

**FORMAN CHRISTIAN COLLEGE (A CHARTERED UNIVERSITY)**

**Department of Computer Science**

**COMP 468 Mobile Application Development**

# **WASTE WAGON**



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## 1. Project Overview

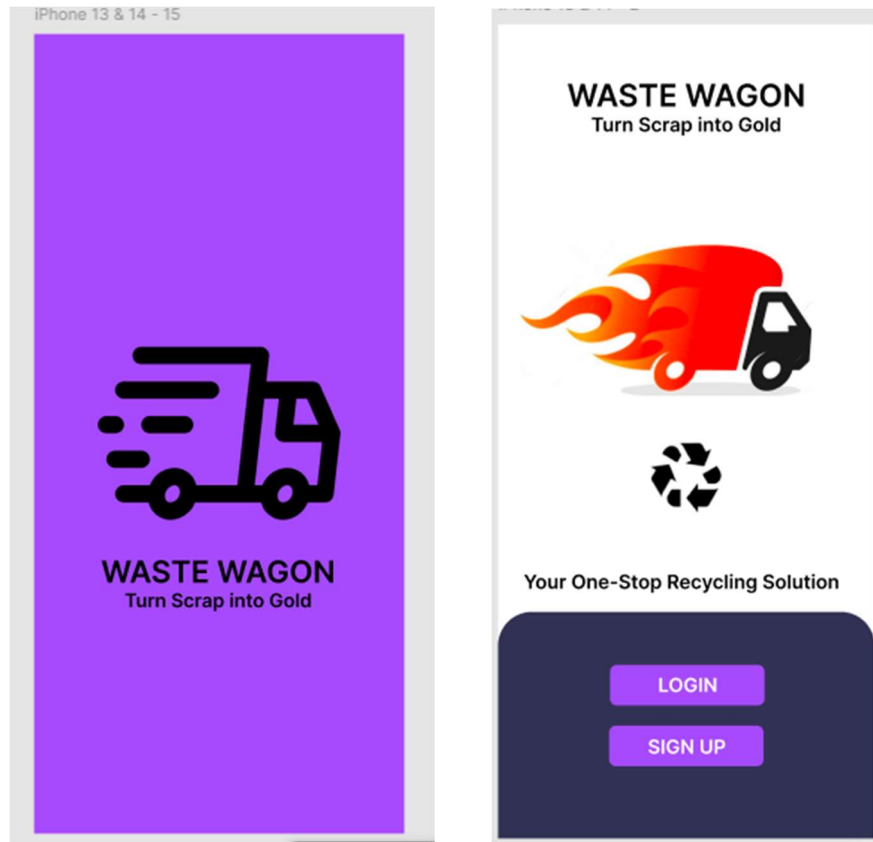
- **Project Title:** *Waste Wagon*
- **Primary Objectives:**
  1. **Enhance Environmental Preservation:** To reduce the environmental impact of waste by improving the efficiency of scrap collection and recycling.
  2. **Develop a user-friendly interface:** Create a simple and efficient mobile app interface that caters to a wide range of users, including individuals, businesses, and industries
  3. **Support Circular Economy:** To promote the principles of a circular economy by ensuring that scrap materials are effectively collected, processed, and reused.
  4. **Resource Conservation:** To conserve resources by maximizing the recycling and reuse of scrap materials.
  5. **Promote Public Health:** To mitigate health hazards associated with improper waste disposal by providing accessible and efficient waste management solutions.
- **Secondary Objectives:**
  1. **Foster Community Engagement:** To encourage active participation in waste management activities by incentivizing individuals, households, businesses, and industries.
  2. **Economic Viability:** To create a cost-effective and economically sustainable waste management system that benefits all stakeholders.
- **Target Audience:**
  - **Primary Users:** Individuals and households for scrap disposal and reward systems.
  - **Secondary Users:** Small businesses, workplaces, and industries for efficient waste management and recycling insights.

## 2. Wireframe Screens

Designed wireframes (using Figma) for the key screens are as follows:

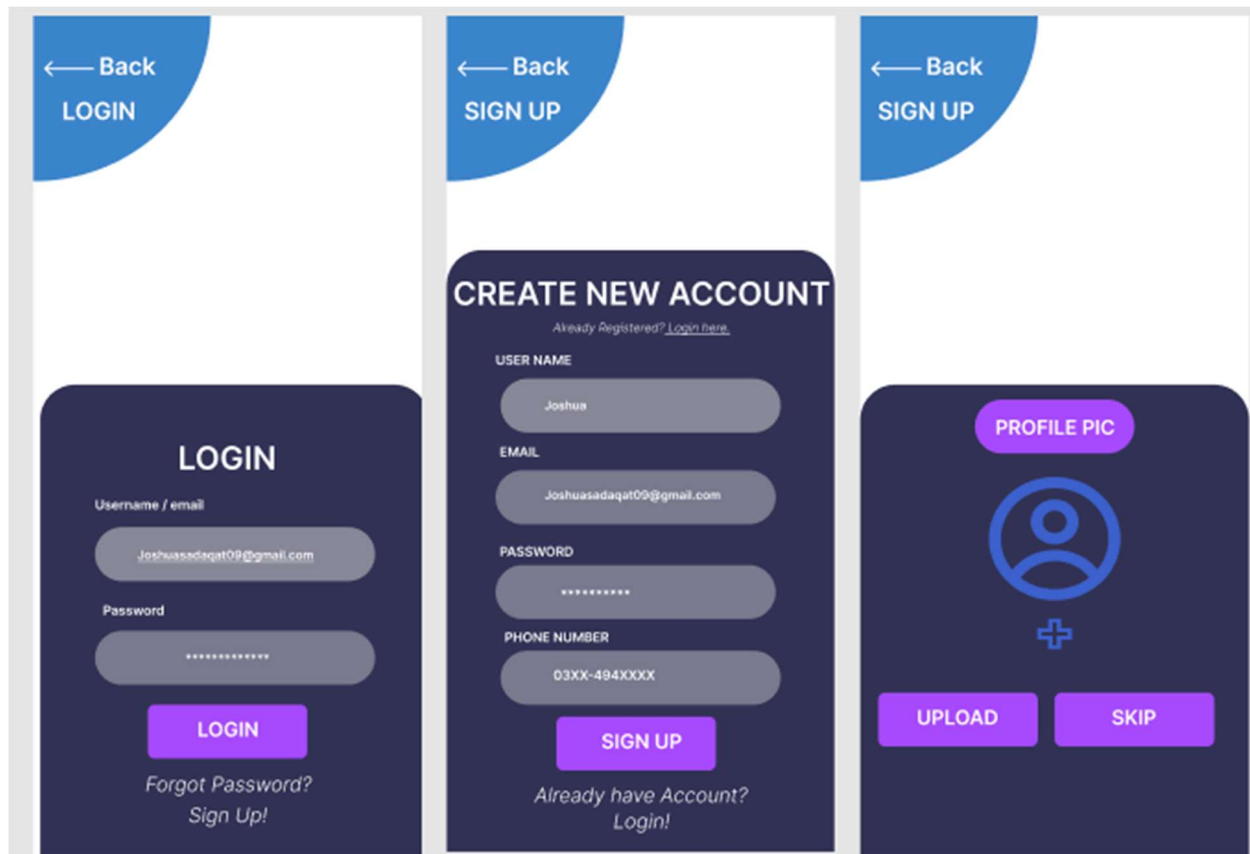
### 1. Splash Screen:

Our app's splash screen features the Waste Wagon logo and tagline **“Your One-Stop Recycling Solution”**



### 2. Login Sign-up Screen:

- User login with email/social media integration.
- Sign-up option with fields for name, email, and password.



### 3. Home Screen:

- Display options like "Search Bar", "Categories of scrap" etc.
- Navigation bar with links to "Home," "Profile," and "Settings."



#### 4. Key Features/Functionality Screens:

- *Schedule Pickup*: Allows users to select scrap type, weight, and preferred pickup time.



## 5. Profile/Settings Screen:

- User profile details and preferences (e.g., notification settings, saved addresses, bank details).

The image displays two mobile application screens side-by-side, representing the 'Profile/Settings' section. Both screens feature a blue header bar with a white back arrow and text.

**Left Screen: BANK ACCOUNT DETAILS**

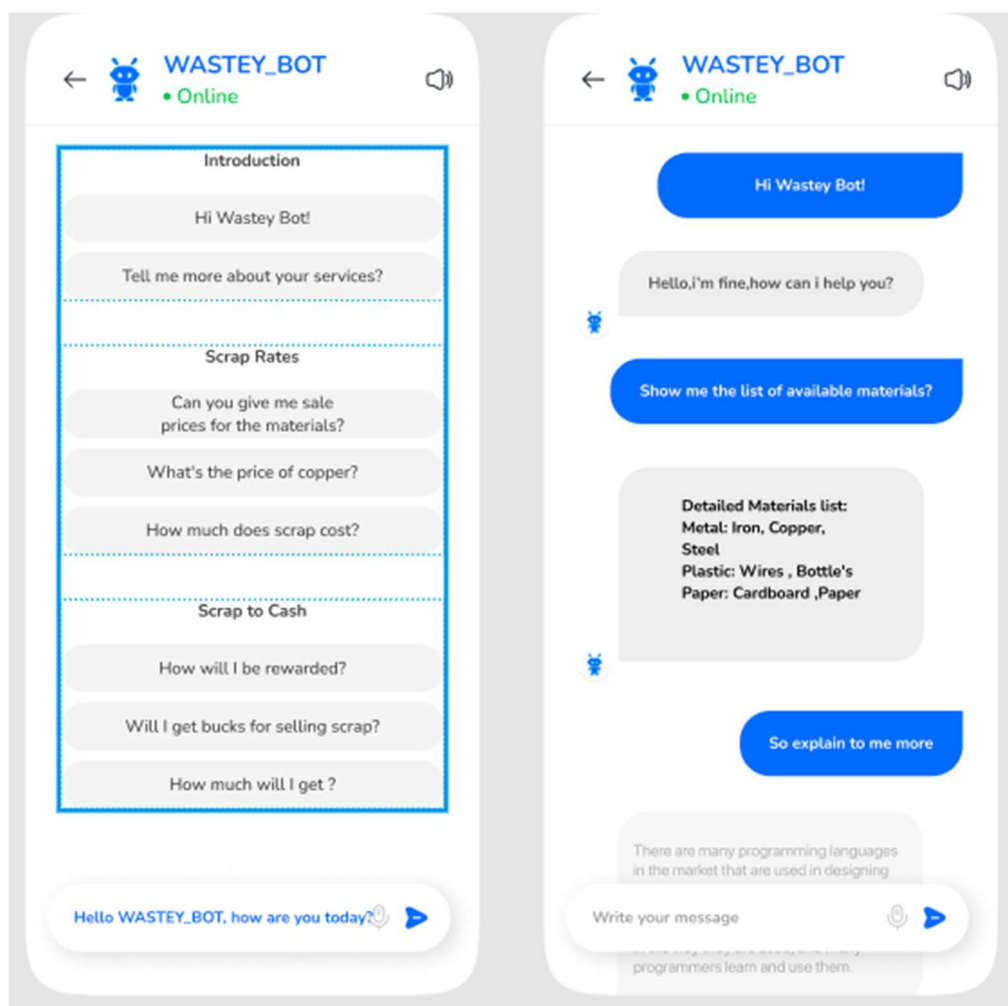
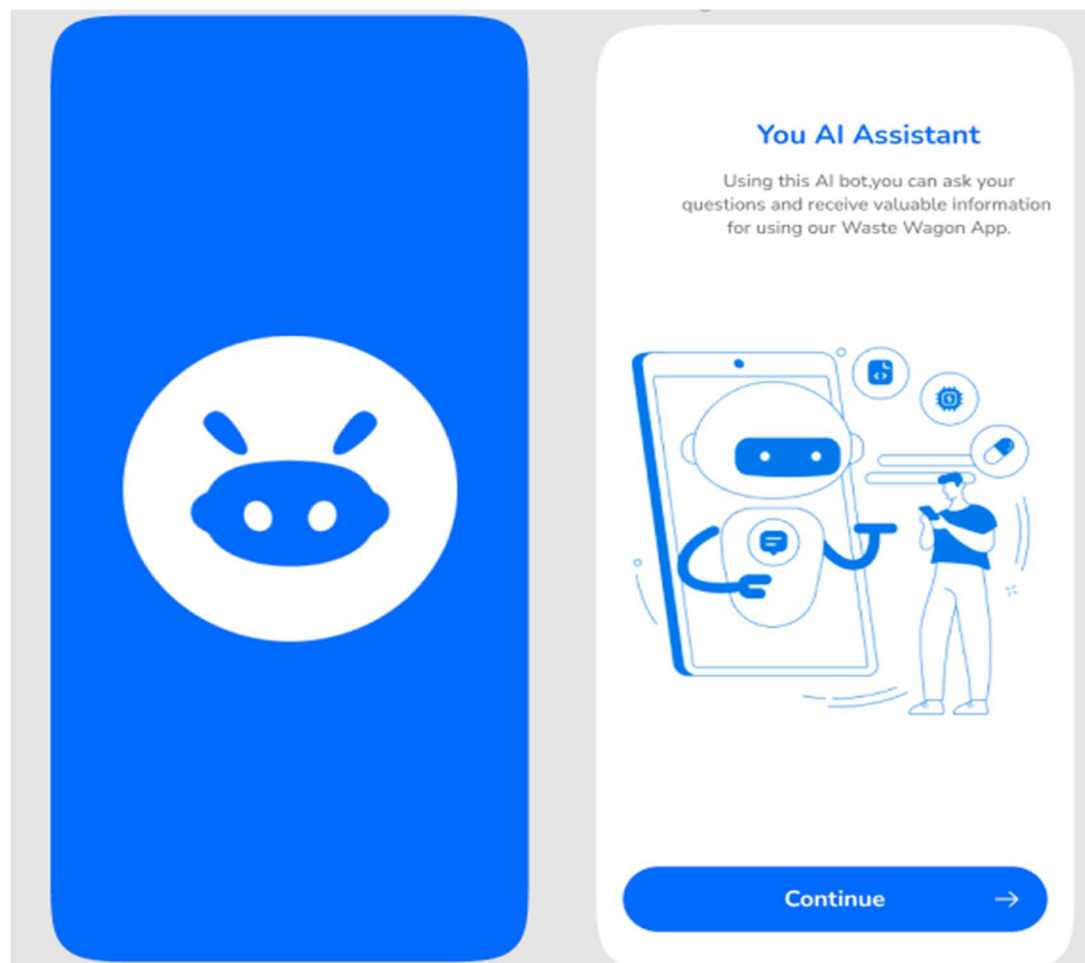
- Header: ← Back CREDENTIALS
- Title: BANK ACCOUNT DETAILS
- Form Fields:
  - CARD NO.: 4012 \*\*\*\* \* 0001
  - ACCOUNT TITLE: TITLE
  - CVV: on backside
- Action: ENTER button
- Footer: Already have Account? Login !

**Right Screen: SET NEW PASSWORD**

- Header: ← Back Profile
- Title: SET NEW PASSWORD
- Form Fields:
  - NEW PASSWORD: [masked]
  - Password: [masked]
- Action: SIGNUP button
- Footer: Forgot Password?

## 6. AI Chatbot Button:

- **Header:** Displays a friendly chatbot greeting (e.g., *"Hi! How can I help you today?"*).
- **Chat Input:** Users can type questions like:
  - *"What are the rates for metal?"*
  - *"How do I schedule a pickup?"*

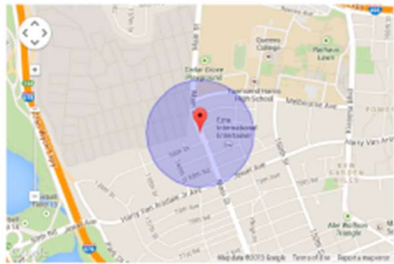


## 7. Delivery Address Screen:

This screen allows users to provide or select their delivery/pickup address for waste collection.

- **Header:**
  - Title: *"Pickup Address"*
  - Back button (top-left) and help icon (top-right).
- **Address Input Section:**
  - **Fields:**
    - Full Name (Text Field).
    - Phone Number (Text Field).
    - Address Line 1 (e.g., Street Name, House/Apartment Number).
    - City and Postal Code (Dropdown or Text Field).
  - **Use Current Location:** Button to auto-fill the address using GPS (integrated with Google Maps).

**STEP 1****DELIVERY ADDRESS**



ADDRESS (select from map)

123 ANYWHERE ST.3

CITY

Any City

☐ Remember my Settings

Find a Rider



## 8. Payment Method Screen:

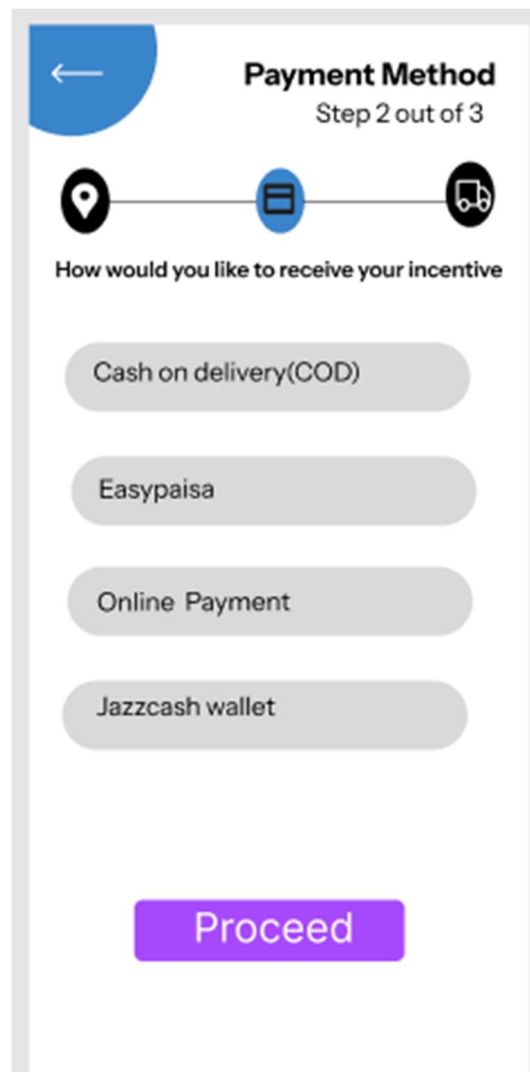
This screen enables users to choose and add payment options for redeeming rewards or additional services.

### 1. Header:

- Title: *"Payment Method"*
- Back button (top-left) and help icon (top-right).

### 2. Payment Options Section:

- **Available Options:**
  - Credit/Debit Card (Radio Button).
  - Digital Wallet (e.g.Jazzcash).
  - Cash on Pickup (COD).



The mockup shows a mobile app screen titled "Payment Method" with the subtitle "Step 2 out of 3". At the top left is a blue back button. Below the title is a progress indicator with three icons: a location pin, a credit card (which is highlighted in blue), and a delivery truck. Below this is the text "How would you like to receive your incentive". There are four rounded rectangular buttons stacked vertically: "Cash on delivery(COD)", "Easypaisa", "Online Payment", and "Jazzcash wallet". At the bottom is a large purple button labeled "Proceed".

### 3. User Flow Diagram

Below is a **comprehensive UML flow diagram** for "Waste Wagon" app. It includes all key screens and features such as login, signup, home screen, profile, booking a ride, delivery address, payment method, and AI chatbot.

