Shopping Reminder

A-16:関東連合

Ichihara Rokuro

Kuroki Hinako

Numata Haluka

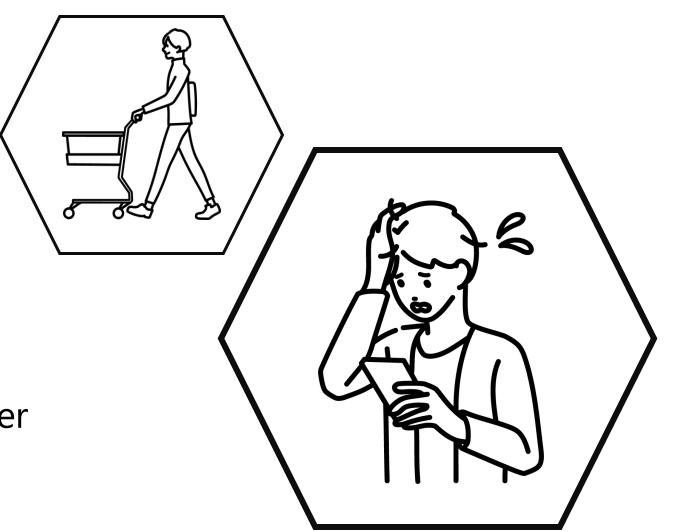
Kato Toranosuke

Kimura Shunta



Have you ever had this experience?

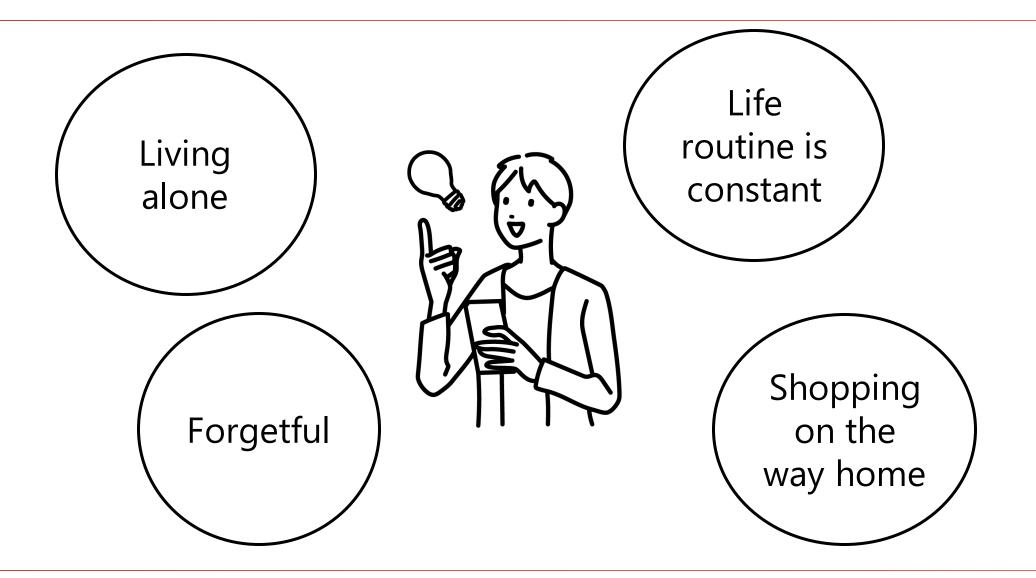
- Forget to buy dinner
- Running out of toilet paper



Issue

Forgetting to buy

Target Users



Elemental Decomposition of Forgetting to Buy

Forget to go to a store



Remind at the nearest station, etc.

Forget to buy a certain item



Display shopping list by store

Forget that you need to buy



Notification within a certain period of time from the date of the last purchase

Function

Remind at the nearest station

- Register a notification location
- Notification at the reminder location
- Get a list of stores to go to

Display shopping list by store

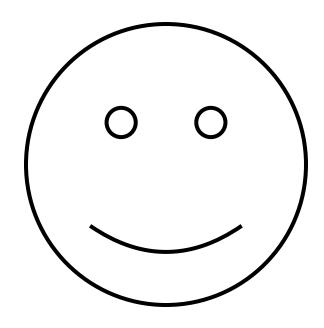
- Notification when you arrive at the store
- ShoppingList Registration
- Display of store shopping lists
- Purchase processing
- Store Location Registration

Notification within a certain period of time

- Periodic notification of when to purchase
- Setting whether to send periodic notifications
- Display of remaining days
- Purchase Interval Registration



Morning @ Home(Yokohama)



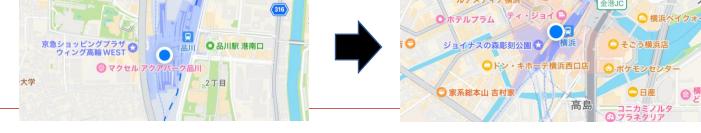
Kanto-Rengo-kun

I'm in charge of dinner today!
I have to go shopping after work.
But I'm afraid I'll forget what to buy.
Okay, I'll use the 'Shopping Reminder' to write it down.

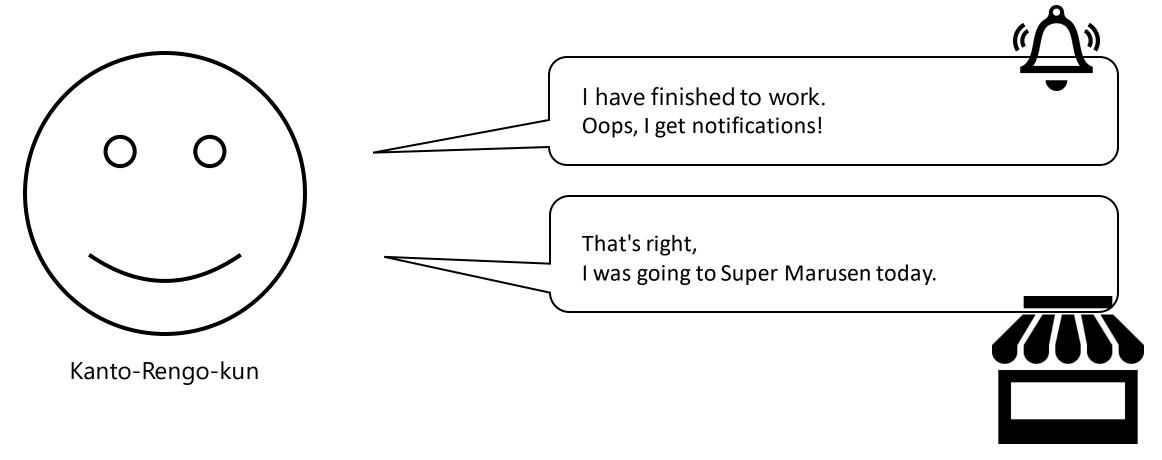
First, I'll go to Super Marusen and buy ketchup and mayonnaise ...oops, I didn't need mayonnaise.

Then, I want to get a notification at Yokohama Station when I return home!

After work...



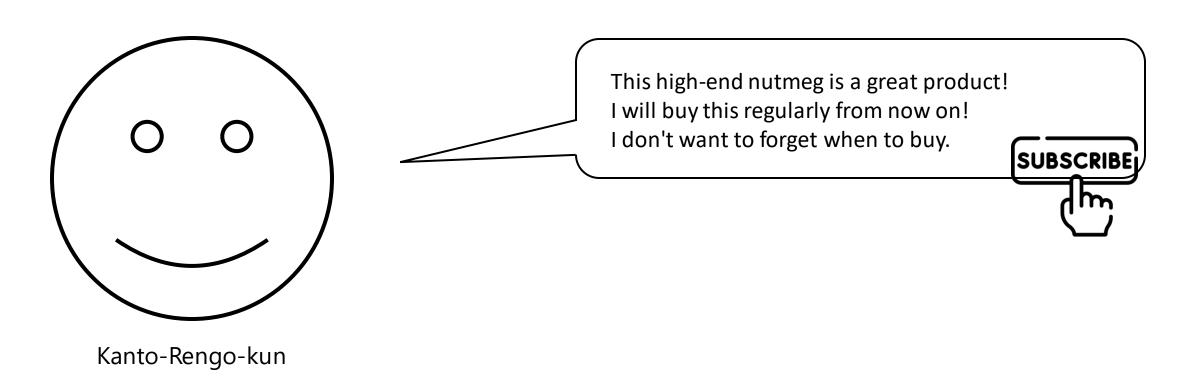
Evening @ Company → Nearest Station(Yokohama Sta.)



Evening @ Local Supermarket "Super Marusen "(Yokohama)



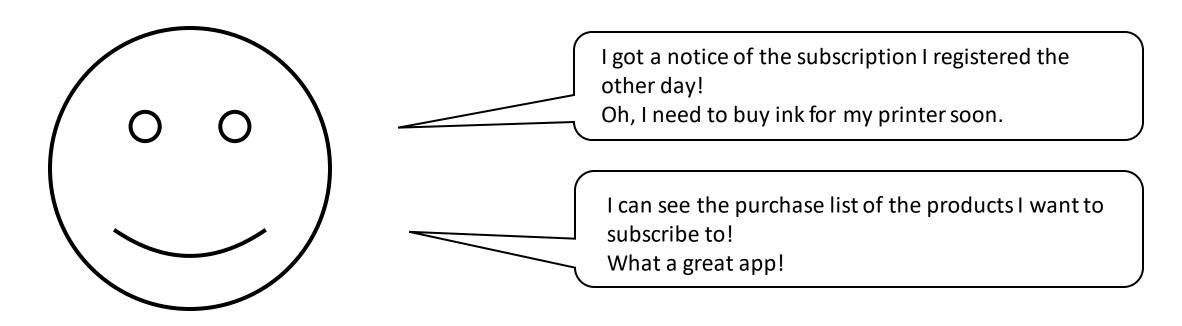
Evening @ Local Supermarket "Super Marusen "(Yokohama)



Another day...

Evening @ Home(Yokohama)

Kanto-Rengo-kun



End

System Design

Framework

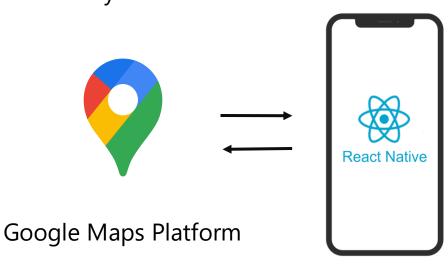
Mobile : React Native

Backend : FastAPI, SQLAIchemy

Programming Language

Mobile : JavaScript

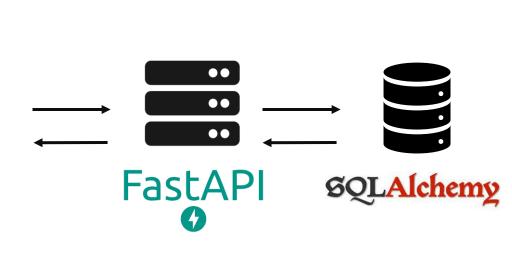
• Backend : Python



Develop Environment

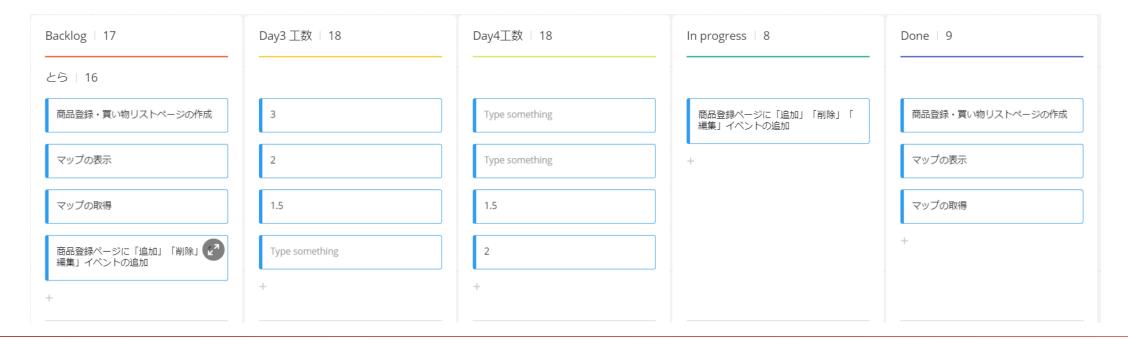
Emulator : iOS emulator

Version control system: Git/Github



Member Roles / Schedule

- Kuroki Hinako : **Mobile**, Implementation of UI, Notification, Current position acquisition
- Kato Toranosuke: **Mobile**, Implementation of UI, Display map
- Ichihara Rokuro : Mobile & backend, Merging of source code,
- Numata Haluka : Backend, Create table, post (Registration)
- Kimura Shunta : **Backend**, get (Search)



How to Proceed with Development

- There was a lot of inexperienced technology
- → pair programming
- → Assigned leaders in charge of both back and front office
- Regular meetings between back-end and front-end teams



How to Proceed with Development

Figma is used to study the UI



• Individual understandings of the application do not match.





- Visualize the complete picture of the application
- Share implementation progress



Reflections on Development

- Failure to consider communication protocols the when determine the technology used.
 - Android, iOS: HTTPS <--> Fast API:HTTP
- Lack of consideration of detailed specifications and screens
 - Due to the delay in sharing the specification changes, some API had to be redesigned on the back-end side.
- Lack of simulation of user behavior (ex. Notification triggers)
 - "Shinagawa Sta." -> When going to work / When returning home
 - "Shinagawa Sta.", "4pm-7pm" -> When returning home

Potentiality

Coupons are send from registered stores

Register products for purchase while browsing leaflets
 Monetizing

Register products by JAN codes with the API of Yahoo!

Link with Twitter and Instagram

Usability

Monetizing

Thank you!