BUSINESS CASE	
Proposed Project	Recycle Smart
Date Produced	February 10, 2021
Background	This project supports the United Nations goal 12, Ensure sustainable consumption and production patterns, focusing more on the sub goal 12.5: By 2030, substantially reduce waste generation through prevention, reduction, recycling, and reuse and sub goal 12.8: By 2030, ensure that people everywhere have the relevant information and awareness for sustainable development and lifestyles in harmony with nature. This web application intends to help educate the community interactively using smart phones by allowing users to scan recyclable symbols (1 to7) on plastic material to learn what is the chemical composition, this application will also allow users to search waste material to see where locally the are able to dispose the waste material safely.
Business Need/ Opportunity	This project will address the sustainability issue that we are currently facing worldwide. Currently, humanity's carbon footprint is an overwhelming factor in the climate. One of the solutions to reducing our carbon footprint is to recycle waste materials.
Options	Potential approaches of tackling this problem are to educate ourselves on proper recycling habits. Majority of us have access to a smart phone thus we can use technology to help us educate ourselves about proper practices of recycling by learning what materials are recyclable and where to recycle the materials.

Cost-Benefit Analysis

[This section contains the detailed costs and benefits of each option listed in the previous section. The costs may include considerations such as financial expenditures, the amount of time required, possible risks, and the potential for reduced quality. The benefits may include the potential of increased sales, market share, and brand recognition and the reduction of errors and ongoing costs. Each option should be clearly identified and listed separately.]

Making a cross platform application has its pros and cons to it with respect to making a native iOS or Android application but considering the development time of about two months it is better to satisfy both platforms rather solely on one. The benefits of this are its reusable code, reduced cost, and the availability to both platforms with the expense of slower running time being the most detrimental.

Recommendation

[This section contains the recommended option from the previous section.]