

**Design of Human-Computer Interaction**  
**Professor - Elyse Nicolas**

**Submitted by: Amish Raj, Manoj Ashoka Banakar**

### **1. Purpose**

"Food Saver" is a kind and creative online app that aims to close the gap between excess food that restaurants have to provide and poor people who are in need. Its main goal is to lessen food waste while also giving individuals who are food insecure a consistent source of meals. Through the process of letting eateries publish their leftover food from the end of the day and letting people reserve it, "Food Saver" builds a sustainable ecosystem that is good for the environment and the community.

In our project, we present a High Fidelity Prototype.

Our evaluation of the application was based on both usability (how easy to use and learn) and user experience with the system.

### **2. Features Description**

**User Registration and Profiles:** To guarantee a safe and customized experience, users register by entering personal information. Authentication is essential to preserving the platform's security and integrity.

**Restaurant/Outlet Partner Registration:** By registering and setting up profiles to list their excess food, restaurants, and food outlets can take part in the food-saving campaign.

**Browse Restaurants/M meal Listings:** Users can peruse a wide range of culinary selections by accessing an extensive list of participating restaurants and meals that are available.

**Meal Reservation System:** With the help of this function, consumers can reserve particular meals from the listings, guaranteeing that the food is properly stored and utilized.

**Meal categorization:** Users can easily locate meals that meet their dietary requirements by selecting meals based on their preferences, such as vegan or gluten-free.

**Waitlist Functionality:** Customers can choose to sign up for a waitlist and get alerts when their preferred option becomes available if a certain meal or restaurant is completely booked.

**User Reviews and Feedback:** Allowing users to comment on meals and restaurants and score their experiences, promotes a community-driven strategy and ongoing service improvement.

**Questionnaires and Document Verification:** A verification procedure is put in place to make sure the platform caters to the target audience. It involves document checks and questionnaires to guard against exploitation and misuse.

### **3. Goals of Human-Computer Interaction**

**Visibility:** For user convenience, the app's design makes sure that important features like waitlists, meal reservations, and user feedback are clearly marked and easy to find.

**Consistency:** The app's aesthetically pleasing and unified color design improves the user experience by allowing users to navigate its many features with ease.

**Constraint:** The software cleverly restricts the display to three highlighted meals at once, making decisions easier for users and highlighting high-quality restaurant meal selections. Unauthenticated users have limited access to the features.

### **4. Technologies used:**

Angular, Typescript, HTML, CSS, Figma, Bulma, Node.js, MongoDB

