

Eat & Meet – Project Description

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ICT/GBE Engineering

Spring Semester 2021

05/03

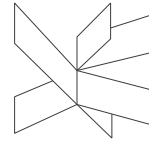
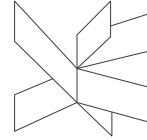


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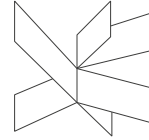
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Appendices (including Group Contract)



1 Background description

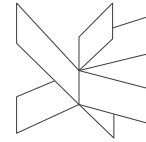
People, especially students in foreign countries, can often find themselves isolated in an unfamiliar place, or simply yearning to meet new and interesting people. We believe in this age where people feel increasingly distant despite being more connected than ever, there is need for a way for strangers to bond in a simple and casual manner. According to Thomas, (2020), It has been found that students become lonely when they move to university with the help of a survey from more than 500 respondents. According to Food, the Ultimate Connector, (2014), food is key factor which connects humans, from school to old age. When students join school, they share their lunch boxes, later people meet at food points such as restaurants with friends and other social circles, and at some events such as wedding or other food is shared so it can be said that food is the crucial factor in connecting people therefore, this app focuses more on food which will help students to socialize and reduce the burden of loneliness. There are many platforms for socializing such as Facebook and Instagram, but when it comes to cooking and meeting there is not any specific platform for doing it, which is why we wish to provide one.



2 Definition of purpose

To help people overcome isolation, expand their social circle and get to know other people and cultures in their surroundings.

This platform will specially focus on students who are new to lonely life and particularly international exchange students who find themselves in new cities, or even countries, and trying to mingle with some other students and know each other. Therefore, they will use food as a connector for them to build relationships.



3 Problem Statement

We intend on creating a website to help people (especially exchange students) gather and meet with each other around food, such as by cooking and eating together despite not knowing one another, and belonging to different cultures and lifepaths.

Requirements

Provide users with a way to meet at least one new group of people within a week's timeframe, while giving them a reason for interaction revolving around food.

Ability to set up a profile where users can store or delete data (verify id, allergies etc).

Ability to see a user's meeting history.

Ability to signal/flag an user, or rate them anonymously.

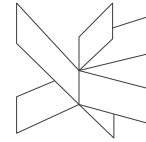
Allow users to encounter at least one culture different than their own.

Enable users to set up such an occasion in less than 10 minutes and opening less than 3 new pages after logging in.

Being able to support at least 100 users.

Main use cases:

ID:	1
Title:	Create an account
Description:	The user signs up to the site by creating an account, possibly adding preferences in regards to allergy, religion, etc.
Primary Actor:	User
Preconditions:	The user does not have an account registered with their email
Postconditions:	The user is registered with an account
Main Success Scenario:	<ul style="list-style-type: none"> • The user clicks on the 'sign up' button • The user fills in the registration form with their data (first name, last name, e-mail, phone number, birthday, city of residence, picture). • The user proceeds to choose a password • The user creates the account.
Extensions:	<ul style="list-style-type: none"> • The user may specify restrictions on allergies, religion and other preferences, or links to their social media. • If the user's email is already linked to an account on the site, they will be asked to enter a different one. • If the user's age is below a certain threshold, they may be denied registration.

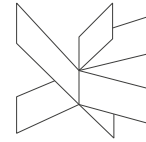


Frequency of Use:	Frequent (every time a new user registers)
Priority:	Very high

ID:	2
Title:	Log in
Description:	The user logs into their account
Primary Actor:	User
Preconditions:	The user has registered with an account
Postconditions:	The user is logged into their account
Main Success Scenario:	<ul style="list-style-type: none"> The user clicks on the 'log in' button The user fills in the text boxes asking for their username and password The user confirms.
Extensions:	<ul style="list-style-type: none"> The user may click 'Forgot my password' if they do not remember their credentials. They will then have to enter their e mail address, and a message with instructions for resetting the password will be sent to them. If the user enters a wrong email or password, they will be alerted and asked to enter different ones.
Frequency of Use:	Very frequent (every time a registered user need to use the site)
Priority:	Very High

ID:	3
Title:	Create a cooking session
Description:	The user creates a cooking session with a post specifying what he plans on cooking, how many people they want, what ingredients are needed.
Primary Actor:	User
Preconditions:	User has an account and is signed in (user has specified their general location).
Postconditions:	User's post has been created and saved in the database.
Main Success Scenario:	<ul style="list-style-type: none"> The user clicks on 'create a new post'. The user fills in the fields on the page with the necessary details of the meeting such as number of participants, the recipe, the ingredients and the location The user confirms
Extensions:	<ul style="list-style-type: none"> The user may choose additional details, such as the presence of animals at the location, whether smoking will be allowed, etc

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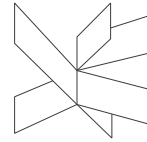


	<ul style="list-style-type: none"> The user may choose if they want the participants to bring the ingredients, in which case they can be split among the attendees The user may choose if they want to just call people over for eating or for cooking as well
Frequency of Use:	Frequent (every time a user creates a new meeting occasion)
Priority:	Very High

ID:	4
Title:	Join a cooking session
Description:	The user joins an existing cooking session
Primary Actor:	User
Preconditions:	User has an account and is signed in (user has specified their general location). Another user has created a cooking session.
Postconditions:	User has joined the cooking session.
Main Success Scenario:	<ul style="list-style-type: none"> The user enters a page for searching meetings in the area The user chooses one not at full capacity The user looks at the details, the creator and the participants (each user will have a score based on previous meetings) The user confirms joining the meeting
Extensions:	<ul style="list-style-type: none"> The user may decide to narrow the search for sessions by specifying one or more preferences.
Frequency of Use:	Very Frequent (every time a user joins a meeting)
Priority:	[Very High

ID:	5
Title:	Rate a cooking session
Description:	The user rates a cooking session they have attended and its participants
Primary Actor:	User
Preconditions:	User has an account and is signed in (user has specified their general location). User has joined a meeting and (6) hours have passed since the meeting time.

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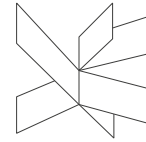


Postconditions:	User has rated the meeting and its participants.
Main Success Scenario:	<ul style="list-style-type: none"> • User clicks on the meeting they have attended • User clicks on 'rate meeting' • User rates the experience of the meeting in general • User rates the participants • User confirms
Extensions:	<ul style="list-style-type: none"> • The user may decide to skip the rating part
Frequency of Use:	Moderate (every time a user decides to rate a meeting)
Priority:	Medium

Sub problems

ICT

- Providing an accessible platform for organizing food-based meetings
- Lack of accessibility to a kitchen for many students (introduction of the project)
- Lack of equipment, or funds for ingredients among users
- People having different allergies or diets
- Religious people not being allowed to eat certain foods
- Preferences regarding the location (animals, smoking, accessibility, etc...).
- Privacy: let the user choose how other people see their information (everyone, only friends, no one) → more a requirement



GBE

- Who would be the main target group?
- How is our solution different from what is offered by competitors or similar services?
- Who would be the greatest competitor?
- Who would be our main stakeholders?
- What would be the best way to advertise our service?
- How can we finance the platform?

4 Delimitation

We intend to target mainly students (especially exchange students).

While the service will be accessible online and be available worldwide, it will be aimed at western audiences, because both the context of loneliness and the response to the service might be quite different.

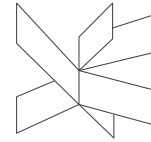
The solution that will be provided will then be focused on the western culture and be launched first in Europe and hopefully spread in other western countries afterwards. Western global trends regarding hospitality habits will then be studied more precisely to provide the most accurate service for the targeted group.

The platform will also only provide a solution that will allow people to meet and get in touch by scheduling meals. The platform will however not provide solutions for accommodations like kitchens or cooking tools rentals or buying the different ingredients.

The platform itself will be a social network-like website, with user profiles capable of making posts to organize one specific food-based meeting (such as a meal or a cooking session), while describing location, the type of food involved, the ingredients required and more.

We expect it to at least be functional and capable of supporting a small number of users.

In the first instance, the platform advertisement and financing models will be focused and based on our principal target group's size so it should keep us away from facing great difficulties related to a bigger number of resources needed to start the project.

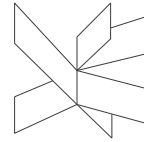


5 Choice of models and methods

ICT:

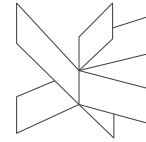
WHAT	WHY	WHICH (lvl of outcome)	WHICH (methods)	WHO	WHAT
Platform	It will be the place where you can set up plans.	Users should be able to post in under 10 minutes.	Develop a Website using Vue.js framework.	François	300h
Lack of equipment	People will be unable to meet up and cook together if they do not have access to a kitchen or none of the necessary equipment.	Users should easily know what they are expected to bring, and others can provide.	Section in the post specifying whether you have access to a kitchen.	Juliette	200h
Profile	Specify diets, allergies, dislike of cats.	People can know what to expect from others.	Tags in the profile specifying the user's allergies or in the description of the post.	Tommaso	20h
Particular diets	Some individuals follow a certain diet and need avoid some sort of products.	Allow people with special diets to find meals that respects their needs.	Special section on the website to indicate if you have a particular diet. Option in research / post creation to specify the diet.	François	20h

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Recipes	People, especially students, might not know how to cook or what to cook.	Offer recipes to people. Recipe must take in consideration the different diets.	Database of user submitted recipes and / or links to external websites. Look up recipes by ingredients.	Tommaso	100h
Cost of ingredients	Students may not be able to buy expensive food.	Allow the user to define an approximated cost for the ingredients. Allow user to propose substitute ingredients in the post.	Special option in the post to specify the cost.	Juliette	20h

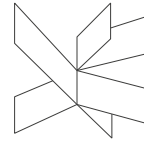
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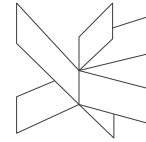
GBE:

WHAT	WHY	WHICH (lvl of outcome)	WHICH (methods)	WHO	WHAT
Who would be the main target group?	We need to define precisely the target group in order to find how could we finance and advertise our solution	Estimate the number of people in our target group as precisely as possible	Research on the different groups we want to target, segmentation and explain why we did these selection	Franck	15H
Why is our solution different from other services?	We need to find the strength and differences of the solution we will provide to advertise it relying on its most valuable features	Find the 5 aspects of our solution that best differ from what is already offered on the market	SWOT analysis,	Franck	15H
Who would be the greatest competitor?	We need to define who are the competitors to understand better how our market is and what could be our expectations toward it	Find One or two of our greatest competitors on the market we want to reach	Market study through internet research, Porter forces model	Naveen	15H
Who would be the main stakeholders?	To define who we will have to rely on through the whole process	Find the 3 to 5 main stakeholders that we will have to satisfy	Do a stakeholder's analysis, pest analysis	Naveen	15H

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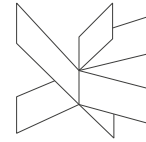


How to advertise our solution?	We need a critical number of users so people can meet.	Have a minimum number of users on the platforms not too far from each other's.	We will use social media and other electronic methods to increase awareness. For the users who refer to their friends will be given bonuses in this we will get more targeted users.	Franck	30h
How can we finance the platform?	Find the most efficient way to finance our activity taking into consideration all the aspects the solution will need to be developed and for a potential company based on it	Find out how much the platform could generate with the ways of financing studied	Prospection about ways of financing and financial plan	Naveen	30H



6 Time schedule

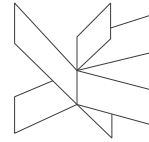
Months	Feb				March				April				May			June	
Weeks	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Finding a problem		50h															
Working on problem specific			250 h														
Making proposal and getting approval					250h												
Easter Break																	
Working on the Final project									It may take 840h								
Estimating cost									It may take 250hr								
Working on Finance support									May take 300 hr								
Advertising									It may take 240 hr								
Getting feedback and improving														10h			
Final Project submission and presentation																	



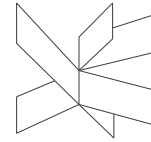
7 Risk assessment

Risks	Description	Likely-hood scale	Severity scale	Product of likelihood and severity	Risk mitigation/ Preventive and responsive actions	Identifiers	Responsible
Risk 1	Lack of time before hand-in	4	4	16	Regular control of the time schedule and taking the needed actions to fix any problem.	Procrastination, not meeting deadlines, crunching and rushing.	Franck
Risk 2	Misunderstanding	1	4	4	Every group member must expose their issues if they face some / talk with the group or with the members directly concerned by the problem.	Arguments over what has been already decided or discussed, infighting, effort being spent in useless tasks.	Naveen
Risk 3	Wrong distribution of the tasks	3	3	9	Being able to quickly notice the problem and take the	Members overworking themselves, members feeling like they aren't	Juliette

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					necessary measures to redistribute the task efficiently, keep the group updated on time spent on project.	participating, members feeling they don't have the appropriate skillset.	
Risk 4	Tasks being too complex	4	4,5	18	Find out what are the skills of each team member and admit what can be done and what cannot be done.	Members feeling lost or overwhelmed, little progress being achieved.	Tommaso
Risk 5	No access to the required technical resources	4,5	5	22,5	Find a tool that would answer all the project's requirements or try to find another way to achieve the task.	The tool that we choose doesn't answer our requirements. We can't solve the subproblems with this tool.	François



8 Sources of Information

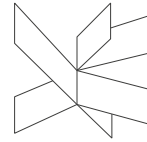
Thomas, F. (2020) *Student Loneliness: The Role of Social Media Through Life Transitions*.

[online] Available at: [http://sfx.dbc.dk/dbc-](http://sfx.dbc.dk/dbc-45DBC_VIAUC?ID=doi:10.1016%2Fj.compedu.2019.103754&genre=article&atitle=Student%20loneliness%3A%20The%20role%20of%20social%20media%20through%20life%20transitions.&title=Computers%20&%20Education&issn=03601315&volume=146&issue=&date=20200301&aulast=Thomas,%20Lisa&spage=&pages=&sid=EBSCO:APA%20PsyncInfo:2020-00228-001&req.language=eng)

[45DBC_VIAUC?ID=doi:10.1016%2Fj.compedu.2019.103754&genre=article&atitle=Student%20loneliness%3A%20The%20role%20of%20social%20media%20through%20life%20transitions.&title=Computers%20&%20Education&issn=03601315&volume=146&issue=&date=20200301&aulast=Thomas,%20Lisa&spage=&pages=&sid=EBSCO:APA%20PsyncInfo:2020-00228-001&req.language=eng](http://sfx.dbc.dk/dbc-45DBC_VIAUC?ID=doi:10.1016%2Fj.compedu.2019.103754&genre=article&atitle=Student%20loneliness%3A%20The%20role%20of%20social%20media%20through%20life%20transitions.&title=Computers%20&%20Education&issn=03601315&volume=146&issue=&date=20200301&aulast=Thomas,%20Lisa&spage=&pages=&sid=EBSCO:APA%20PsyncInfo:2020-00228-001&req.language=eng) (Accessed: 13 March 2021).

FMI (2014) *Food, the Ultimate Connector*. [online] Available at:

<https://www.fmi.org/blog/view/fmi-blog/2014/03/17/food-the-ultimate-connector#:~:text=Food%20is%20the%20universal%20bonding%20agent%20that%20bring%20people%20together.&text=An%20industry%20dedicated%20to%20providing,secret%20ingredient%20in%20every%20recipe>. (Accessed: 13 March 2021).



Appendices

Group Contract

Group Name (optional):		Date	22/02/2021
		:	

These are the terms of group conduct and cooperation that we agree on as a team.

Participation: We agree to....

Be active when we meet. Attends the meetings (or at least keep the others updated).

Assign tasks to each member each meeting.

Communication: We agree to...

WhatsApp: urgent matters

Teams: for meetings and share files

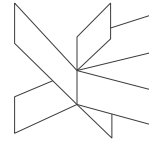
To tell what we are thinking freely (ideas, opinions...) and respectfully.

Meetings: We agree to....

Meet up once a week on Teams (or in Denmark if possible, at the pub).

Have order of the week discussions and a person responsible for the time (or just a timer) approximatively.

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Make sure everyone knows what they and everybody else is doing each week.

Show others what you have accomplished each week.

Conduct: We agree to....

Treat each other respectfully. Don't be late or at least warn the others. Tell others if you can't meet the deadlines.

Conflict: We agree to....

Not kick anyone out of the group.

Talk out our differences in a civilized manner.

As soon as there is a problem you should tell it (write it for next meetings).

Deadlines: We agree to....

Respect deadlines.

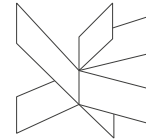
Inform the group when we feel we won't be able to meet a deadline, as soon as possible.




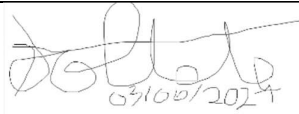

Not overwork ourselves to meet impossible objectives, but reduce the objectives instead.

Other Issues:

If other issues arises we will try to resolve them based on situations.

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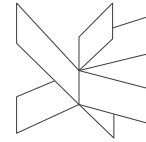


Group member's name	Student number	Signature
Naveen Kumar	310583	
Tommaso Brumani	310561	
Franck Julien	302071	
François Foltête	310576	 6/10/2024
Juliette Debressy	310569	

Group Formation and Topic Selection

Name	Student number	Study program	ECTS for project
Franck Julien	302071	Global Business Engineering	10
Tommaso Brumani	310561	ICT Engineering	10

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Juliette Debressy	310569	ICT Engineering	10
François Foltête	310576	ICT Engineering	10
Naveen Kumar	310583	Global Business Engineering	10

Project title: The title of the project:

Untitled food-based social network

Background: A short explanation about the background for the project topic:

Students can often find themselves isolated and will oftentimes resort to cooking very simple, nutritionally poor meals. Food is universal and is a great opportunity to bring them together, especially for foreign students who can all bring their own culture to the table.

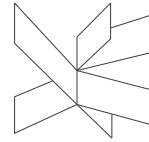
Keywords: A list of main topics in the project:

- Social: allows to meet and get to know new people.
- Cultural: allows to share different cooking traditions and practices.
- Web-based: hosted on a website.

Individual learning objectives: Please state individual learning objectives based on interest and feedback from previous projects and Process Report reflections.

Name	Learning objectives
------	---------------------

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Franck Julien	Hand a good quality project on time and improve my skills in business management and communication by working with a multicultural team.
Tommaso Brumani	Learn more about web design and project work.
Juliette Debressy	Create a functional product that I could use in my daily life.
François Foltête	Have a nice design for the website. Learn more about web development.
Naveen Kumar	To learn something which can solve our problems.

Initial acceptance:

Date:

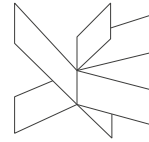
Name:

Supervisors Signature:

Version: August, 2018

Template responsible: dans@via.dk

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Mindmap used for brainstorming:

