We’d like to create a Charitable Marketplace that encourages people to think about their purchases and if they make a sustainable choice they can accumulate the savings and donate the annual sum to a charity of their choice.

If a person is willing to spend $25 for a bouquet of flowers, why not save that money to donate to the deceased's charity of choice? And instead of receiving a nice invitation that could potentially end up in a landfill, take that $2.89 and pay it forward to an organization in your community? These small actions can collectively equal a big difference to charities around the world.

Waste Reduction is a serious global problem with many facets that have led to our current global warming/climate change crisis. A large part of combating climate change is to reduce GHG emissions. The Environmental Protection Agency is tracking data to do so, but they’re not putting it to good use. If we can find some way to harness this data and incentivize the use of the WARM (Waste Reduction Model), then we will begin to make a real difference in the climate change crisis.

Because this will be an information service that is based on people’s independent actions and the ways that they choose to live more sustainably, it would make the most sense to have this be organized through a mobile application. With the examples listed below, some people may choose to opt-out of producing certain waste products while ignoring others. With this mobile application, people can log their different sustainability practices (potentially with proof), and doing so will add additional points to a system that will then calculate into a monetary value that can be given back to a community or charity of choice. This mobile app will be the easiest setting because it will allow people to use it on the go and not take up a large amount of time. There are also potentially other things we could incorporate, such as some type of ranking for which people are contributing the most. This can serve as a way to get people more and more invested.

Goals and Benefits:

1. Environmental Protection: By reducing the dumping of flowers/candles, using electronic media actively instead of paper, etc., we can help in avoiding the depletion of natural resources and at the same time give a hand in maintaining sustainability.
2. Money-Saving: By unsubscribing to junk mails or accepting paperless modes of communication, organizations/individuals can save a lot of money, which can be utilized for other personal agendas or the betterment of society.
3. Upliftment of Society: By encashing the collected points in the form of the eco score, individuals can use that money for personal charitable actions or the same amount can directly be donated to any of the NGOs tied directly with this application, making a difference to the society.

Teamwork plan: Who is going to do what by when?

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| Team Roles:   * Project Manager (Kyra) - Manages the group by making sure everyone is on the same page. * Materials Manager (Devin) - Gather and submit all of the materials and deliverables. * Researcher (Amar) - Researches for needed materials and information. * Researcher (Kurt) - Researches for needed materials and information. * Writer (Neha) - Takes notes and makes sure everything in the narrative is written correctly. | Deliverables:   * Powerpoint * Video Presentation * DFD * ERD * Data Visualization Table   Due Dates:   * Proposal - October 9 * Video Presentation and Supporting Materials - Last week of the semester * Weekly Team Meeting (Tuesday & Thursday) * Initial Research - By Week 8 * Diagrams - By Week 11 * All Materials and Deliverables - By Week 14 |