



Project scope

Name: Bipin Kumar Suram

Community (UN SD goal): Zero Hunger (Goal 2)

Date: 18-05-2021

Project Name

SayNoToHunger

Project Deliverables

1. Exploring the UN goals

First thing to start with is exploring all the UN goals from UN website and other related websites and understanding the severity of the issue. Then selecting one goal.

Then I figured out the target customers based on the application idea.

This community include: restaurants, farmers, normal people and volunteer drivers.

2. Functionalities

After deciding the target customers, I felt mobile application is a better way to reach maximum number of people in this community because of its usage.

Then the functionalities are drafted to support and connect all the people in the community.

3. Technical aspects

As it is a mobile application, few software were looked upon and I decided to work with Android studio.

This application uses Java or Kotlin as programming language. I am trying to explore Kotlin as it compresses the code than in Java.

Android studio and Kotlin are new to me. So, excited to work on them.

4. Delivering MVP's

Due to the time constraint, the first MVP with basic functionalities is planned.

Then based on the knowledge gained and experiences, few functionalities will be included or removed in the future MVP's.

5. Project Report

Project report written in IEEE format will be submitted by the end of the project. This will explain the research, problem statement, motivation, technical issues, solutions, etc., put into this project.

Project Exclusions

At present, all the features planned will be implemented in the application. Based on the technical constraints, if anything missed out will be updated.