

CS252 Project

Shubham Singh - 160674
Siddhant Sarkar - 160682
Ng Lyazii Christopher - 160442
Sahil Dhull - 160607

Deliver It!!

Group :- CTRL+ALT+DEL

Overview

A community-sourced delivery app. Our app will have groups of people connected to each other. The user can request the delivery of some items he/she requires from the people he/she is connected with. If any of the connected people are near a relevant store for the specified items, then they can accept the delivery offer and they will receive a certain percentage of the item cost as a bonus for doing the delivery on the app itself. E.g. If someone is currently in Shopping Complex and is about to return to his/her hall, then he/she can check the app and look for requests from his hall and earn some easy money by just doing the requester a favour by delivering them the required items. For the requesters end, he/she can receive any item at a little cost without moving from his/her place. This way every item, may it be food or stationary or anything will be made deliverable and people can earn easy cash by just getting some items from wherever they return from.

Goals

1. **Location tracking:** The app will send the delivery request to all the connected people who are near the relevant store for the items specified. The request will be visible to only those people who have switched on the app.e.g If someone is currently in OAT, he can switch on the app so that he can receive order requests from OAT. This will ensure that the app is not always tracking location i.e not always draining battery and can be toggled whenever the user is ready for delivery.

2. **Ensuring only one person can accept a request:** The request will be broadcasted to all users but once a person accepts the request , it will no longer be available to other users.
3. **Integration of in-app micropayments (if time permits):** The bonus money will be transferred in app instead of cash payment.
4. **Rating System (if time permits):** Each user can rate the delivery person on the basis of satisfaction. E.g. he can rate the person low if he/she accepted the order very early but failed to deliver in time. The rating system would ensure that everyone is trying to do their best in hope for future rewards.
5. **Registration and authentication using IITK webmail:** Each new user will have to register by his/her IITK roll number and a random password will be sent to his/her email for login. This password could be changed later on.