

Foodie keepers

*Group name: FC Foodie keepers

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Abstract—As our society is getting more concerned about inequalities, we are suggesting a way to end bad alimentation. Because of bad financial situation, a lot of people have to skip meals or use cheap junk food. To answer this issue, our project aims on giving cheap but better food to these people. Furthermore, our solution is ecological and avoid the food to go to waste. Our project is an app that links the restaurant's owners with customers with financial issues. Our app will inform its users when a restaurant nearby has food leftovers.

Index Terms—Food, Online service, Application

I. INTRODUCTION

A. Motivation

The unfinished meals after a grand party or activity, the food that cannot be sold in restaurants and snack stalls every day, or the goods to be eliminated after the supermarket's daily inventory are mainly still edible and intact food, but have to be discarded as garbage.

Accorded to the United Nations, one third of the world's food is discarded, and the main cause of waste is expired or poorly sold goods from large supermarkets all over the world. Discarded food is certainly a loss, but for businesses, it is the choice to maximize benefits to quickly empty inventory and quickly replace foods.

In this world of hyper-consumption, we wanted to give a slight inflection, a small deviation just above the minimum to perhaps participate in a change of our ways of thinking. Let's use this opportunity of premature waste in our nearest shops to introduce a new system of social sharing.

B. Problem statement (client's needs)

We believe that customers need to develop humanized services. Therefore, we decided to develop a software that can reduce food waste and is used in daily life.

Food waste is a major problem worldwide. In the US alone, up to 40 percent of food goes uneaten—meanwhile one in six households didn't have enough money for food last year.

Therefore, to meet the client's requirement and solve the social issue, we figured out our software.

C. Research on any related software

Related software exists in Europe. There are *ollio* in Spain, *Too good to go* in UK, *Phenix* in France and *No food wasted* in Netherlands. In Korea, we found *Domago* which is offering similar service for famers regarding “ugly food”.

In addition, we plan to apply artificial intelligence algorithm to our software, firstly, in suggesting a customized alarm time by analyzing personal intaking data, and secondly, in predicting the rest of word when typing the new medicine name by adopting ‘autocomplete’. Whenever the user registers

TABLE I
ROLE ASSIGNMENTS

Role	Name	Task description and etc.
User	Yeol Yang	Assumes which specific services would be popular and needed in the user's point of view. Also searches for the background of the actual services.
Customer	Edouard Maurice	Predicts which requirements could be needed to raise purchasing desire in the customer's point of view. Also when the software development is done, checks if the requirements are sufficient or not.
Software Developer	Daphnée Correia	Draws out a list of software features to satisfy the customer's requirements and works on the actual software development. Tries best to reflect the customer's and user's needs.
Development Manager	Pacôme Manceaux	Totally manages the project schedule and checks the deadline of each role. Helps other roles to communicate with each other smoothly and evaluates the software features.

restaurant in which he wants to buy food leftovers regarding the restaurant's location, the type of food he wants to eat or just let the app make suggestions based on the preferences he has filled earlier. To have more accurate suggestions, the buyer can also set price range. Lastly, a kind of surprise choice will also be available for those who want to try something new. With that option, the app will choose a restaurant for the buyer. On the « groceries shopping » category, the user will be allowed to choose by type of product and location of the shop.

4) Payment and pick up

To be as convenient as possible, the app will let the buyer choose whether he wants to do online payment or pay directly by cash at the restaurant, so our app will need to be linked with an online payment device. The app will also include a schedule device to set pick up time. Lastly, two options will be available for the buyer: asking the restaurant to pack the meal, that will be a paying option, or letting the customer bring his own container, which is more sustainable.

II. REQUIREMENTS

1) Creating an account

When first opening the application, the user has to fill some information. First, he will have to enter some basic information such as his name, age and email address. Then he will have to choose whether he is in the buyer side or the seller side. Basically, seller side includes restaurant's owners, supermarket/hypermarket 's owners...and buyer side includes people interested in buying the offered products.

On the buyer side, the user will have to fill more information. He will have to give his address and also choose his favorite dishes among given categories. On the buyer side, the app will require the restaurant's address and the type of food served

2) Type of purchase

When opening the app, the buyer will have two choices: meals prepared in restaurant or groceries shopping.

In the first category, the buyer can buy leftover meals prepared in restaurant, coffee shops...at a cheaper price. And in the second one, the buyer will be allowed to buy basic aliments like eggs, milk, yoghurt...with close expiration dates always at a cheaper price.

3) Customer choice

If the buyer chooses the « meals prepared in restaurants » category, different options will be offered to him to help him make his choice. He can choose the