collection Centre's) to get up to date rates for different recycling materials
 - Cheema Metal Scraps: Contact 03414025140 (Ameer Hamza Cheema Owner)
 - Warraich Scrap Dealers: Contact 03554770998 (Asad Warraich Owner)

Proposed Solution

Overview:

SaafPakistan is a comprehensive mobile application designed to revolutionize waste management and recycling practices in Pakistan. It addresses the challenges of unstructured waste disposal and promotes responsible recycling habits among individuals and businesses.

Key Features:

User-Friendly Interface:

• Intuitive design for easy navigation.

Recycling Pickup Scheduling:

Users can schedule convenient recyclable pickups.

Gamification:

Leaderboard System:

- A dynamic leaderboard system integrated into the app for individuals and businesses, fostering a sense of competition.
- Users earn points and rankings based on their recycling activity.
- · Real-time updates on leaderboard standings to keep participants engaged
- Add friends: Users can search for and send friend requests to other app users. Once the request is accepted, they become friends within the app.
- View Friends Ranking: In the Leaderboard section, users can see a separate tab for "Friends Leaderboard". This tab displays the rankings for their friends based on their recycling activity.

Rewards and Compensation:

- Users receive compensation for the recyclable waste they contribute, motivating continued participation.
- Transparent compensation tracking within the app, ensuring users are aware of their earnings.

Corporate Onboarding:

- Companies can register to participate in the recycling program, extending the gamification element to businesses.
- Registered companies have access to the same leaderboard feature for friendly competition within the corporate sector.
- Businesses can showcase their environmental efforts and commitment to sustainability through the app.

Advertisement as a Green Company:

- Businesses that actively participate are highlighted as eco-friendly and socially responsible partners.
- Enhanced visibility to environmentally conscious consumers, potentially attracting more customers.

Dashboard Summary:

- Users will see a motivating summary on their dashboard, encouraging them to earn more points and recycle more.
- The summary includes information such as the total amount they will earn, the total number of waste items recycled, and the total carbon emissions reduced, providing users with a clear picture of their positive impact on the environment.

Deliverables

- Mobile App
- Web App

Technologies

- React
- React Native
- Spring Boot Java
- MySQL
- Netlify
- GitHub
- Postman

Business Model [7] [8]

1. Overview:

- Objective: Create a sustainable waste recycling business that addresses a significant gap in waste management.
- Daily waste available: 1,967 tons of recyclable waste.
- Target Waste collection categories: Plastic, Cardboard, Paper, Metals, Textile, Glass, Rubber.

2. Revenue Generation:

- Average Gross Profit of all target categories
 - Consumers: Gross profit per kg = 24 PKR
 - Businesses: Gross profit per kg = 31.5 PKR
- Present revenue projections:
 - 50 tons of consumer waste monthly = 1.2 million PKR
 - 100 tons of business waste monthly = 3.15 million PKR

3. Operating Costs:

 Estimated at 35-40% of gross profit, covering labor, equipment, transportation, and overhead.

4. Net Profit:

- The expected net profit based on the revenue and operating cost projections.
 - For 150 tons/month: Gross profit Operating costs = 2.61 million PKR

5. Marketing and Sales:

• Strategies: Online advertising, partnerships, community outreach.

Project Methodology

FYP I

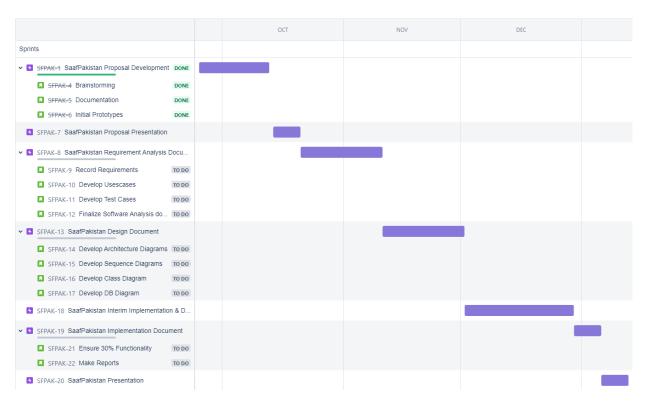
- 1. Project Proposal: Develop a proposal for the project and seek faculty approval.
- **2. Presentation:** Summarize the project proposal for presentation to the faculty panel.
- **3. Requirement Analysis:** Conduct research and data gathering to create a detailed analysis document.
- **4. Design Document:** Use software engineering practices to design the system.
- **5. Implementation Document:** Document the implementation of the project, including screen shots and reports.
- 6. Work on User Interface Design
- **7. Presentation:** Present the analysis, design, and implementation documents to the faculty panel.

FYP II

- 1. Implement Recycling Pickup Scheduling
- 2. Implement Gamification and Leaderboard System
- 3. Implement Friends and Social Features
- 4. Implement Rewards and Compensation
- 5. Implement Dashboard
- 6. Testing and Refinement
- 7. Presentation and Faculty Approval

Timelines

FYP-I



FYP-II

| | FEB '24 | MAR '24 | APR '24 | |
|--|---------|---------|---------|--|
| Sprints | | | | |
| > SFPAK-1 SaafPakistan Proposal Development DONE | | | | |
| SFPAK-7 SaafPakistan Proposal Presentation | | | | |
| > SFPAK-8 SaafPakistan Requirement Analysis Docu | | | | |
| SFPAK-13 SaafPakistan Design Document | | | | |
| SFPAK-18 SaafPakistan Interim Implementation & D | | | | |
| SFPAK-19 SaafPakistan Implementation Document | | | | |
| SFPAK-20 SaafPakistan Presentation | | | | |
| SFPAK-23 Implement SaafPakistan Recycling Picku | | | | |
| SFPAK-24 Implement SaafPakistan Gamification an | | | | |
| SFPAK-25 Implement SaafPakistan Friends and So | | | | |
| SFPAK-26 Implement SaafPakistan Rewards and C | | | | |
| SFPAK-27 Implement SaafPakistan Dashboard | | | | |
| SFPAK-28 SaafPakistan App Testing and Refinement | | | | |
| SFPAK-29 SaafPakistan Presentation and Faculty A | | | | |

Expertise

Ali Sher (Team Lead)

- React (Udemy)
- Spring Boot (Web Engineering)
- MySQL (DataBase Systems)
- GitHub (Business Process Engineering)

Nouman Ali

- UX/UI (HCI)
- MySQL (DataBase Systems)
- GitHub (Business Process Engineering)
- Spring (Web System Development)
- Prototyping (Figma)

Mian Faizan Munawer

- React (Udemy)
- Spring Boot (Web Engineering)
- MySQL (DataBase Systems)
- GitHub (Business Process Engineering)
- Postman (Internship)

References

- 1. "Gamification for Recycling: A Review of the Literature" https://www.worldbank.org/en/events/2022/05/11/policy-research-report-improving-effective-coverage-in-health
- 2. "Financial Incentives and Gamification to Increase Recycling Rates" https://iitech.eng.ui.ac.id/article/view/2644
- "The state of carbon footprint calculators: An evaluation of calculator design and user interaction feature" by "John Mulrow" https://www.researchgate.net/publication/329547708 The state of carbon footprint ca lculators An evaluation of calculator design and user interaction features
- 4. Recycle Coach Mobile App https://play.google.com/store/apps/details?id=mobi.recyclecoach.worldster.pack&pcampaignid=web_share
- 5. iRecycle Mobile App https://play.google.com/store/apps/details?id=com.earth911.irecycle&hl=en&gl=US
- 6. Recycle Smart Mobile App https://play.google.com/store/apps/details?id=au.com.recyclesmart.recyclepedia&pcampaignid=webshare
- 7. Waste Management, 2022, https://www.trade.gov/country-commercial-guides/pakistan-waste-management.
- 8. Azam, M., et al. (2019). "Status, characterization, and potential utilization of municipal solid waste as a renewable energy source: Lahore case study in Pakistan." ScienceDirect. https://www.sciencedirect.com/science/article/pii/S0160412019322986.