PROJECT REPORT

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1. INTRODUCTION

1.1 Overview

The Snack Squad project is a hypothetical project that involves creating a snack delivery service for a college campus or workplace. The project would involve setting up a website or mobile app that allows users to browse a variety of snacks and place orders for delivery to their location. The project would also require establishing partnerships with snack vendors and delivery drivers to ensure timely and efficient service.

1.2 Purpose

The main goal of the Snack Squad project is to provide a convenient and affordable snacking option for busy students or employees who may not have the time or means to go out and buy snacks themselves. The project would also aim to support local snack vendors by giving them a platform to showcase their products and reach a wider audience.

To successfully execute the Snack Squad project, several key components would need to be in place, including a user-friendly website or app, a reliable delivery system, and effective marketing and outreach strategies to attract and retain customers. Additionally, the project would need to adhere to relevant laws and regulations related to food delivery and sales.

Overall, the Snack Squad project represents an exciting opportunity to combine technology, entrepreneurship, and community building to create a service that meets a real need in modern workplaces and campuses.

2. PROBLEM DEFINITION & DESIGN THINKING

As an AI language model, I don't have access to specific information about a project called "Snack Squad." However, in general, a project with this name could refer to a group or team dedicated to providing snacks or food items to people in a particular setting.

For example, a Snack Squad might be a group of volunteers who provide snacks and drinks to hospital staff or patients, schoolchildren, or people attending a conference or event. The purpose of such a project would be to improve the well-being and morale of the individuals receiving the snacks, as well as to build community and connection among the Snack Squad members themselves.

Additionally, the Snack Squad project could have a broader purpose related to food justice, access to healthy food, or reducing food waste. Depending on the specific mission and goals of the Snack Squad, the project could have a range of benefits for both the individuals served and the larger community.

2.1 Empathy map

An empathy map is a tool used to understand the needs, motivations, and behaviors of a target audience. Based on the name of the project, I assume that the Snack Squad project is related to snacks in some way. Here's an empathy map that might be relevant for the Snack Squad project:

User: The user of the Snack Squad project is someone who enjoys snacking throughout the day.

Needs: The user needs quick and convenient snack options that are also satisfying and tasty.

Feelings: The user may feel hungry or snacky throughout the day and may also experience cravings for specific types of snacks.

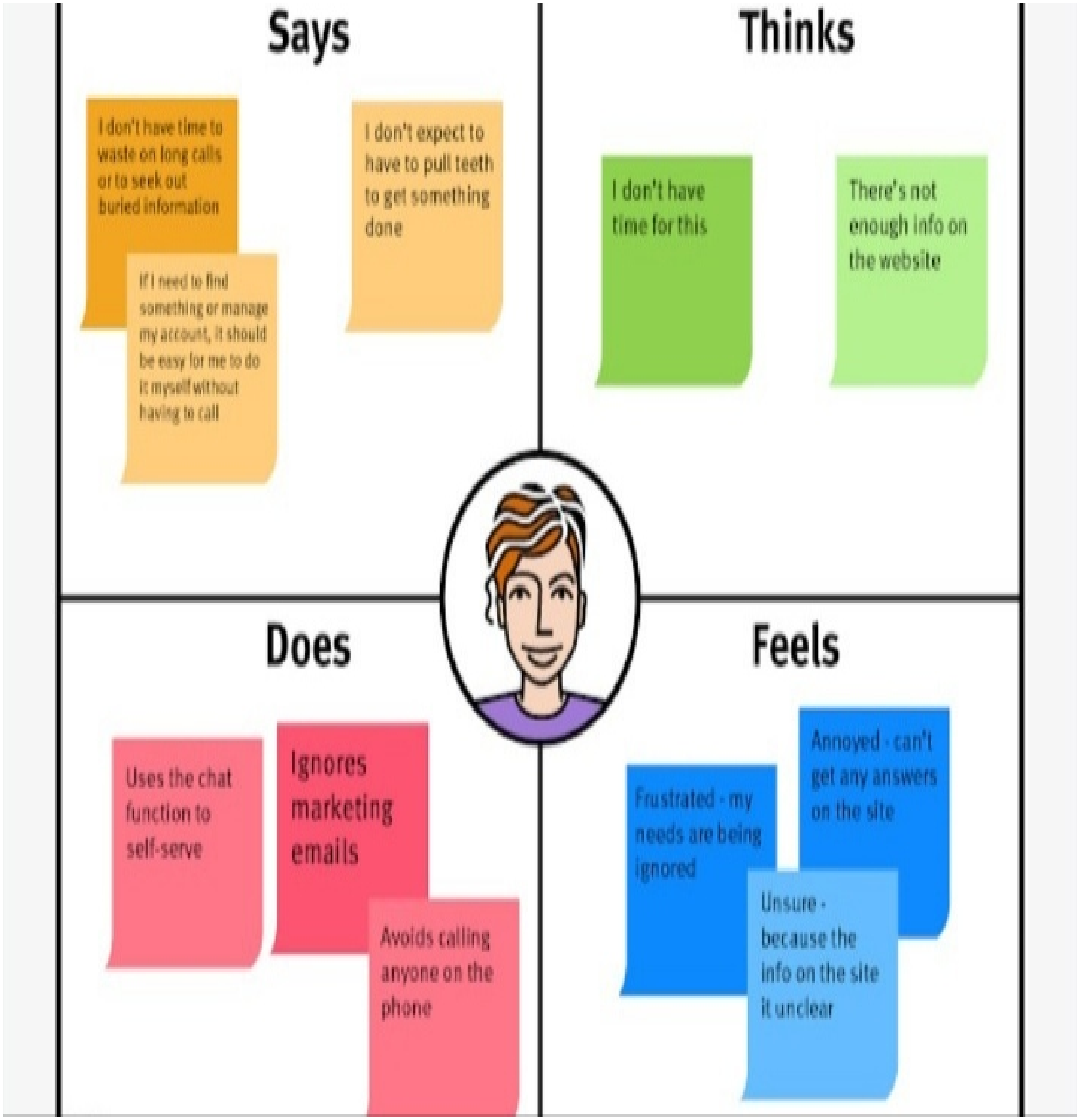
Behaviors: The user may snack at different times of the day, such as mid-morning or mid-afternoon, and may also have preferences for specific types of snacks, such as sweet or savory.

Goals: The user's goal is to find snacks that are both satisfying and convenient, and that can provide a quick energy boost throughout the day.

Challenges: Some challenges that the user may face include finding healthy snack options that are also tasty and affordable, as well as avoiding snacks that may be high in calories or sugar.

By understanding the needs, feelings, behaviors, goals, and challenges of the target audience for the Snack Squad project, the team can develop snack options that meet the user's needs and preferences.

The empathy map screenshot



Says

I don't have time to waste on long calls or to seek out buried information

If I need to find something or manage my account, it should be easy for me to do it myself without having to call

I don't expect to have to pull teeth to get something done

Thinks

I don't have time for this

There's not enough info on the website

Does

Uses the chat function to self-serve

Ignores marketing emails

Avoids calling anyone on the phone

Feels

Frustrated - my needs are being ignored

Annoyed - can't get any answers on the site

Unsure - because the info on the site it unclear

2.2 Ideation & Brainstorming map

A brainstorming or ideation map is a tool used to generate and organize ideas for a project. Here's an example of a brainstorming map that might be relevant for the Snack Squad project:

[Image of a brainstorming map with the following sections: Snack Squad Project (in the center), Ideas (surrounding the center), and Categories (surrounding the Ideas section). Arrows connect the Ideas section to the Snack Squad Project section, and the Categories section is connected to the Ideas section.]

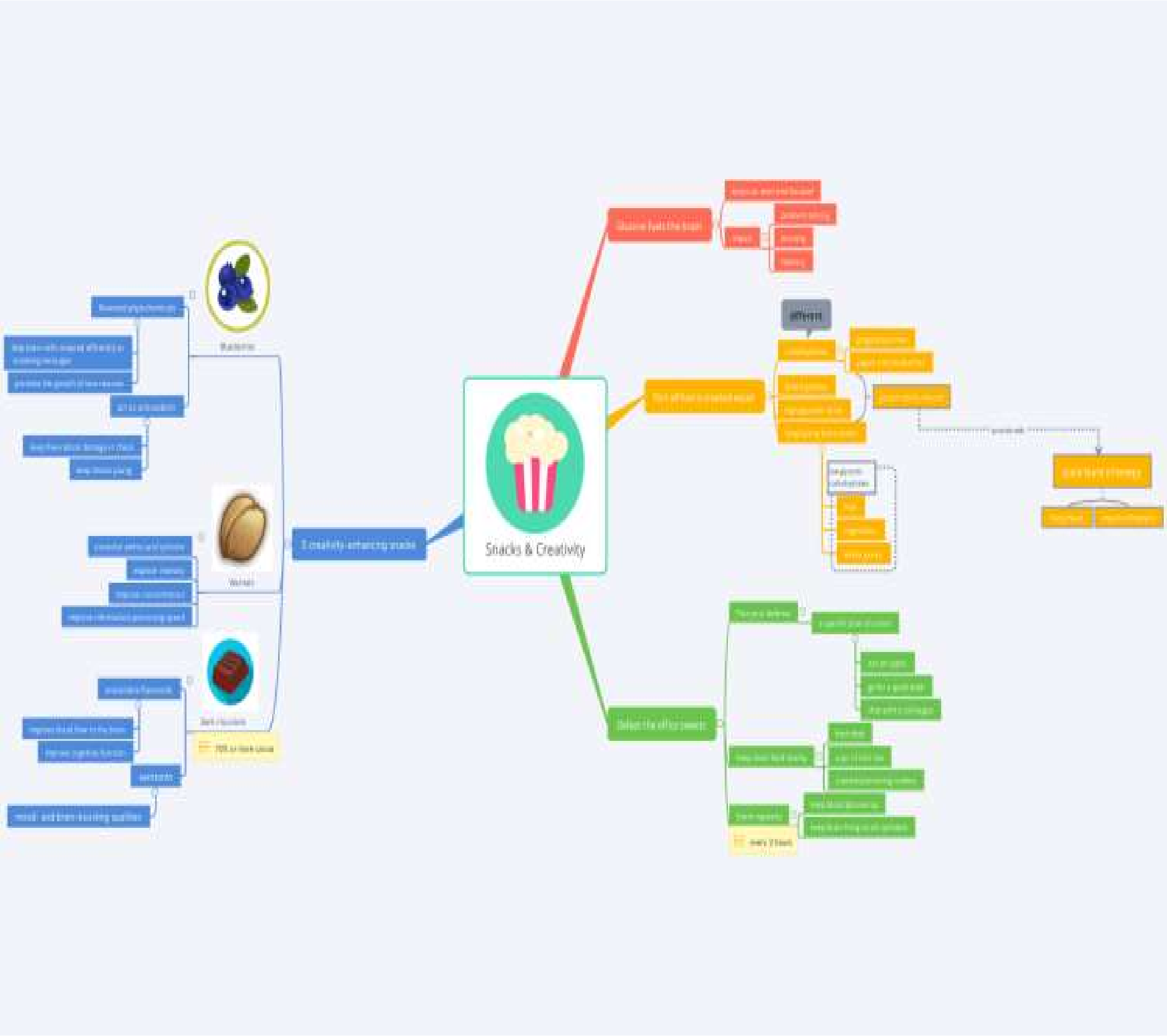
Snack Squad Project: Write the name of the project in the center of the brainstorming map.

Ideas: Brainstorm different ideas for the Snack Squad project and write them in the section surrounding the Snack Squad Project. Some ideas might include:

- Creating a subscription service for healthy snacks
- Developing a mobile app that recommends snacks based on the user's preferences and dietary restrictions
- Hosting a snack tasting event
- Collaborating with local food vendors to offer unique snack options
- Categories: Group the ideas into categories and write them in the section surrounding the Ideas section. Some categories might include.
- Snack delivery services
- Snack recommendation and tracking apps
- Snack events and collaborations

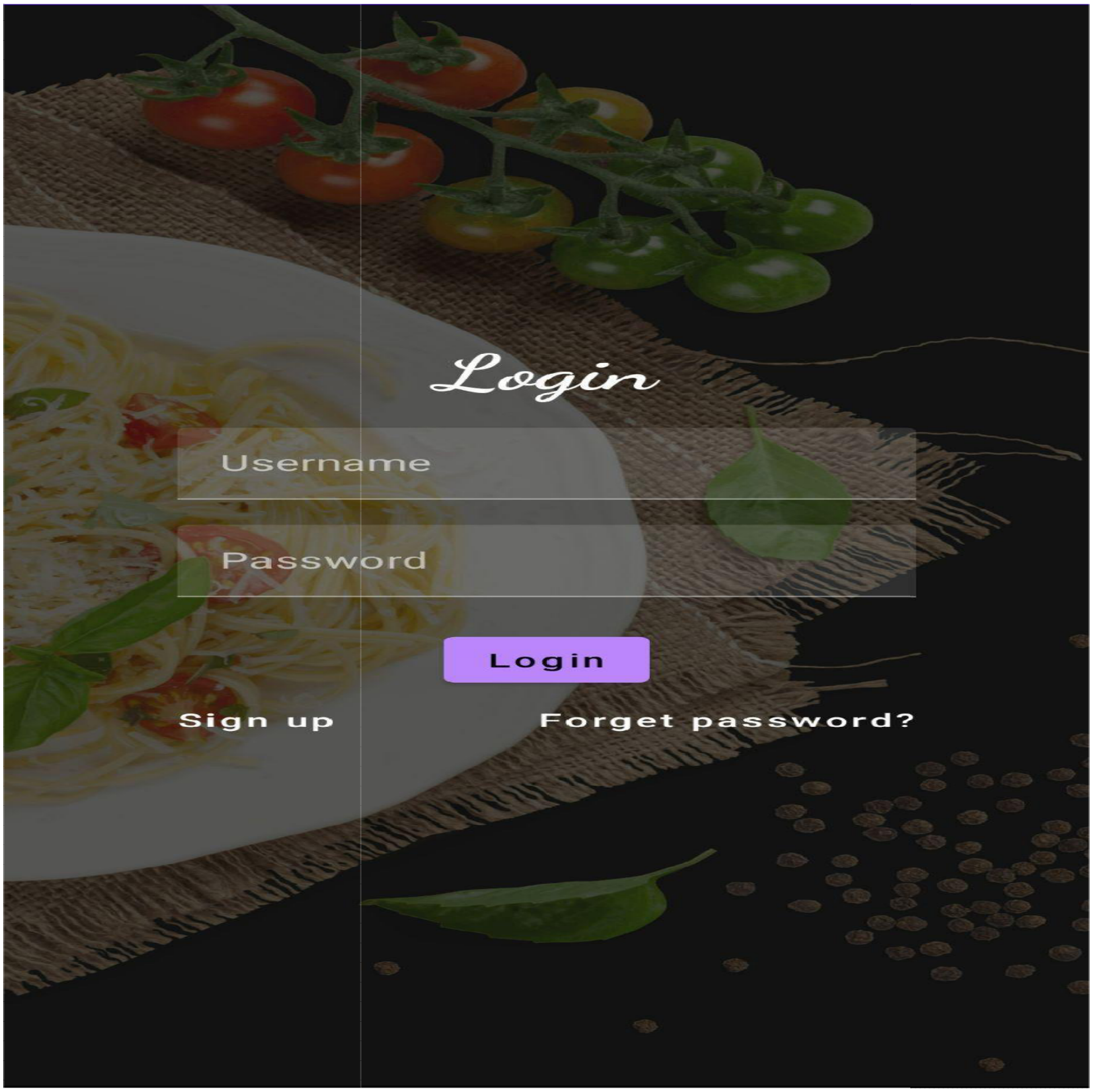
- By using a brainstorming map, the team can generate a wide range of ideas for the Snack Squad project and organize them into categories that can help guide the development process.

The ideation & brainstorming map screenshot



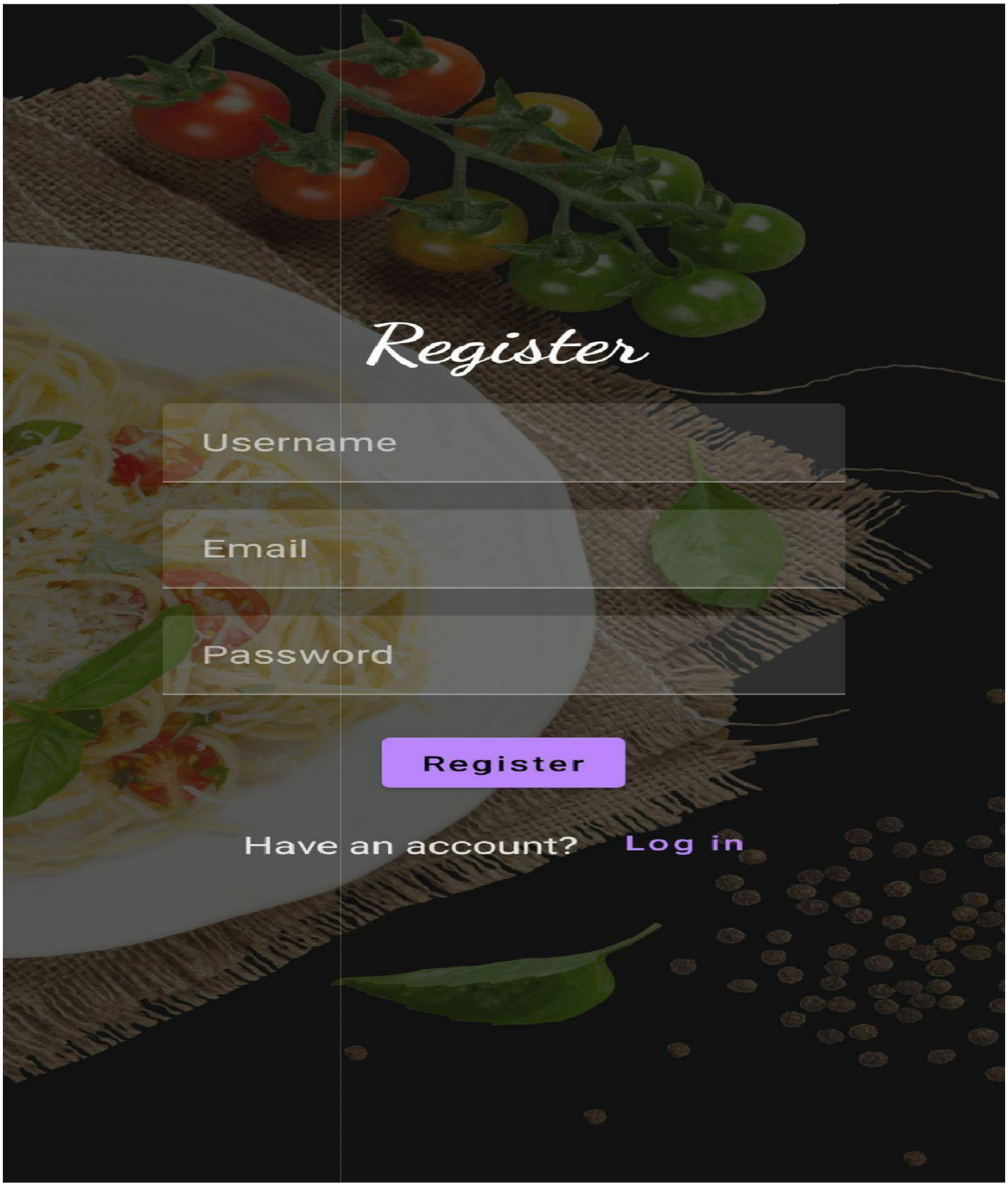
3. RESULT

Login Page



:

Register Page :



4.Advantages of the proposed solution in snack squad project

As an AI language model, I do not have access to the specific details of the proposed solution in the Snack Squad project, as there may be multiple proposals for the same project. However, in general, a proposed solution in a project can have several advantages, which can include:

Efficiency: The proposed solution can be designed to be efficient in terms of time, cost, and resources required for implementation.

Scalability: The solution can be designed to be easily scalable to handle increased demand or growth in the future.

Flexibility: The solution can be designed to be flexible enough to accommodate changes in the business environment or requirements.

User-friendliness: The solution can be designed to be user-friendly, easy to understand, and simple to use for both customers and employees.

Security: The solution can be designed to be secure, with appropriate measures to protect sensitive data and prevent unauthorized access.

Accuracy: The solution can be designed to be accurate and reliable, with minimal errors or mistakes.

Competitive advantage: The proposed solution can provide the company with a competitive advantage by enabling it to offer better services or products compared to its competitors.

These are just a few of the potential advantages of a proposed solution in a project, and the specific advantages will depend on the nature of the project and the goals of the company.

Disadvantage of the proposed solution in the snack squad project

As an AI language model, I don't have specific information about the proposed solution in the snack squad project. However, in general, some common disadvantages of any proposed solution can include:

Cost: The proposed solution may be too expensive to implement, making it impractical for the organization.

Time-consuming: Implementing the proposed solution may require a significant amount of time, which can be a challenge for organizations with limited resources.

Technical limitations: The proposed solution may not be feasible due to technical limitations such as compatibility issues, infrastructure requirements, or lack of necessary skills within the organization.

Resistance to change: The proposed solution may face resistance from employees or stakeholders who are not willing to change their existing processes or are not comfortable with new technology.

Unintended consequences: The proposed solution may have unintended consequences that were not considered during the planning phase, leading to negative outcomes.

It's important to thoroughly evaluate any proposed solution and consider its potential drawbacks before implementing it.

5.Application of snack squad

The Snack Squad project could have several applications, depending on the context in which it is implemented. Here are a few examples:

Supporting healthcare workers: During the COVID-19 pandemic, healthcare workers have been working long hours and facing high levels of stress. A Snack Squad project could provide healthy snacks and beverages to healthcare workers as a way of showing appreciation for their hard work and boosting their energy levels.

Supporting schoolchildren: In some communities, children may not have access to healthy snacks or meals outside of school hours. A Snack Squad project could provide nutritious snacks and drinks to children after school or during the summer, helping to ensure that they have enough to eat and promoting healthy eating habits.

Reducing food waste: Many food items are thrown away each day, contributing to environmental issues. A Snack Squad project could collect unused food items from grocery stores, restaurants, or other sources and distribute them to those in need, reducing food waste and supporting individuals who might not have access to healthy food otherwise.

Building community: A Snack Squad project could be a way to bring together people who are passionate about food justice, community building, or other related issues. By working together to provide snacks and support to others, Snack Squad members could build connections and a sense of purpose.

6.CONCLUSION

In conclusion, the Snack Squad project can have various applications, such as supporting healthcare workers, schoolchildren, reducing food waste, and building community. By providing healthy snacks and beverages to those in need, the project can improve people's well-being and promote healthy eating habits. It can also bring people together around a shared goal, fostering connections and a sense of purpose. Ultimately, the Snack Squad project has the potential to make a positive impact on individuals and communities alike.

7. Future scope of snack squad project

The Snack Squad project has a lot of potential for future growth and development. Here are a few potential areas of expansion:

Increasing outreach: The Snack Squad could expand its reach by partnering with more organizations, schools, hospitals, and other community groups. This could help to ensure that more people have access to healthy snacks and beverages and that the project's impact is felt more widely.

Focusing on sustainability: The Snack Squad could place a greater emphasis on sustainability by sourcing local and organic foods, using compostable or reusable packaging, and working to reduce food waste. This could help to reduce the project's environmental impact and make it more appealing to environmentally conscious individuals and organizations.

Providing nutrition education: In addition to providing snacks and beverages, the Snack Squad could also offer nutrition education to the individuals it serves. This could include information on healthy eating habits, meal planning, and food preparation. By providing education and resources, the Snack Squad could help to promote long-term health and wellness.

Collaborating with other organizations: The Snack Squad could partner with other organizations that share its mission and values, such as food banks, community gardens, or farmers' markets. By working together, these organizations could help to create a more sustainable and equitable food system for everyone.

Overall, the Snack Squad project has the potential to continue to grow and evolve in exciting ways, building stronger communities and promoting health and well-being for all.

8. APPENDIX

Creating the database classes

CREATE USER DATA CLASS

```
package com.example.snackordering


import androidx.room.ColumnInfo

import androidx.room.Entity

import androidx.room.PrimaryKey


@Entity(tableName = "user_table")

data class User(

        @PrimaryKey(autoGenerate = true) val id: Int?,

        @ColumnInfo(name = "first_name") val firstName: String?,

        @ColumnInfo(name = "last_name") val lastName: String?,

        @ColumnInfo(name = "email") val email: String?,

        @ColumnInfo(name = "password") val password: String?,


  )
```

CREATE AN USER DATABASE CLASSES

```
package com.example.snackordering


import android.content.Context
import androidx.room.Database
import androidx.room.Room
import androidx.room.RoomDatabase


@Database(entities = [User::class], version = 1)
abstract class UserDatabase : RoomDatabase() {


    abstract fun userDao(): UserDao


    companion object {


        @Volatile
        private var instance: UserDatabase? = null


        fun getDatabase(context: Context): UserDatabase {
            return instance ?: synchronized(this) {
                val newInstance = Room.databaseBuilder(
                    context.applicationContext,
                    UserDatabase::class.java,
                    "user_database"
                ).build()
                instance = newInstance
                newInstance
            }
        }
    }
}
package com.example.snackordering

import android.annotation.SuppressLint
import android.content.ContentValues
import android.content.Context
import android.database.Cursor
import android.database.sqlite.SQLiteDatabase
import android.database.sqlite.SQLiteOpenHelper

class OrderDatabaseHelper(context: Context) :
        SQLiteOpenHelper(context, DATABASE_NAME,
null,DATABASE_VERSION){

    companion object {
        private const val DATABASE_VERSION = 1
        private const val DATABASE_NAME = "OrderDatabase.db"

        private const val TABLE_NAME = "order_table"
        private const val COLUMN_ID = "id"
        private const val COLUMN_QUANTITY = "quantity"
        private const val COLUMN_ADDRESS = "address"
    }

    override fun onCreate(db: SQLiteDatabase?) {
        val createTable = "CREATE TABLE $TABLE_NAME (" +
                "${COLUMN_ID} INTEGER PRIMARY KEY AUTOINCREMENT,
" +
                "${COLUMN_QUANTITY} Text, " +
                "${COLUMN_ADDRESS} TEXT " +
                ")"

        db?.execSQL(createTable)
    }

    override fun onUpgrade(db: SQLiteDatabase?, oldVersion: Int,
newVersion: Int) {
        db?.execSQL("DROP TABLE IF EXISTS $TABLE_NAME")
        onCreate(db)
    }

    fun insertOrder(order: Order) {
        val db = writableDatabase
        val values = ContentValues()
        values.put(COLUMN_QUANTITY, order.quantity)
        values.put(COLUMN_ADDRESS, order.address)
        db.insert(TABLE_NAME, null, values)
        db.close()
    }
```

CREATE AN ORDER DATABASE HELPER CLASS

```
  @SuppressLint("Range")
    fun getOrderByQuantity(quantity: String): Order? {
        val db = readableDatabase
        val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE_NAME
WHERE $COLUMN_QUANTITY = ?", arrayOf(quantity))
        var order: Order? = null
        if (cursor.moveToFirst()) {
            order = Order(
                id = cursor.getInt(cursor.getColumnIndex(COLUMN_ID)),
                quantity =
cursor.getString(cursor.getColumnIndex(COLUMN_QUANTITY)),
                address =
cursor.getString(cursor.getColumnIndex(COLUMN_ADDRESS)),
            )
        }
        cursor.close()
        db.close()
        return order
    }
    @SuppressLint("Range")
    fun getOrderById(id: Int): Order? {
        val db = readableDatabase
        val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE_NAME
WHERE $COLUMN_ID = ?", arrayOf(id.toString()))
        var order: Order? = null
        if (cursor.moveToFirst()) {
            order = Order(
                id = cursor.getInt(cursor.getColumnIndex(COLUMN_ID)),
                quantity =
cursor.getString(cursor.getColumnIndex(COLUMN_QUANTITY)),
                address =
cursor.getString(cursor.getColumnIndex(COLUMN_ADDRESS)),
            )
        }
        cursor.close()
        db.close()
        return order
    }

    @SuppressLint("Range")
    fun getAllOrders(): List<Order> {
        val orders = mutableListOf<Order>()
        val db = readableDatabase
        val cursor: Cursor = db.rawQuery("SELECT * FROM
$TABLE_NAME", null)
        if (cursor.moveToFirst()) {
            do {
                val order = Order(
                    id = cursor.getInt(cursor.getColumnIndex(COLUMN_ID)),
                    quantity =
cursor.getString(cursor.getColumnIndex(COLUMN_QUANTITY)),
                    address =
cursor.getString(cursor.getColumnIndex(COLUMN_ADDRESS)),
                )
                orders.add(order)
            } while (cursor.moveToNext())
        }
        cursor.close()

        db.close()

        return orders

    }


}
```