FOODOBIA

SMART FOOD RECOMMENDATION SYSTEM BASED ON INDIVIDUAL'S HEALTH CONDITION.

OVERVIEW

1. Project Background and Description

Food-causing diseases is the most commonly spreading types of diseases in Egypt and worldwide, and it affects a close people to all of us. Diseases like diabetes, High and Low blood-Pressure condition and more. We in Foodobia take care of that by providing an app solution that takes care of every user daily meals in a nice and consistent manner.

Therefore, Foodobia is an app that solve the problem for People who want to eat healthy food especially if they have medical Condition.

2. Project Scope

We aim for improving the health problem in Egypt and give the users a great and tasty user experience while they are keeping their selves healthier.

Therefore, we ask for some personal and medical information about the user which will be used afterword in recommending the suitable food in the home screen and also he/she will be able to enter new meals which we will also check whether it's suitable for his health condition or not. In addition, if it was not suitable, we will recommend something more suitable for him. Moreover, we will provide places in which users can find their ingredients and places in which they can eat their suitable food without making the effort to prepare it themselves.

3. High-Level Requirements

Foodobia must have the following:
- Hosting platform that runs the various application parts and connects it together such as Database, backend framework and machine learning classifiers.
- Data needed for the database and the classifiers to be trained.

- Android application that is essential for user interaction with our system.
- Engineers, Marketers, and designers for making all the previous magic happens.
- Contracts with food agencies such as hypermarkets and restaurants as a revenue stream.

4. Affected Parties

Super markets, hyper markets, Spice dealers, and healthy food restaurants will be able to promote their products to our community of food lovers whether it was products they will use making their meals or meals that is suitable for them in restaurants that is key partner to us.

5. Implementation Plan

In Foodobia, we work in parallel manner. So when the UI/UX designers is working on the screens for the application and pass it to the android developers to draw the layout with code, Our data engineers is gathering the data and preparing it, Our machine learning engineers is developing the suitable classifiers for the recommendation and segmentation process, our backend developers is working on the database schema and developing the backend APIs.

After creating the skeleton for our system, We start integrating these parts together on our infrastructure, which we will be Google cloud platform as it is so powerful and have many tools, which will speed up the integration process such as Cloud SQL, ML engine, App engine, stack driver for monitoring and more.

In that stage, our Android developers start to implement the functions using the APIs provided from the backend, which will be supported by the machine learning classifiers. Then we test and release our first prototype for the world.

6. High-level timeline

We have finished the integration parts, we are working now on developing the android platform functions, tuning, and testing our classifiers and the data used in it, and filling up our database and developing more APIs needed for the android platform.

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We expect that Foodobia's first version will be released at august 2019 on android platform.

And the ios version will be released after a year from that date in order to see the application impact on people and agencies then scaling to the ios users.