**Team Members:**

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**Project Proposal Title**

Food randomizer app

**Abstract**

The program that we decide to develop is a food randomizer application. It helps user to decide what kind of food to eat when they have no clue about finding something to eat. We came out this idea because majority of us having hard time to decide what to eat every time, so by using this application we don’t need to waste our time to think about what to eat for our meal. The program is design to randomize picking a dish or any kind of variety food for user. The program is set to randomize the food and will guide the user to make to food. All the food and guide are taken from online. The program is requiring user to register an account to login. After creating a new account, the program will ask for user to pick what kind of food user is allergy to and is user a vegetarian or meat eater or vegan and what kind of food are user like to eat. That all for starting up an account. Next time user login is no need require to login again if the user tick the stay signed in box. Every time the user opens the program, it will ask user to pick which meal they want to eat such as breakfast, lunch, dinner, dessert etc. After calculation, the program will make a totally random pick from the data storage that we collected from online and display the name of the dish and guide to make the food.

**Background of the program**

The program that we wanted to develop is food randomizer which the program has already existed. We wanted to enhance the program so it can be unique by itself. We will add some information that the existing program doesn’t have. The program will ask the user to enter their sickness so that it can be prevented from randomizing the wrong food. For example, if the user is allergic to seafood then the program will remove seafood from the ingredient.

We believe that this program is marketable because a lot of users can’t decide what to eat so they will use this program to help them decide. We will do a survey on the user’s acceptance of our program once it is completed. Moreover, this program is a prototype. However, we will not implement it in any industry because our program is still not very useful to any industry. The reason that our program is not useful because our program can only help user to decide what to eat. Maybe it can help some individuals in each industry but not helpful for the whole industry.

It is very easy to use our program because user have to only enter their name, id, sickness and food that they wanted to eat like for example, western food, Chinese food, Malay food and many more. The rest of the program will run by itself and choose the appropriate food for the user. We expect that the user can accept this program because people nowadays have trouble on deciding what to eat so they can use this program to help them decide it.

**Methodology**

Before our program is developed, we will carry out two surveys among the people nearby Cyberjaya. The very first survey will ask whether they think our program is useful and would like to use our program or not. The second survey is about what type of food does our program need to have to avoid missing some types of food needed when we are adding our items. Our surveys are conducted in Multimedia University and also Dpulze shopping mall. 25 students in Multimedia University and 25 of consumers in Dpulze shopping mall will be involved in this survey. After our program is completed, we will carry out a survey on the user’s acceptance of our program as well.

**Task Distribution**

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| --- | --- | --- | --- |
| Name | Role | Documentation | Flowchart/ Algorithm/ Coding |
| Leong Jean Cheong | * Group Leader * Responsible for checking flowchart/ pseudocode | * Introduction * Conclusion and Future Study | Registration / Login / Authentication module |
| Lee Wei Jie | * Secretary * Responsible for the references list | * Introduction * Literature Review | Main module |
| Koh Qi Bin | * Responsible for report compilation * Data Dictionary | * Methodology: Data gathering * Conclusion and Future Study | Main module |
| Aw Yew Lim | * Responsible for checking all flowchart/ pseudocode * Data Dictionary | * Literature Review * Methodology: Data gathering | Main module |
| Teh Jiing Joe | - Responsible for report compilation | - Methodology: Data gathering  - Conclusion and Future Study | Item Record Update / Add / Delete module |

# Problem Statement

Through observations, people has facing the difficulties on thinking and choosing what to eat for the following meal. Besides, people sometimes are too busy on work or study.

With Food Randomizer app, it would ease people by helping them to choose a food and provide a recipe and guide on how to cook the dish.

# Objectives of the Study

1. To help users decide their meal by providing food choices for them.
2. To provide convenience and reduce stress for every housewife.
3. To assist users to maintain their health by providing suggested dishes which can prevent users from being allergic.

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# References

List the references that you have referred to when preparing this proposal. (At least 5 references in **numbered list**.)

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3. Hemang Rindani. *What is the methodology for developing a mobile application?.* Retrieved December 05,2018 from <https://www.quora.com/What-is-the-methodology-for-developing-a-mobile-application>?
4. (February 07,2018). Business News | The Star Online. *There’s an app to tell you what to eat based on how you feel.* Retrieved December 05,2018 from <https://www.thestar.com.my/tech/tech-news/2018/2/07/theres-an-app-to-tell-you-what-to-eat-based-on-how-you-feel/>

1. (November 04, 2016). MakeUseOf. *5 Helpful Apps for When You Can’t Decide Where to Eat*. Retrieved December 05, 2018 from <https://makeuseof.com/tag/5-helpful-apps-for-when-you-cant-decide-where-to-eat-android/>