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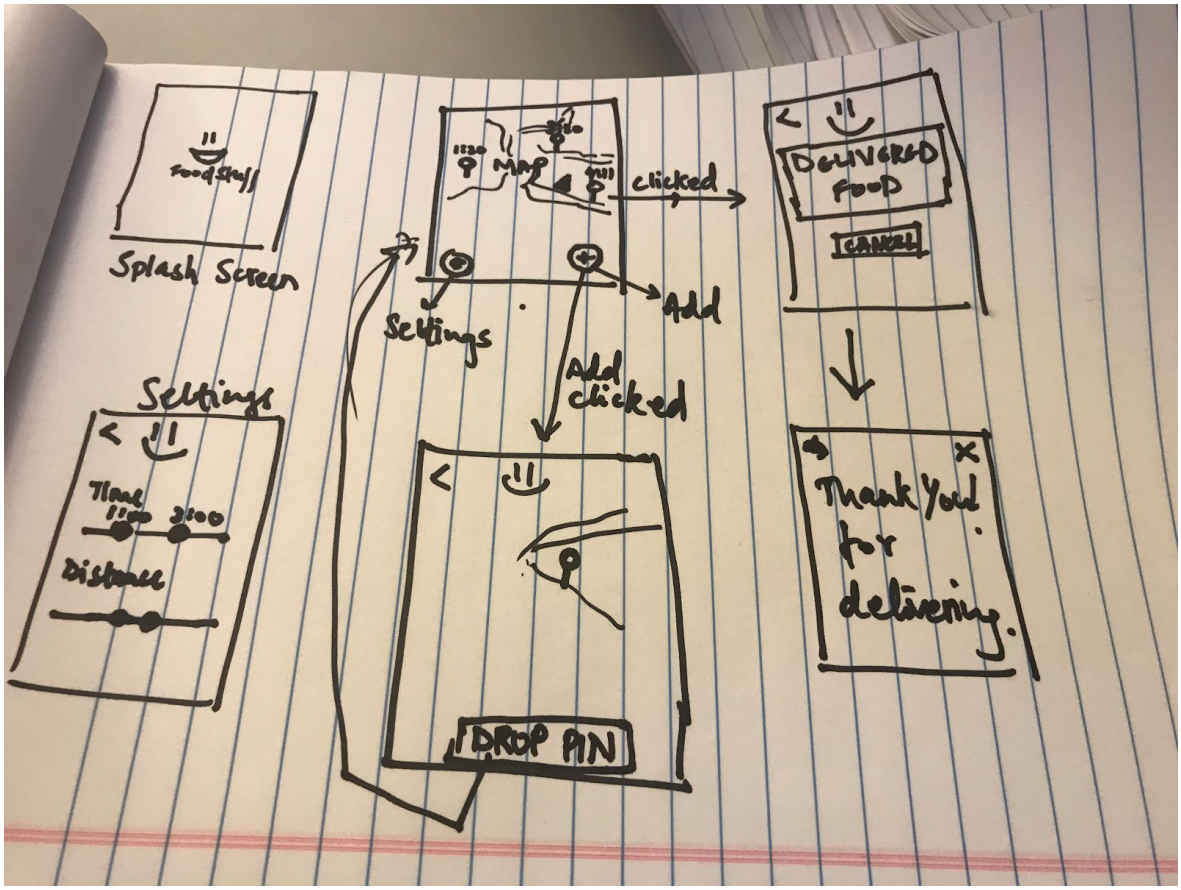
Rough Brainstorm

Delivery for Homeless

- People can post with a story of a person/required items a homeless person may need, and other people can explore and choose to either send them a delivery or give it to them in person
- Launch
    - icon/logo
- Homescreen (Map)
- Settings
    - Toggle shake
    - Time filter
    - Stretch mockups: proximity filter
    -
- Marking locations where people need food
- Marking locations as 'Food delivered'
- Stretch Goal: Gamification, Ubereats/Postmates API

Rough Sketch



PROJECT PROPOSAL

App Description

User Stories:

1. As a user with leftover food, I want to be able to find places to donate my food, so that I don't waste food
2. As someone who spots someone in need of food and wants to add the location to the map and alert food donating users around
3. A user who has donated food and wants to mark that the food has been delivered to the person on the map and that the location can now be taken off
4. As a user who has leftover food, I want to be able to quickly find the closest place to donate my food, so my food doesn't go to waste.
5. A user who is in need of food may mark or remove themselves from the map

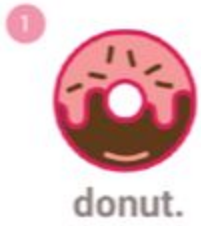
What are the 3-4 pieces of functionality (one per group member) that your app will support? That is: how will this app be of an appropriate size for the project? Listing user stories can help with this, but make sure there are clear demarcations between them.

1. Map functionality that allows users to identify, add or remove location markers that show where the closest location for food to be delivered
2. A "shake" functionality while using the app that allows mobile users to shake their phone so that it quickly finds the closest location where food can be delivered.
3. Settings for filtering based on time and turning the shake functionality off or on.
4. Timer that removes the location markers from the database after a certain amount of time has elapsed
5. Searching and filtering the map based on address. Filtering the results based on the settings with location radius and time marked.

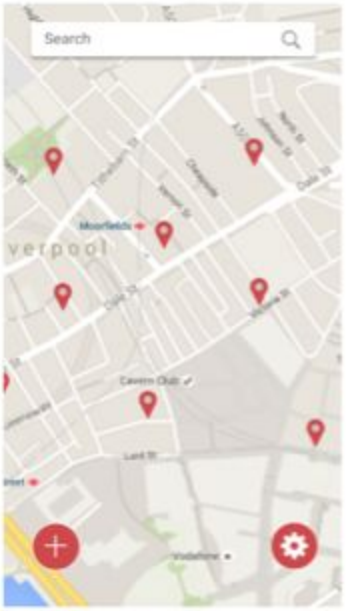
Why is this project a mobile app rather than a desktop app or website? What makes it specific to a mobile context? What mobile sensor or capability will you be harnessing to support that?

This project works well as mainly a mobile app because it requires the user's certain location and quick access to locations for donating food. It is possible for this to be a web app. However, a user walking around with leftover food would be more likely to check their phone for the quickest drop off location. We will also be making use of the mobile accelerometer sensor to support finding the quickest drop off location.

App High-Fidelity Mockup

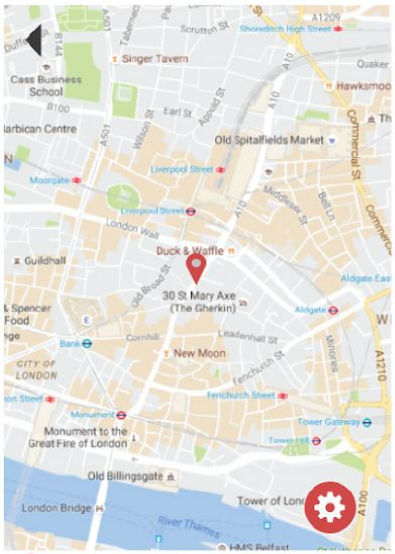


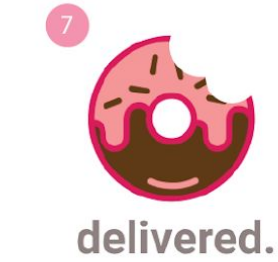
1 Opening the application, the user will be introduced by a launch screen containing the icon and title.



2 The home screen is a map containing various pins that require food delivery. The user may choose one of these pins to deliver to.
The user is also able to search up a location (address) of interest through the search bar feature

3 If the user is unsure which pin to pick, the user can shake the device, and the application will select a delivery for them.



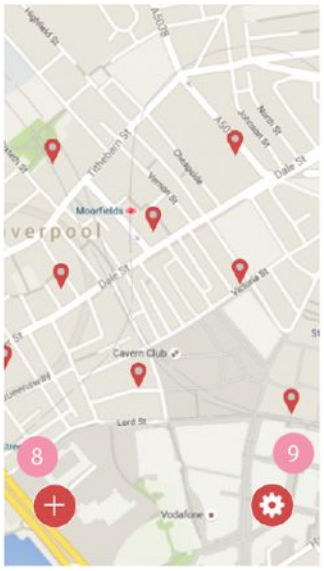


4 After selecting a pin, the user can follow the directions to the delivery point.

5 The name of the receipient and how long until the pin expires.

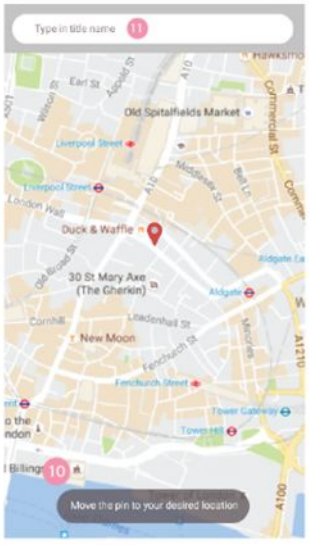
6 Press delivered to confirm a successful delivery.

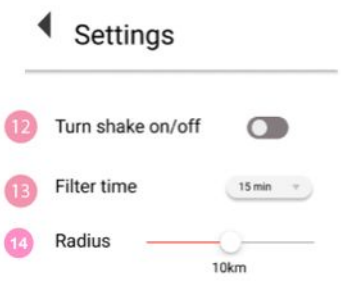
7 Confirmation that the food was successfully delivered.



8 User can press this button to add a pin onto the map for delivery.

9 User can press this button to go to the settings.





10 Move pin to area user would like to have food delivered to.

11 Add a title to the delivery.

12 Toggles the shake action for auto-choosing a pin.

13 Only show delivery pins that have a specific expiration time.

14 Filters the markers that show by radius