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| Project |
| Plan |
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| Shopping app |
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# introduction

In today's fast-paced world, people are becoming increasingly health-conscious and are looking for ways to lead a healthier lifestyle. For many, this means adopting a plant-based diet or incorporating more healthy options into their meals. However, finding suitable products in supermarkets can be a challenging task, especially for those who are new to this lifestyle or have specific dietary requirements.  
The problem becomes even more complex when we consider individuals who suffer from health conditions like heart disease or have allergies to certain foods. For these individuals, finding suitable products that meet their dietary needs can be a daunting task. To address this issue, we propose the development of a shopping app that caters to the needs of both vegans and carnivores, as well as individuals with specific dietary requirements. The app will provide a platform that helps users find and purchase healthy and suitable products that align with their lifestyle and dietary preferences.  
Our goal is to make grocery shopping an easy and enjoyable experience for all, regardless of their dietary needs or restrictions. We believe that our shopping app will be a valuable tool for individuals who are looking to lead a healthier lifestyle, as well as for those who suffer from health conditions and need to carefully monitor their diet.

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| Project goals |
| The primary goal of the project is to develop a shopping app that makes it easier for individuals with specific dietary needs, such as vegans and carnivores to find and purchase healthy food products.  To achieve this, we aim to create a user-friendly and intuitive app that caters to different dietary preferences. This includes enabling users to easily search and filter products based on their needs. We aim to provide a valuable tool for individuals looking to lead a healthier lifestyle or manage their dietary restrictions, making grocery shopping an easier and more enjoyable experience for all. |

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| Deliverables  |  | | --- | | * Project plan * Project report * Research document * Figma prototype * Paper prototype * Interviews | | |  | | | |
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| |  |  |  |  | | --- | --- | --- | --- | | |  | | --- | | * Usage of Gitlab * Usage of Android Studio * Usage of phone’s hardware * Deadline | | |  | | | | |  |  | |
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