**Problems :**

* Not enough people are recycling
* People don’t pick up random litter
* People litter trash everywhere

**Design Implication :**

Make a system that connects to our special recycle bin, the recycle repository (RR); which will collect trash and convert them into points that can be exchanged for real-life goods.

**Objective :**

* Create the system which connects to all the RR that are going to be placed out around Indonesia.
* Create an app which connects to the system to obtain the points and claim the rewards.

**Application’s Features:**

1. The app tracks how much trash you’ve picked up and recycled.
2. The app will have a daily quest system everyday to keep people motivated to throw trash.
3. Scan Barcode to receive points
4. Each trash is converted to points of different value
5. Shop system to trade the points

**RR’s Features:**

1. The machine will include 3 bins for each type of trash.
2. The machine will calculate how many points you’ll earn based on what kind of trash you insert. Recyclable trash are worth more than non-recyclable trash
3. The machine will determine when its full and signals the caretakers
4. Provide Barcode after user insert the trashes into RR