Glapped

The **G**reen c**L**othes **APP**
The Lovebugs

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Introduction

Reducing the waste of the clothing

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Who We Are

The Lovebugs

Why are we passionate about clothing sustainability?

Why did we chose to implement it this way?

Why Glapped?

Goals

- Measurable and Attainable environmental impact
- Aimed for actual use by students (gamification and practicality)
- Genuine potential to be rolled out across various universities
- Cost effective to run and maintain

Our product - Glapped

- Student Exchange for unused items
- "Points" system used to maintain relative value
- Gamification used to drive deeper participation
- Safety and Convenience – all exchanges to be completed on campus
- Price – genuine nonprofit aims
- Strong and impassioned environmental focus

Glapped - Gamification
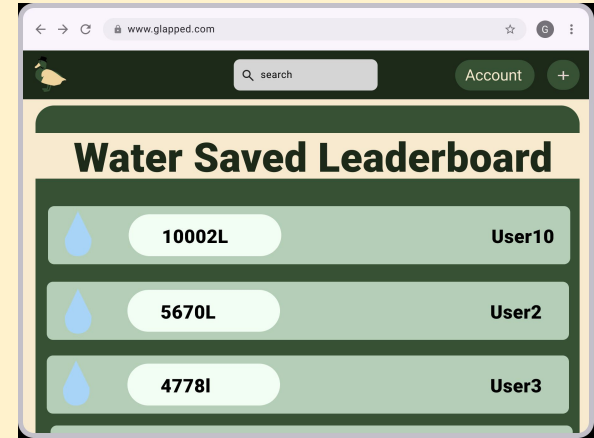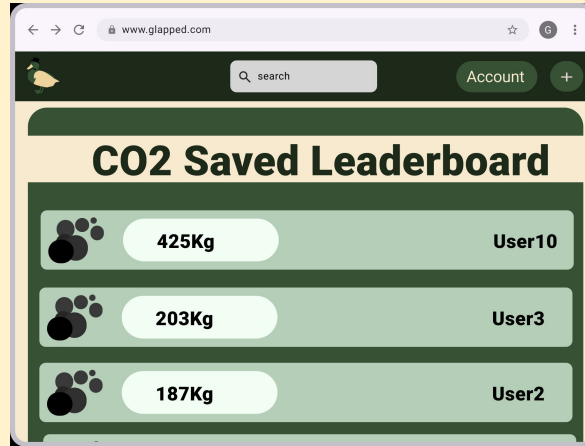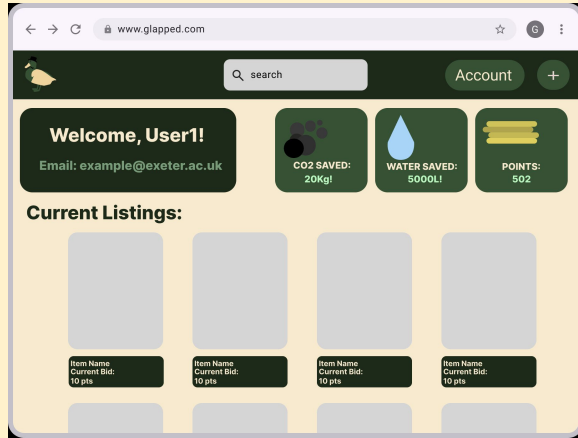
(Mockups)

- To encourage users engagement we will make use of earning an in app currency "Points" which they can spend by bidding on clothes. We will also have permanent statistics and leaderboards so that users have something to "collect".
- These statistics will consist of the estimated CO2 and water saved throughout a users lifetime usage of glapped, helping to put into perspective how much of an environmental impact the fashion industry has.

Development Process - Sprint 1

During the first sprint we implemented most of the core features of Glapped:

- User system and database
- Ability to list items and a rough buying process
- Location based validation - determines whether user is on campus
- Basic UI design
- Leaderboards for points

Development Process - Sprint 2

For sprint 2 we focused on some more specific features aimed at improving user experience

- Glapchat - messaging between buyers and sellers
- Moderation - report forms with account/listing removal
- Auctions - including live updates and debt protection
- Data Protection and Security to comply with legislation

Production issues

- Organising a team of 7 - we used meeting recaps
- No long lasting bugs but plenty during production
- There was a potential for system exploits that was need to be addressed in the second sprint
- Testing
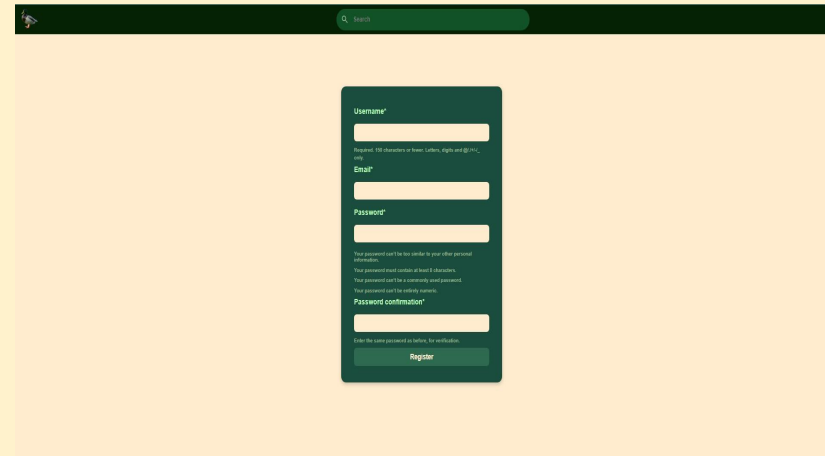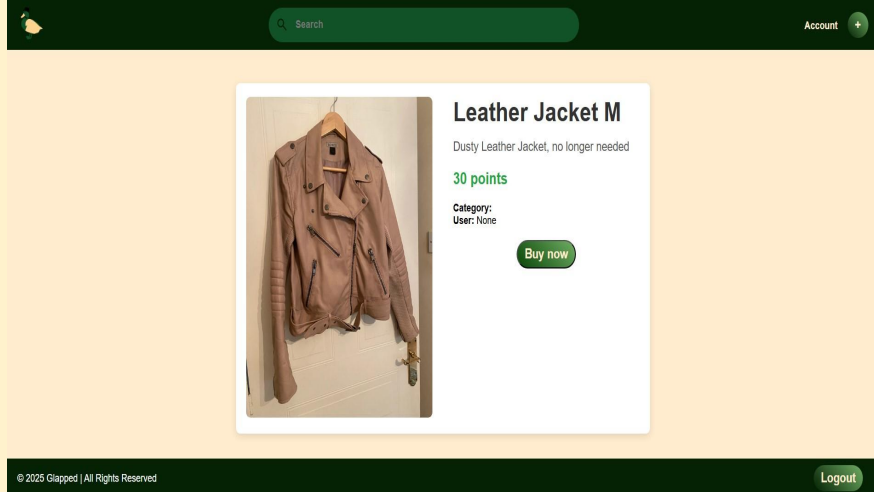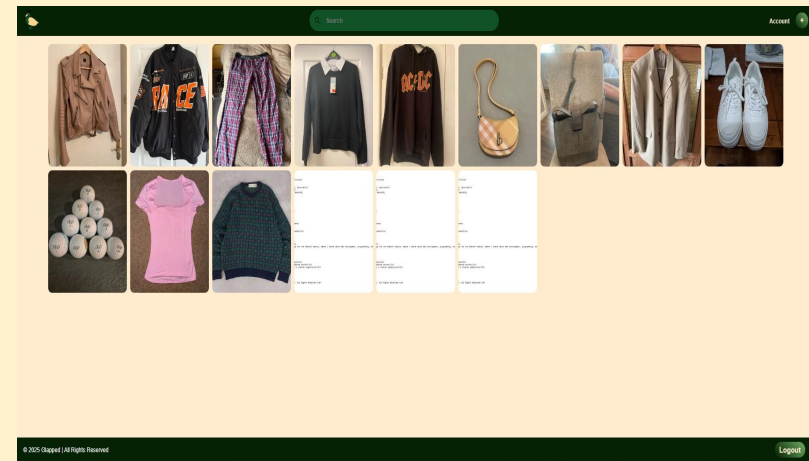- Health Issues - Hospital Visit
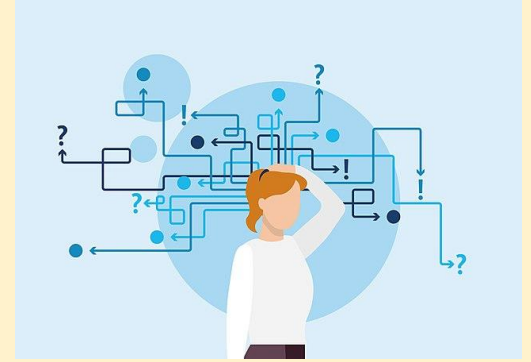
Impact

- Students can reduce carbon footprint
- Monitoring environmental impact to be added in next sprint
- Raises awareness of the issues around clothes and consumerism

Clothing Type	Average Co2 use (kg)	Average Water use (L)
T Shirt (all materials)	7	3000
Button up/Cotton shirt	8	4000
Vest	6	2600
Knitted Jumper/Sweater (wool)	23	40,000
Hoodie	14	7000
Cardigan(wool)	10	30,000
Denim Jacket	20	2000
Leather jacket	78	36,000
Polyester Jacket/winter	19	2700
Trainers	14	8000

Results

- Final sprint has been completed
- All features have been implemented
- Demo to be done later in this presentation

Kanban

Github

Demo

Q&A