

DATA COMMUNICATION PROJECT PROPOSAL 2024

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Problem Statement & Project Overview

University students frequently struggle to balance daily errands and academic responsibilities while stores within campus struggle to keep customers coming in as students would always end up doing their errands off-campus after class. Inspired by existing food delivery applications such as Coupang Eats, this project aims to develop an all-in-one ordering platform that consists of all stores within the campus such as restaurants, bookstores, convenience stores etc. that allows students to make orders and serve as delivery runners during their free time while being on campus. In addition to giving students financial opportunities, this will help the campus economy while improving efficiency and convenience for everyone.

Project Objective

1. To provide students with convenient access to place orders for items anytime and anywhere on campus.
2. To offer a cost-effective solution by allowing students to participate as both runners and customers, enabling them to earn and save money with incentives.
3. To enhance communication and interaction among students from different departments, fostering a more connected campus community.

Core Features

- 1) Ordering system - cart management, stores updating available items and order status
- 2) Pick up request for runner & accepting request for pick up

Originality

1. Runners earn points after accepting and completing a request.
2. These points can be redeemed at campus stores or withdrawn into personal bank account.
3. Requests are accepted based on first-come first-served basis, as all users will receive the notification at the same time.
4. Tailored for university students, and the item to be ordered is not just for food.

Conclusion: A peer-to-peer campus ordering system that simplifies purchasing and delivery, offering rewards for student volunteers while enhancing convenience and collaboration across the campus.