

# MealConnect.

excess to essential, direct.

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# Motivation

- In our society, the prevalent issue of food waste clashes with the struggle many face to put food on the table.
- Homeless shelters and NGOs grapple with securing consistent fresh food donations, hindered by fragmented and slow existing solutions. Our team, inspired by witnessing restaurants discarding edible food, shelters unable to feed everyone, and individuals going hungry, is dedicated to a more efficient solution—a food-sharing app.
- Our goal is to seamlessly connect surplus food providers with recipients, minimizing waste, alleviating hunger, and fostering community and sustainability.

# Problem Statement.

- In the current socio-economic context, the challenges of food waste and inefficient surplus food distribution impact diverse stakeholders, including community members, local governments, food rescue teams, recipients, and providers.
- The lack of a centralized platform exacerbates these issues, leading to wasted resources and insufficient support for individuals and communities experiencing food insecurity.

# Solution Statement.

- MealConnect tackles food waste and inefficient sharing by streamlining processes for community members, local governments, app developers, food rescue teams, recipients, and providers.
- It provides an organized platform for effective food donation and distribution, reducing waste and ensuring food reaches those in need.



# Brainstorming for MealConnect

Ansh Goel

Integrate a tool within the app allowing users to track the environmental impact of their surplus food donations

Allow users to customize notification settings for surplus listings, pickup schedules, and volunteer opportunities based on their preferences.

Provide users with templates to share their experiences and impact stories easily on social media

Rishith

Create a specialized section allowing restaurants to easily list surplus food offerings, track donations, and access resources for better surplus management.

Host virtual community events within the app, such as cooking classes, live Q&A sessions with chefs, or workshops, creating additional engagement opportunities

Introduce a map interface showing surplus food sources and pickup points

Aditya

Create a space within the app for users to share stories, experiences, and tips related to food donation, fostering a sense of community and encouraging engagement.

Provide each user with a personal impact tracker showcasing the cumulative effect of their contributions

Allow users to customize their app with widgets displaying their preferred surplus categories

Abhishek

Introduce an easily accessible section for users to provide feedback

Develop a feature enabling corporations to organize surplus food drives, engage employees, and facilitate large-scale donations through the app.

Enable real-time updates and engagement during surplus food distribution events

Akshat

Create challenges that incentivize users to share their involvement on social media

Introduce monthly challenges or goals encouraging users to donate or volunteer regularly,

Introduce a feature that allows volunteers to see real-time opportunities for surplus food distribution

Aarehant

Implement a loyalty system rewarding users and volunteers with badges, rankings, or points for their contributions and milestones achieved through the app.

Host webinars and live events within the app to educate users, partners, and the community about the importance of surplus food redistribution

Create step-by-step tutorials and interactive guides to assist new users in navigating the app and understanding its functionalities

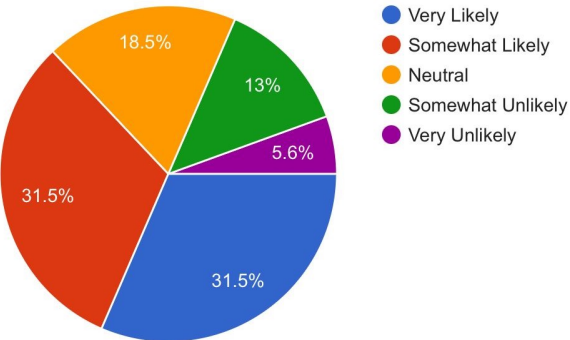
# Requirement Gathering

- MealConnect streamlines automated food pickup scheduling, inventory tracking, and optimizes routes for efficient food distribution.
- Volunteer drivers benefit from user-friendly signups, and recipients access searchable food bank databases. The platform includes gamified features, ratings for food quality, and analytics on waste reduction.
- Points and badges can serve as coupons, fostering sponsorships for profitability.

How likely would you be to use an app that connects excess food from restaurants to food banks and people in need?



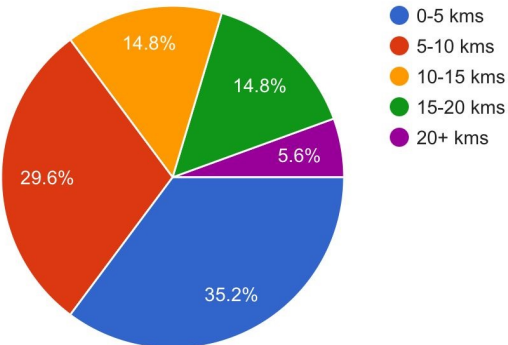
54 responses



How far would you be willing to travel to pick up free donated meals?



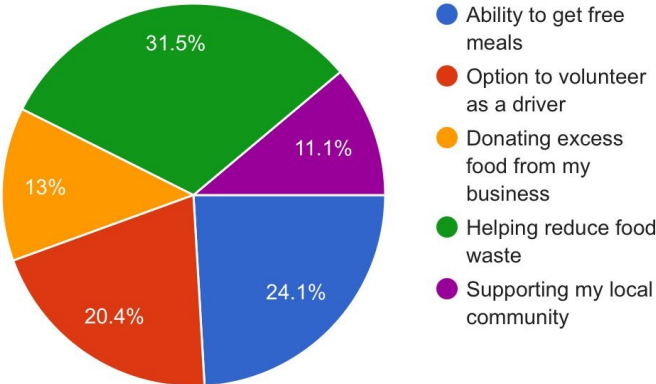
54 responses



What feature would convince you to try this app?



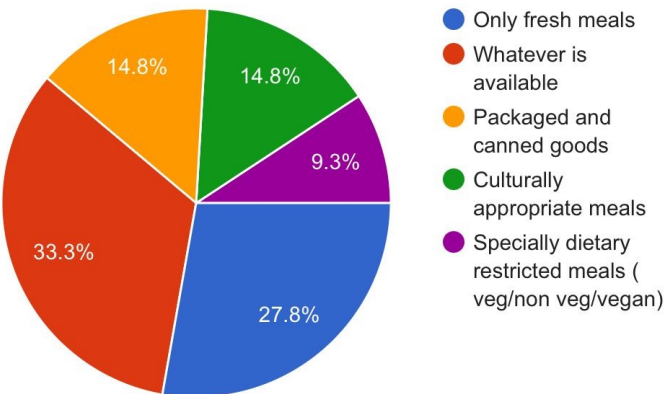
54 responses



What type of meals would you hope to get through this app?



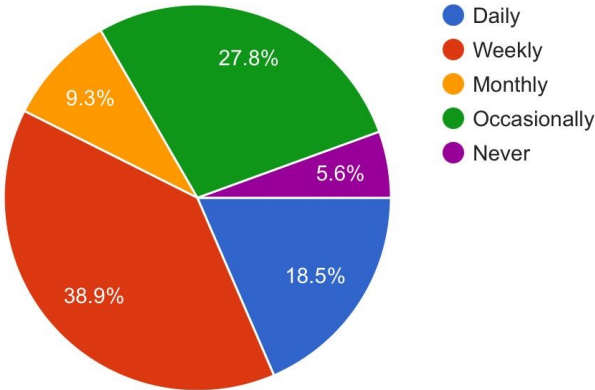
54 responses



How frequently would you use the app?



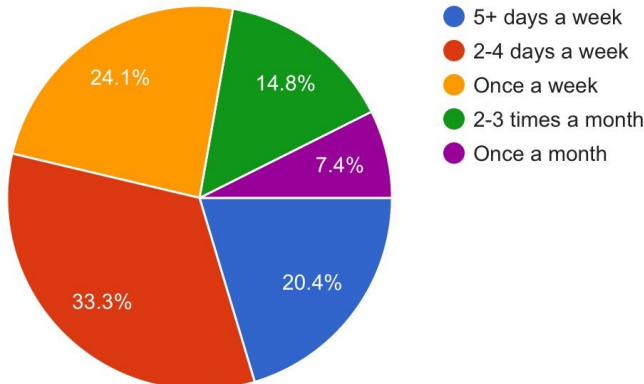
54 responses



How often do you eat out at restaurants currently?



54 responses





# Personas

## Kokila Ben

### FRUSTRATIONS(DONOR)

- **Waste Reduction:**  
Many donors might be frustrated with the amount of food they waste
- **Reputation:**  
Restaurants might be concerned about their public image

### NEEDS

- **Need for Food Waste Reduction:** Donors need a way to reduce food waste and make more sustainable choices
- **Need for Improved Reputation:** Donors may want to enhance their public image



### DEMOGRAPHICS

AGE: 34

GENDER: FEMALE

LOCATION: NOIDA, UP

EDUCATION: MTECH

YEARLY INCOME: >30 LAKH (Owner of Restaurant)

APP STATUS: DONOR

### PHYSICAL ATTRIBUTES

VISION: CLEAR

DISABILITIES: PROSTHETIC LEG

MEDICAL CONDITIONS: NONE

MENTAL HEALTH: GOOD

### PRIORITIES

Reduce Food Waste: ☒ ☒ ☒ ☐ ☐

Convenience: ☒ ☒ ☐ ☐ ☐

Reputation Enhancement: ☒ ☒ ☒ ☒ ☐

# Personas

## Ben Zamaowski

### FRUSTRATIONS(RECIPIENT )

- **Affordability:** People in need may struggle with high food costs. Your app can offer lower-priced, accessible options for quality food.
- **Availability:** Access to donated food can be inconsistent.

### NEEDS

- **Need for Affordable Food:** Recipients need access to low-cost, nutritious food to address financial constraints.
- **Need for Accessibility:** Recipients in underserved areas need a solution that provides equitable access to affordable food.



### DEMOGRAPHICS

AGE: 22

GENDER: MALE

LOCATION: NEWYORK, USA

EDUCATION: High School Graduate

YEARLY INCOME: >8 LAKH

MARITAL STATUS: RELATIONSHIP

### PHYSICAL ATTRIBUTES

VISION: NO GLASSES

DISABILITIES: FRACTURED LEG

MEDICAL CONDITIONS: NONE

MENTAL HEALTH: AVERAGE

### PRIORITIES

Consistency: ☒ ☒ ☒ ☒ ☐

BUDGET(5- most expensive; 0- cheapest): ☒ ☐ ☐ ☐ ☐

Accessibility: ☒ ☒ ☒ ☐ ☐

Privacy: ☒ ☒ ☒ ☐ ☐



# Personas

## Max Trevor

### FRUSTRATIONS (VOLUNTEER)

- **Scheduling:** Some potential volunteers may be unable to commit to fixed schedules.
- **Recognition:** Volunteers may desire recognition or incentives for their contributions.

### NEEDS

- **Need for Opportunities:** Volunteers seek opportunities to contribute to their community and make a positive impact.
- **Need for Flexibility:** volunteers need flexible volunteering options that can accommodate their availability.



### DEMOGRAPHICS

AGE: 27

GENDER: MALE

LOCATION: TOKYO, JAPAN

EDUCATION: MASTERS IN FINANCE

YEARLY INCOME: >50 Lakh

MARITAL STATUS: ENGAGED

### PHYSICAL ATTRIBUTES

VISION: GLASSES

DISABILITIES: NONE

MEDICAL CONDITIONS: HIGH BP

MENTAL HEALTH: STRESSED

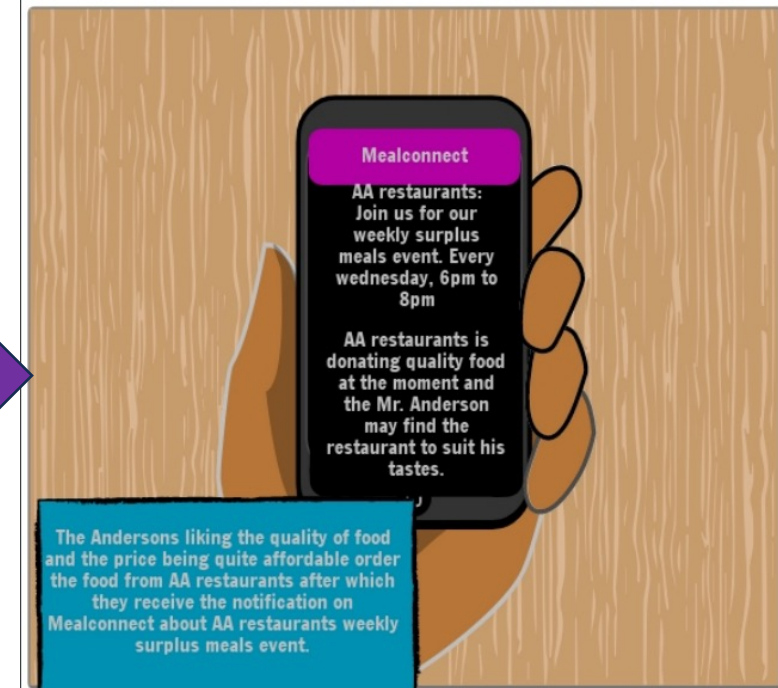
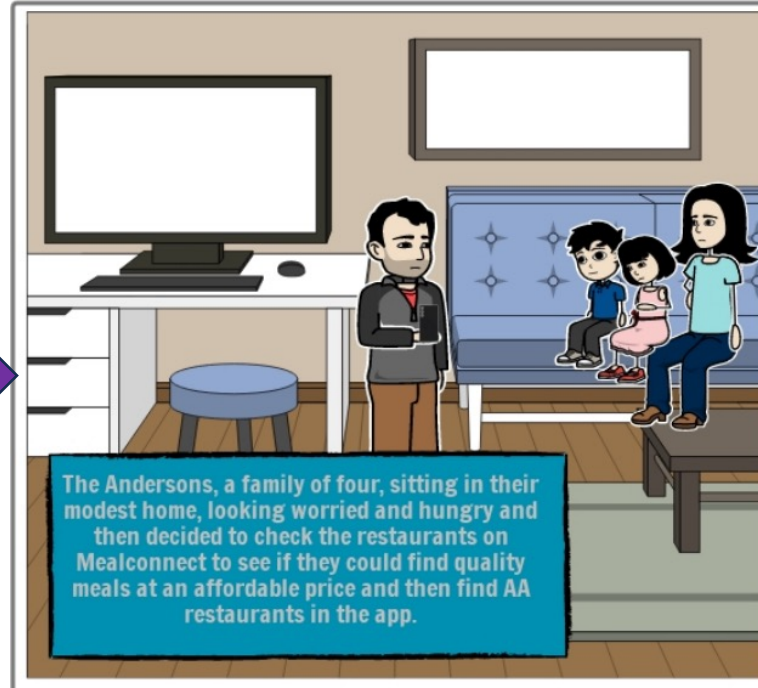
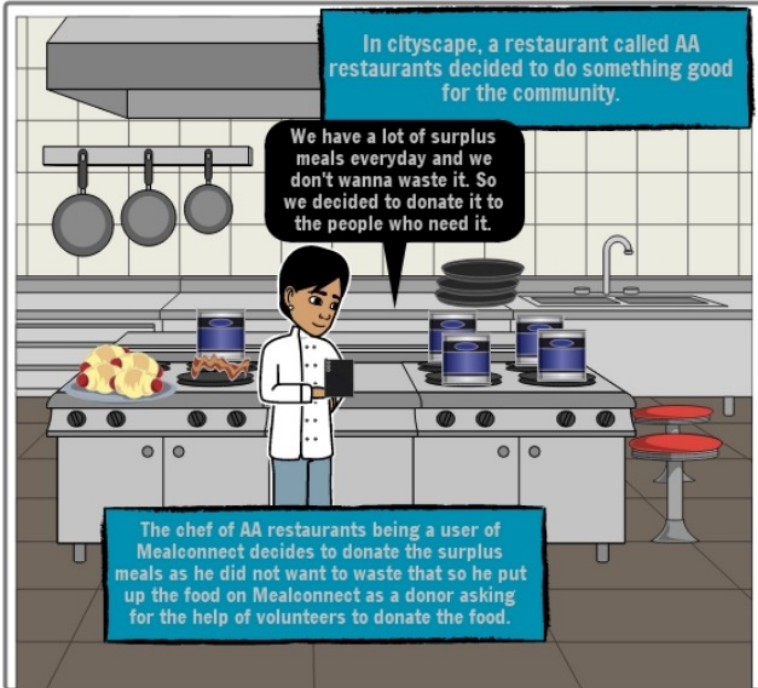
### PRIORITIES

Motivation: ☒ ☒ ☒ ☒ ☐

Flexibility: ☒ ☒ ☒ ☒ ☒

Opportunities: ☒ ☒ ☒ ☒ ☐

Recognition: ☒ ☒ ☒ ☐ ☐





# Scenario Mapping

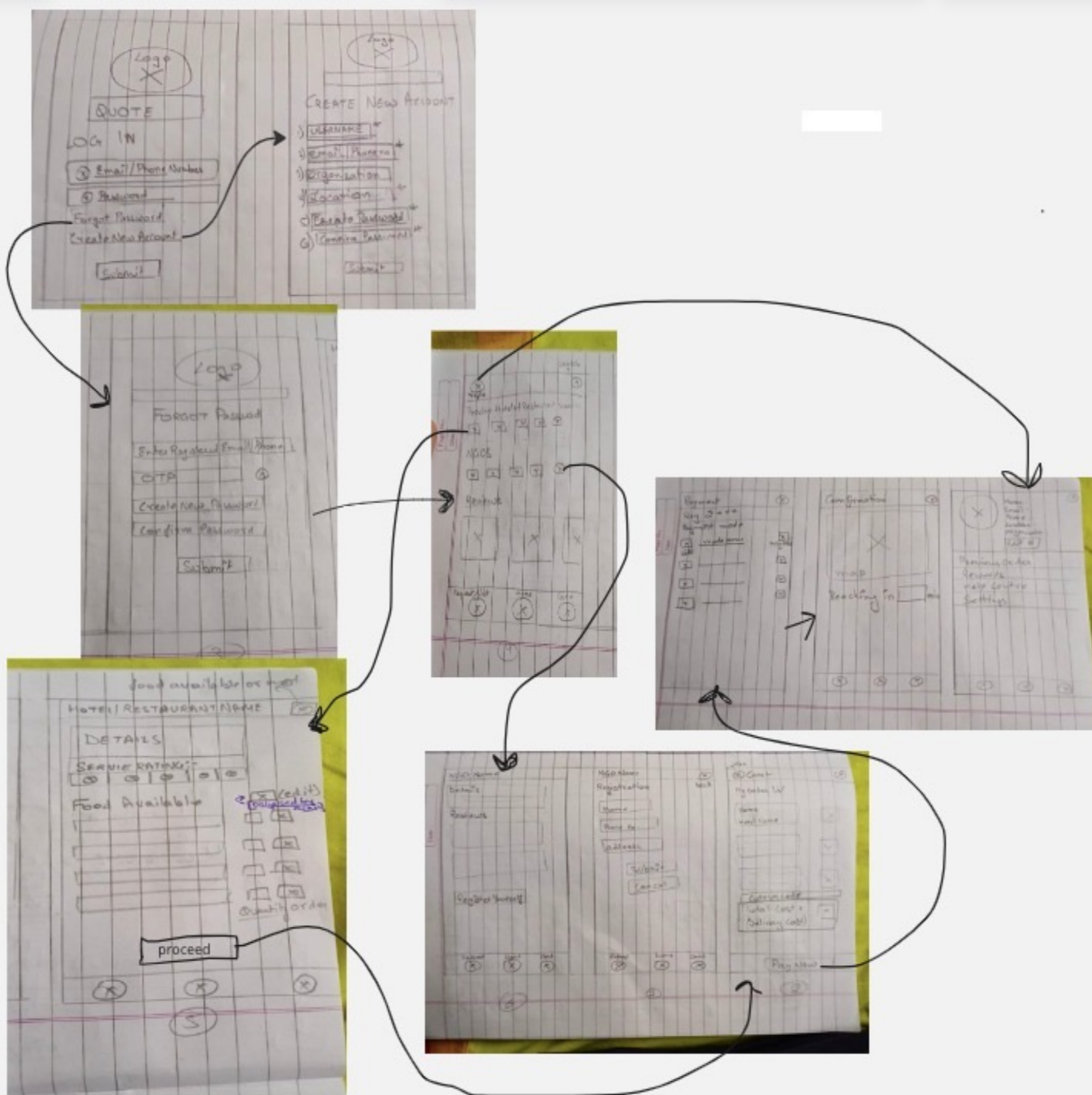




# Affinity Mapping

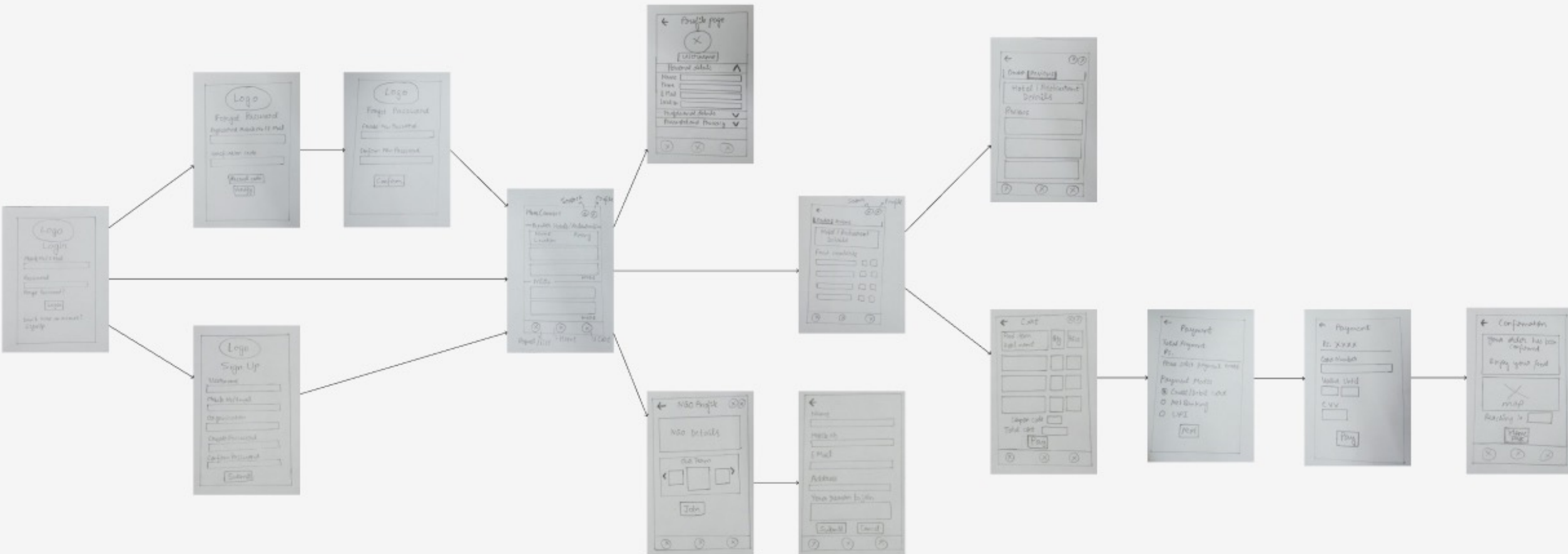
## Affinity Mapping





LoFi Designs

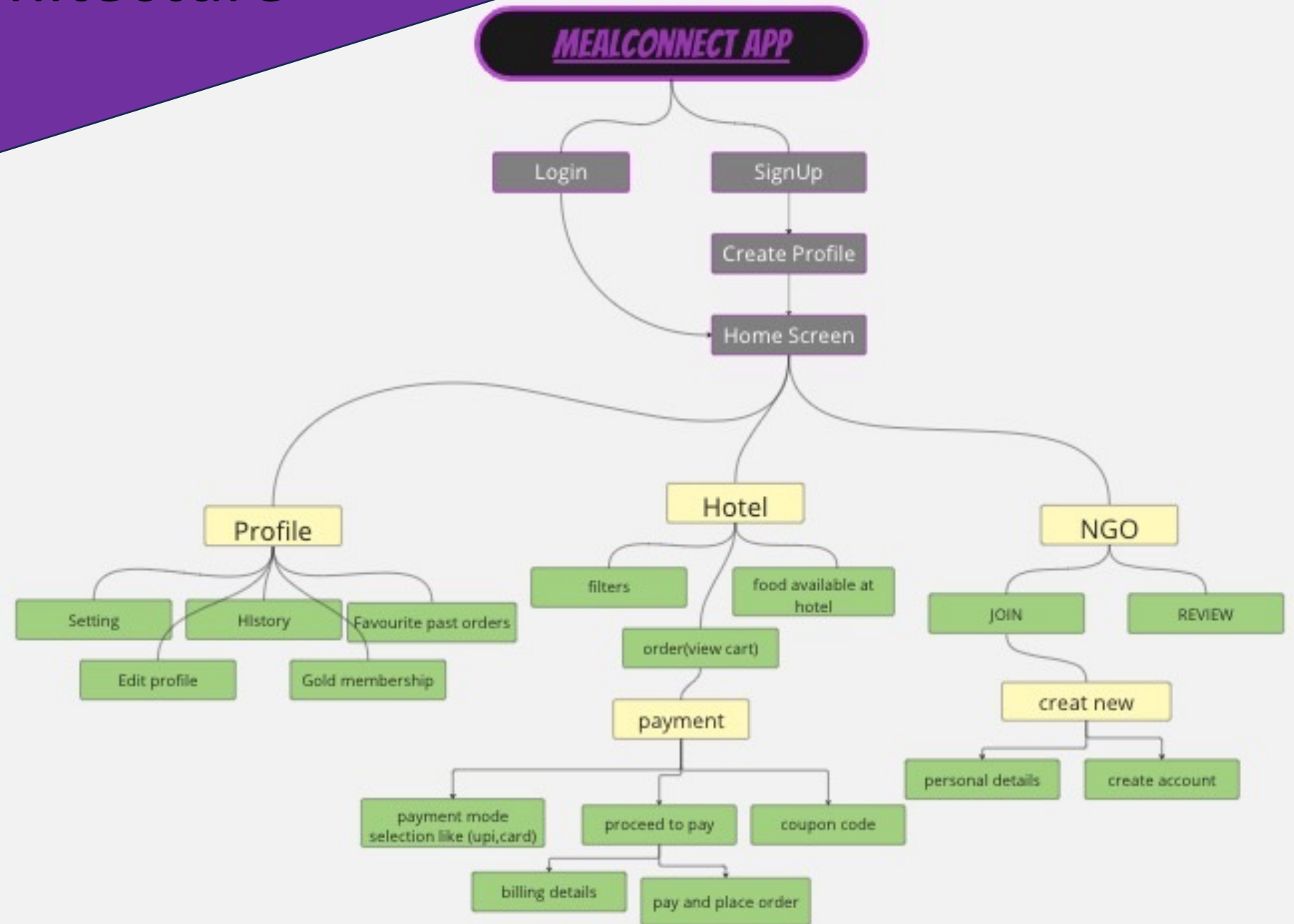
# Final LoFi Prototype



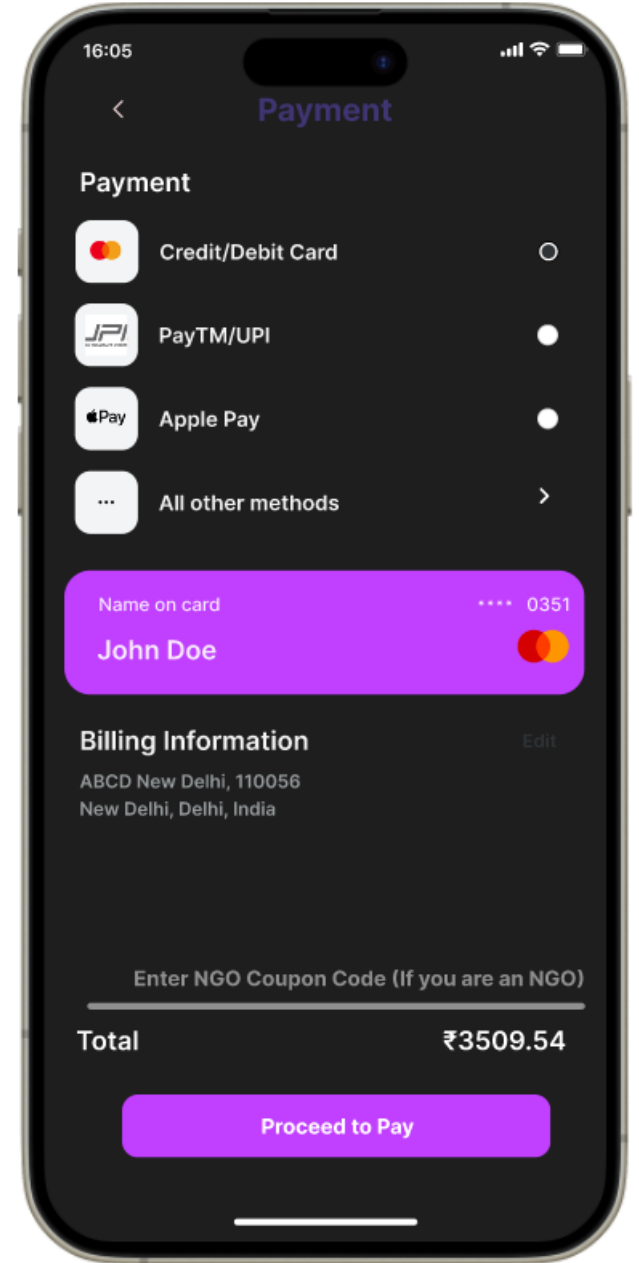
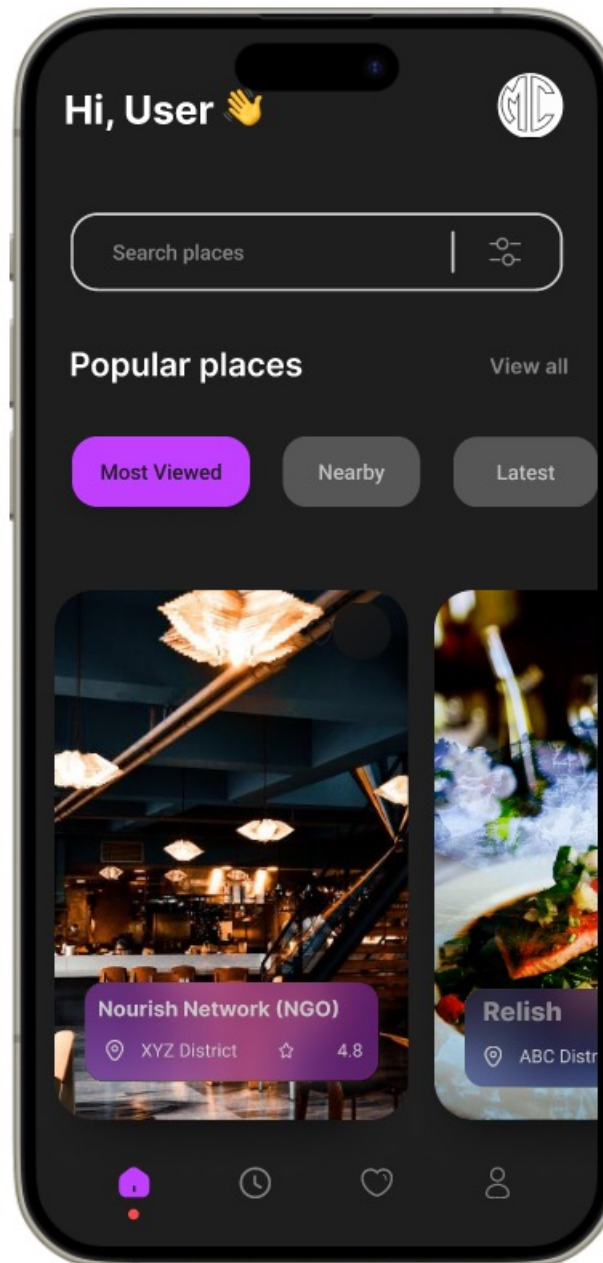
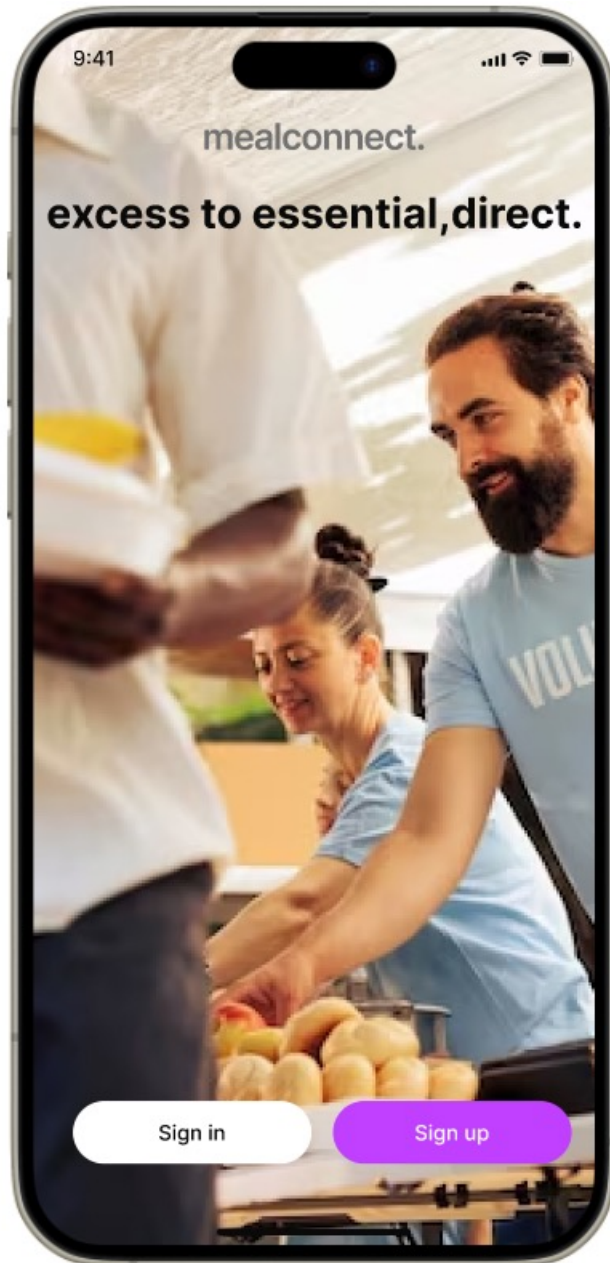


# Information Architecture

## / Task Flow



# HiFi Prototype

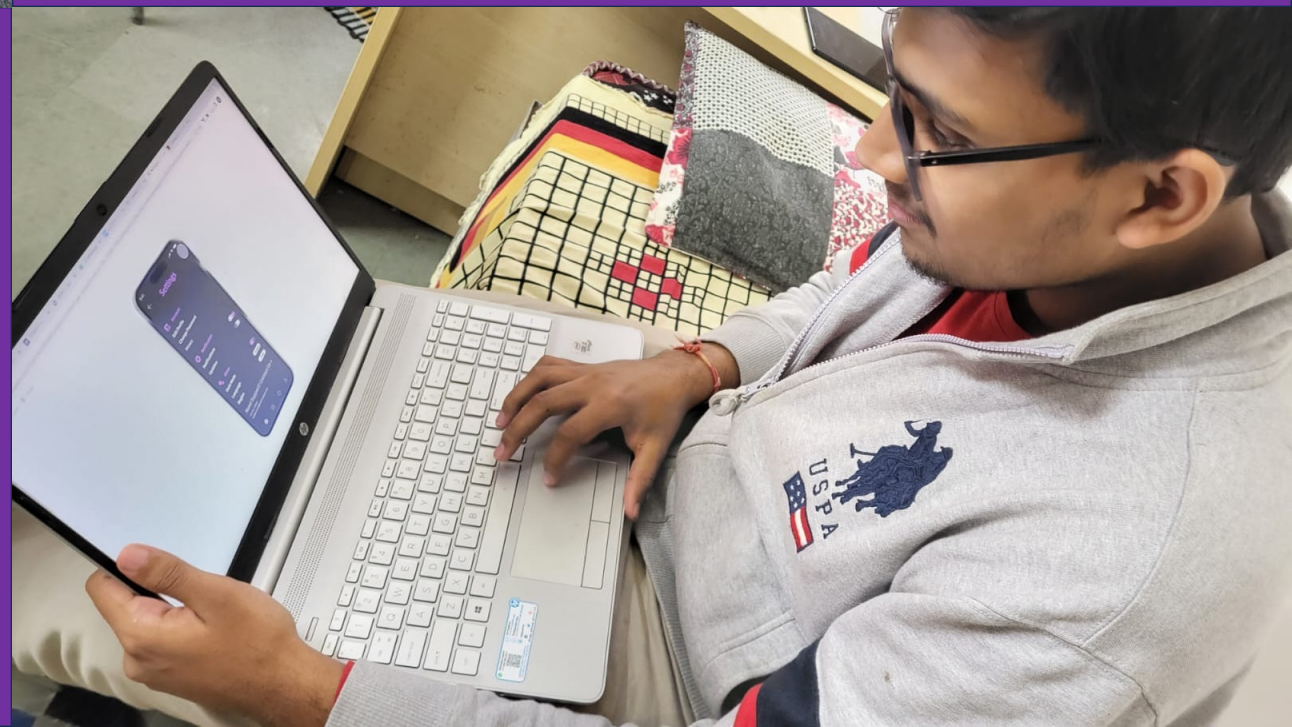






# Sample Users

## Trying out our app

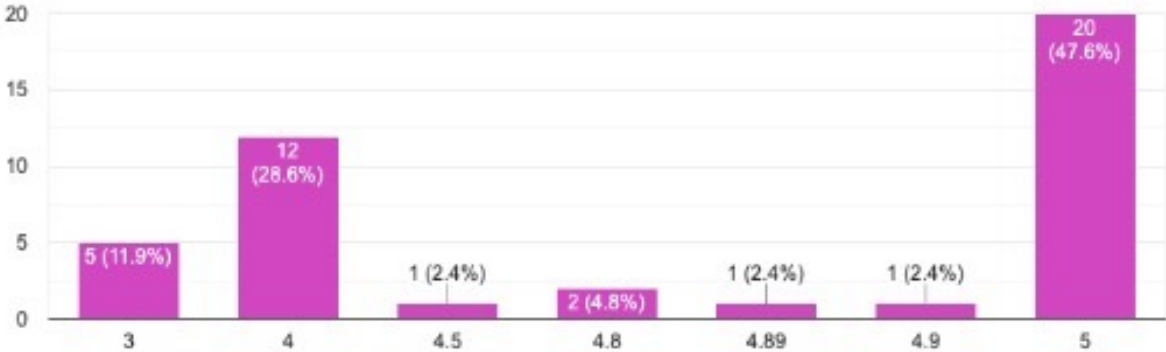




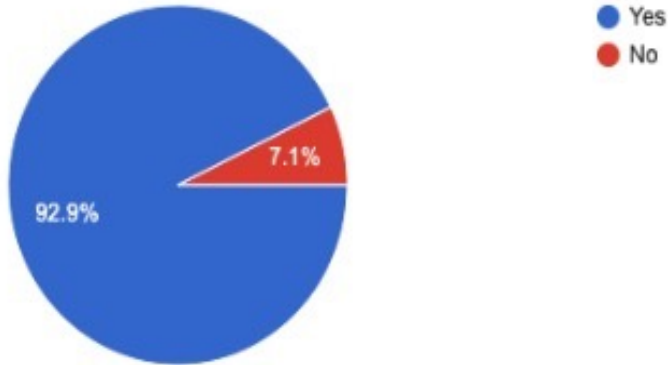
# User Testing and Evaluation

- User Evaluation Method:\*\*
  - - The method employed for user evaluation is a survey. ( ~65 responses)
- \*Report Basis:\*\*
  - - This report is generated from user responses obtained through the conducted survey.
- Survey Findings:\*\*
  - Majority of users liked the overall user interface of our app's design.
  - Almost all users are satisfied with the visibility and placement of key functions.
  - Most users find it easy to customize orders, though a minority suggests improving user-friendliness.
  - Users want incorporation of features from other apps, such as discount coupons and one-click payment.
  - Some users find the layout confusing, with mixed opinions on color schemes.
  - Recommendations include changes in visibility, less information on the profile page, a smoother UI, and linear classification of restaurants.
  - Some users feel the app's design does not align with expectations, suggesting more customizations and improvements for easy access. A few express skepticism about the market need for another food delivery app.

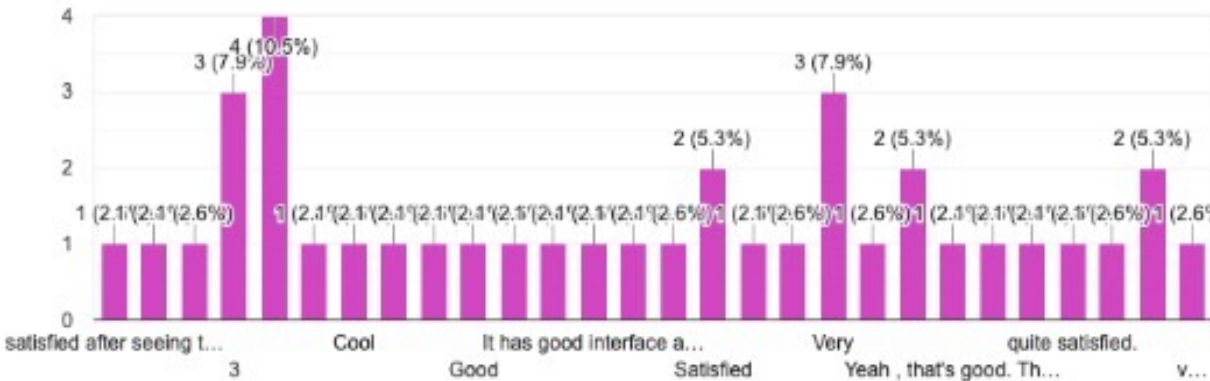
How would you rate the overall user interface of the app on a scale of 1 to 5 ? Copy



Does the app's design make it easy for you to customize orders or preferences?



How satisfied are you with the placement and visibility of key functions within the app? Copy



# Learnings and Reflections

- While researching about our topic, we realized the partition in our society. In our current society there are people,/hotels,/and restaurants who waste tons of good food, while on the other hand many people struggle to put food on the table.
- We realized the absence of an efficient food sharing platform, that could reduce excess food wastage and at the same time provide needy people access to quality food.
- We learned about various steps involved in creating a viable solution for a given problem.
- We gained practical experience in using the Double Diamond Design Principles :Discover, Define, Develop, Deliver
  - by focusing on these principles while designing our application.
- We got the first hand experience of developing a working app, which involved:
  - Understanding problem statement
  - Identifying the stakeholders
  - Finding out user's expectations through surveys
  - Developing personas
  - Creating Low Fidelity Design
  - Testing and evaluating Low Fidelity Design using interviews and surveys
  - Creating Alternate design based on the feedback received
  - Creating a working Hi-Fi Prototype
  - Evaluating the Prototype
- We also understood how important user participation is in the design process, and what it means to design for user experience.
- We understood the importance of teamwork while working on this project, and the importance of communication and collaboration between team members.