Another separate write-up pitching your application to the teaching staff, i.e. convince us that your application is so good that it deserves all 30% of the coolness points. Restrictions: no longer than 2 A4 sides.

NUS eats is a single page app - this means that our responsiveness is off the charts, which enhances user experience.

In terms of UX, we have implemented several animations that helps to improve the experience for our users.

For version 1.0, users are linked to a different page every time they click on a canteen. For our current improved version, the canteen slides and expands - showing all the different stalls in that canteen. This helps the users stay on the page and save time as they do not have to keep toggling between pages.
We decided to add a slider bar for our feed function - this helps us remain as a single page app which increases responsiveness. Additionally, it allows users to conveniently discover new groups.

In terms of features, NUS eats allows two main activities to happen on our web application.

First, to allow users to discover unexplored canteens, stalls and even food. We allow users to communicate to each other and decide which stall and food appeal to them the most. This allows the adventurous foodie, the inexperienced freshman and the curious public to experience and communicate their insights and emotions towards the food in NUS.

Users can upload pictures of their own food, like pictures of other people's food, as well as to comment on the different types of food. They also get to rate each stall. All of these actions helps users make a decision of what food, stall and canteen they should try out next time, based on crowd-sourced reviews.

Second, to allow users to create or join meetings that are held all over NUS - this has the following use cases:

First - It allows professors to set up open consultations very easily. Since professors may have multiple classes, they may not be able to communicate open consultations to their students easily. With our platform, they can openly communicate this, any student from any of their classes can sign up for the meetings.

Second - A platform for marketers. For example, marketers can use our app to help their products gain attention - offer free coffee, generate buzz and trade it for facebook page likes or instagram follows for example.

Third - Anyone can join any meeting, and anyone can share these meetings on their facebook feed. This allows people to discover interesting groups that they may be interested in, and also invite their friends to these interest groups. This potentially adds an element of virality into our product as people who previously do not know about our app can find it through Facebook. Because of this network effect, we can potentially attract a lot of users.

In summary, we feel that our app has many use cases and can actually be further refined into a useful product that can be widely used by the NUS community as well as the general public.