

VIBE EATS

GROUP MEMBERS: AADHIR, FRANK, JACKSON, SAGNIK

SECTION 2 GROUP 4

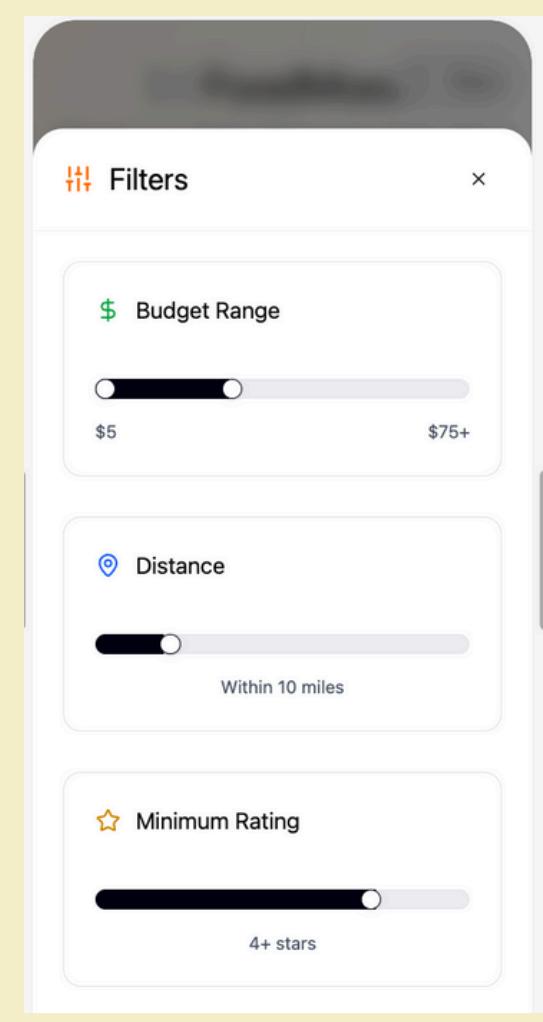
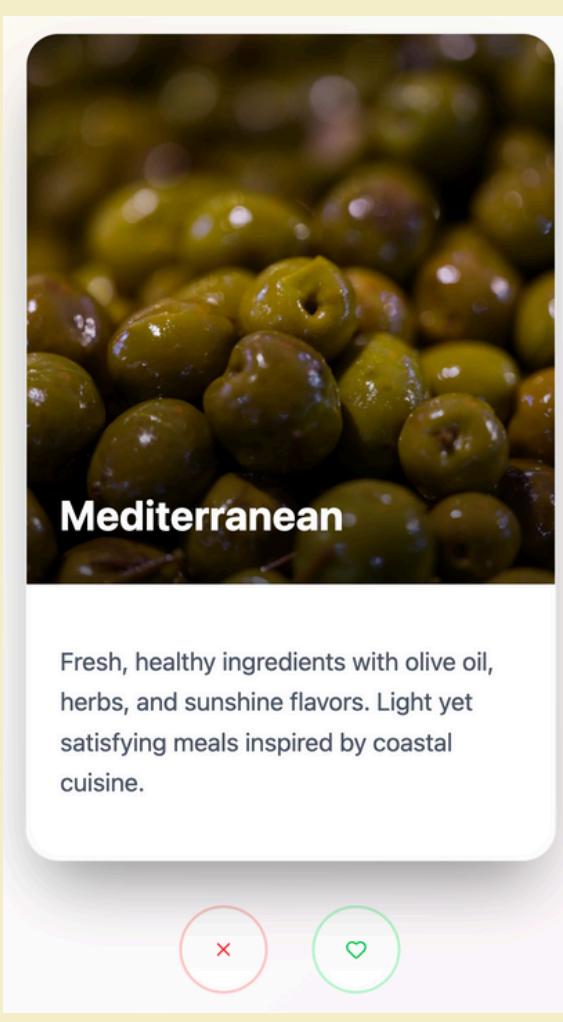
MISSION STATEMENT

Choosing what to eat can be stressful and overwhelming, especially when your mood doesn't match your meal. Our app responds to this challenge by letting users simply describe how they're feeling and then using AI to recommend restaurants and food options that align with their mood. Users can add filters such as price range, calorie count, and dietary restrictions to personalize their experience. The result is a food delivery system that not only saves time but also enhances emotional well-being, encourages healthier choices, and turns eating into a more meaningful experience.

STAKEHOLDERS

- End Users (Customers): People ordering food through the app.
- Restaurants/Partners: Businesses providing food delivery options.
- Delivery Staff: Couriers who fulfill the orders.
- App Admins: Oversee app functionality, approvals, and system health.
- Developers: Build and maintain the app's features.
- Marketing Team: Promotes the app and manages user growth.
- Data/AI Specialists: Train and refine the mood-to-food recommendation engine.
- Investors/Business Owners: Ensure sustainability and growth.

WIREFRAMES



MILESTONES

October (Release 1):

- 1: Mood Input System: Implement user interface for selecting or typing moods/feelings.
- 2: AI Recommendation Engine (Basic): Link moods to a curated database of food categories.
- 3: Filter Integration: Add support for price, distance, and minimum rating.
- 4: Core Ordering Flow: Enable browsing menus, adding to cart, and completing an order.

November (Release 2):

- 5: Advanced AI Personalization: Train the system to adapt to user history and past orders.
- 6: Mood-Food Diary: Log user moods, meals, and generate insights about preferences.
- 7: Group Mood Ordering: Allow multiple users to input moods and get group recommendations.
- 8: Immersive Experience: Add mood-based UI themes and AI-generated meal descriptions for an engaging interface.

TECH STACK

