

SAVE WATT

“When the landfill’s empty, energy will be of plenty.”

DESCRIPTION :

This app is based off the **UN interdisciplinary goal 7** which is ‘**Affordable and Clean Energy**’.

It is an app that ties with the idea of clean and affordable energy by the method of **WtE(Waste to Energy)** or **EfW(Energy from Waste)**.

The app will be an interactive game which is aimed at the **general Indian population** to educate them on how clean and affordable energy is needed; and how they can help in aiding it.

INSPIRATION :

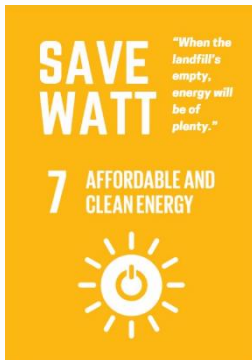
The inspiration for this app comes from the sheer number of **landfills in India**. The wasted potential that lies within that mound of trash varies from landfill to landfill, but urban India is estimated to produce around **62 million tones of waste**, which could potentially produce around **33 million MWh of energy**.

For reference, a MWh of electrical energy equates to the amount of energy needed to power two average refrigerators for a whole year.

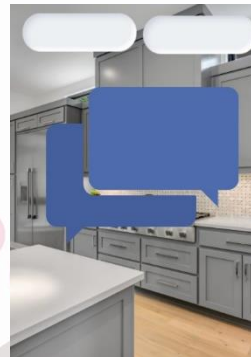


SCREENS OF USER INTERFACE :

The following are the screens of the user interface :



This is the **first screen** of the app; it will be the starting screen the user is met with when they open the app. To proceed they will need to click the screen.



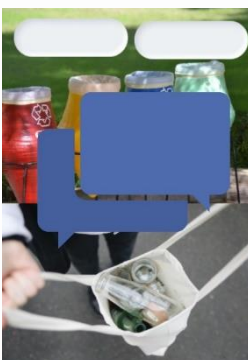
This is the **second screen**; it will be an interactive screen in which the user can see how much waste they produce per day.



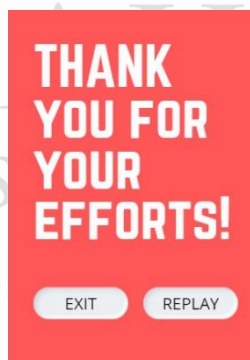
This is the **third screen**; It will be an interactive screen that will show where our trash goes and how inefficient its disposal is.



This is the **fourth screen**; it will be an interactive screen that shows how we could instead utilize the waste to generate energy. The user will be able to go through the process firsthand.



This is the **fifth screen**; it will showcase a some more information about waste to energy and how we can help out from our homes.









Last thankyou screen.

7 AFFORDABLE AND
CLEAN ENERGY



COMPONENTS NEEDED FOR THE APP :

The following are the components needed for the app :

 Button	 CheckBox
 Image	 Label
 Notifier	 TinyDB
 Clock	 Canvas
 ImageSprite	
 HorizontalArrangement	 VerticalArrangement



HARDWARE DEVICES NEEDED FOR THE APP :

For the most user-friendly experience, this app will only require a **mobile device**.

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