FOODIES - app that shows sharing is not only caring butt making money too. Just try to enter business, we will do rest

Abstract - Sharing and caring is the old saying but sharing and earning would suit our real situations. Many people are interested in cooking but they may not afford it or may be doing some other job. So, here is the FOODIES that helps users that are craving for home food(buyers) and to the users who are interested in cooking & sharing(sellers). Foodies share a common platform with a Map interface with respect to user's location with markers on it to show the photographs of food to buyers and markers with requests to sellers. Users can sign up using their facebook account to act as both buyer and seller, to make transactions, to make requests for the unavailable dish on Map, decide on what to cook and share the dish using our Foodies. Foodies, once entered the world, can attract the grocery stores and also the dealers that sell the kitchen equipment to sell their advertisements on the application. These advertisements can help the users in making food, getting offers from them, making money through application.

Background - Usually, when we crave for food, we either cook it, or we order from various online food delivery websites like order up, etc. On a busy day, we usually tend to order online and go with choices being offered by the restaurant. Unlike food distribution sites from different restaurants which provide users tons of menu items from various sources, we are offering users a simple option for home cooked food, and at the same time, we are giving our audience a chance to show their cooking skills and earn for their efforts. To solve all the inconveniences of multiple and pricey options, we came up with a novel idea of a social platform for food sharing.

In this era, everyone has a mobile device and are familiar with using it. Through various application stores like AppStore and Play Store, we can deliver our solution to much wider audience. So, our mobile application targets general audience through which they can buy and sell food. For a buyer, our application will present available options around him using a map interface. Not only he will be able to see all the available food items near him on the map but also he will be able to request a specific one, and a seller can prepare it at a certain cost. This gives users flexibility with the needs and at the same time can browse various available items and discover a new taste. The flow of the application can easily be commensurate with Uber application. A customer can see different cars available on the app and request a ride. The request comes to all the drivers near to him, and a driver can accept or deny it. The payment process is governed by the company i.e. Uber and is settled if the customer is satisfied. Our application will also demonstrate this simple flow of sharing food and protecting both the buyer and seller from frauds. Our application will concentrate more on human-computer interaction and simplistic design. We will not bombard the user with many options and present the views which user can easily perceive. This application will give users with few screens based on his intent and which we feel is necessary for the user and will proceed with user actions. This way user will feel as if he is always in command and proceed logically. We will try to present information to our audience visually rather than lines of text which we feel is a more effective way of presenting information.

Building an Application – As the most users are diverting towards mobile technology so it's better to develop a mobile application. It could be an android application or IOS application or supporting both the platform. We could also go for a desktop application but considering application main functionality we opted for mobile application. As we would be using GPS

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technology and mobile platform provides very accurate information as compared to desktop. Moreover, the application will be dealing with providing notifications or messages and mobile platform better suits the aforementioned scenario.

From UI perspective, there are going to be two type of intended users.
- Sellers
- Buyers

UI design as per Seller's Perspective
- *Scroll View for adjusting radius of a certain area* - The seller would be able to set the radius of a certain area and he/she would be able to see all the buyer's request within adjusted area. Larger the radius more would be a number of buyer's requests.
- *Map* - The seller would be able to see the all the buyer's request on the map. As mentioned above, the seller could increase/decrease the radius of map.
- *Sell Item button* – The sell button is provided to the seller if he/she is going to cater a specific buyer's request. When the seller is going to click on the sell button, a new window is going to open for the seller to enter details about a food item and these details would be price, pick up address or optional food pictures.

UI design as per Buyer's perspective
- *Scroll View for adjusting radius of a certain area* - The buyer would be able to set the radius of a certain area and he/she would be able to see all the food items available for pickup within adjusted area. As the buyer would be able to pick up the food so he/she will be most inclined towards keeping it short.
- *Map* – The buyer would be able to see the all the food items on the map. As mentioned above, the seller could increase/decrease the radius of a map.
- *New Request button* – The New request button is provided to the buyer if he/she is going to cater a specific buyer's request. When the buyer is going to click on the button, a new window is going to open for the buyer to enter details about a food item and these details would be food name and food type.

Testing of an Application -
For UI testing, we can do unit testing for each view that is going to rendered on the screen.
Scrollview Unit Testing – As we move the scroll view, the radius of displaying circle should increase or decrease as per scrollview movement. For example, if you are moving the scroll view right then it shall increase the radius of displaying area.
Testing as per Seller's perspective – The seller would add the newly food items for catering to certain food request by buyer's. So these newly added item should display on Buyer's map.
Testing as per Buyer's perspective – The buyer would request for the food items and these food requests should be visible on seller's map.

Decisions made based on data collected from daily users –
- One user mentioned about the problem that the users might not be aware of exact distance so this can be rectified by showing properties related to particular location. For example, by clicking on a food item, it will show the pickup address and distance of the user from that pickup location. Someone also mentioned about if there

are no seller's present in certain radius so the only solution would be here to increase the radius of the particular area.

- A problem related to not having a rating for sellers was also broached up. So It is would be quite propitious for the buyers as they can check the authenticity of food by checking the rating of a seller. This rating can be displayed with food properties where UI display food price and pickup address.
- Adding food item photos was optional so the sellers either can upload the photo of the prepared food item or not. They can not upload the food pictures downloaded from the internet.

Planning - Following are the steps involved in planning

Analysis - We analyzed there should be two possible users, the buyer and seller of the food. But any logged in user can use the features of both kinds of users. The facts should be collected that gather information about any of the existing such applications or similar applications and the improvements our application should make. Such applications can be the online food ordering systems that connect restaurants and buyers. But our application does not include any restaurants. It connects the sellers who cannot afford a restaurant to buyers of food who might want to try different cuisines.

Design - To begin designing the application we first come up with the number of views or pages that should be available to the user. Then we designed the UI from Seller's and Buyer's perspective. Each user should have their specific dashboards. There are some functionalities that should be specific to a particular type of user which should be included in the dashboards of those users. Another aspect that should be incorporated in design is to determine the flow of the application. This should include the decisions as to which page or view should redirect to which page or view.

Implementation - To implement the application, we need to decide the technologies that would be best suited for the application we want to develop. To implement the application we can use any frameworks available to develop and execute the application. We plan to use mobile platform for developing this application.

Testing - There can be various kinds of testing that can be used to test the application. There can be testing for all the above steps. We can obtain feedback from users after every phase of the development to ensure the application goes in the right direction. There can be different kinds of users that can provide feedback for any of the phases.

The kinds of users that we can get feedback from are normal user that can give feedback about all the features of the application. There can be developers that are familiar with the framework used to develop the application. There can be UI developers that can give feedback regarding the design of the application. There can be the possible users who would use this application and can give any feedback regarding any possible improvements in the design or the features present.

Maintenance - After obtaining feedback from the different users, we can work on that feedback to incorporate the suggestions from different kinds of users or testers. This whole process can

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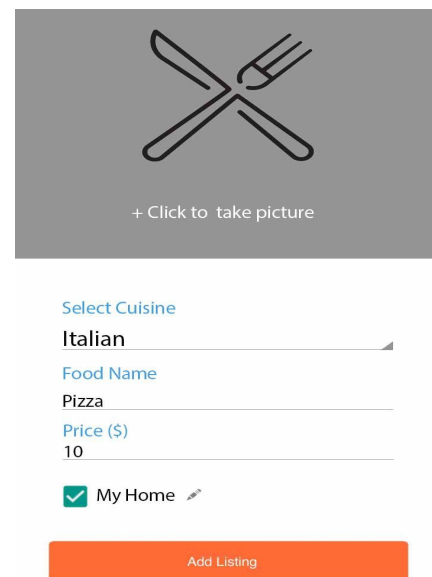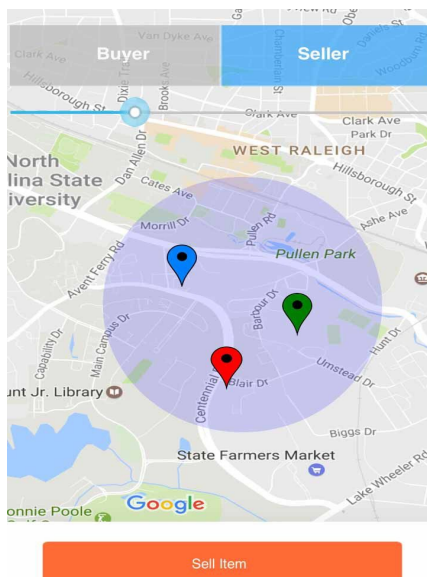## Just try to enter business, we will do rest

go on in an iterative cycle with testing and maintenance till there are no considerable feedbacks to work on.
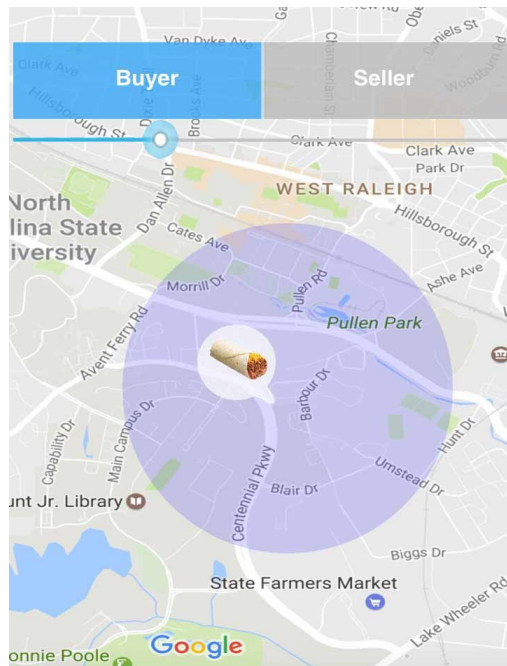
Gantt Chart
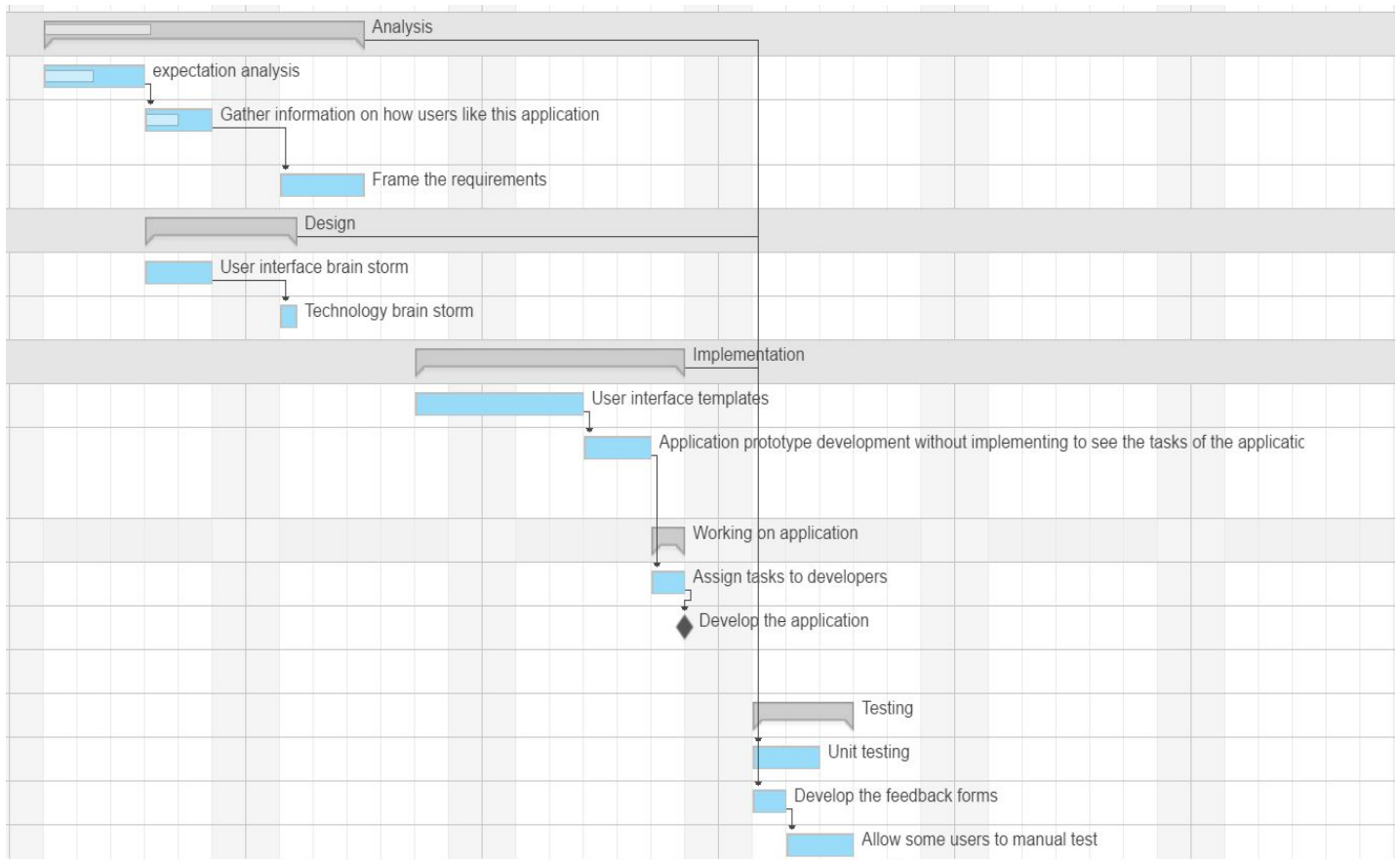
Design Snapshots
1. **UI design for Seller**

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2. UI Design for Buyer

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