**WASTED: Project Summary**

1. Problem Statement

*People often waste food simply because they are unaware or unable of keeping track of the expiry dates on their perishable groceries*

1. Goals & Objectives

*Create an app that monitors the expiry dates of food that the user enters as well as notifies them when it is going to go bad.*

1. Requirements

* *Users should be able to input and remove items with ease*
* *User should be able to sort items by expiry date*
* *App should notify user when the food is about to expire*
* *App should offer suggestions on what to do with expiring food*

1. Deliverables

* *Iteration #1: Project Ideation*
* *Iteration #2: UI/UX Design*
* *Iteration #3: Awaiting client/boss instructions*
* *Iteration #4: Awaiting client/boss instructions*
* *Iteration#5: Awaiting client/boss instructions*

1. Success Criteria

* *App successfully stores, retrieves, and removes expiry date/ item info from the database*
* *Users can easily navigate through the app to find the information they need*
* *App is user friendly and attractive*
* *App is usable on phone and computer browsers*
* *App is proven to be usable, useful and interesting to consumers through tests*

1. Assumptions

* *Users may be from different backgrounds and not familiar with the technology*
* *Users may be older and need a simple UI/UX with large font and minimal, simple options for navigation and information retrieval*
* *Users are assumed to be able to access the web as both the site and the database require this*

1. Risks

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| --- | --- | --- | --- |
|  | *Probability* | *Impact* | *Mitigation* |
| *Project “Creep” (Our constant desire to add new features)* | *High* | *High* | * *Team members should discuss what they are working on during each meeting* * *Team members should remind each other of what has been outlined in the charter and summary and what our goals are* * *Only once those goals have been met should team members consider moving on to new features* |
| *Inflexibility (The desire to retain features we wished to include even in the face of time, budget, or technical constraints)* | *High* | *High* | * *Team members should discuss during daily meetings what tasks are done and what need to be done* * *Team members should discuss progress on goals during weekly meetings* * *If one team member sees that the group is behind or spending too much time on one task they should suggest moving on or changing/ downgrading the task or feature* |
| *Lack of Competitive Differentiation (Several groups have ideas very similar to ours)* | *Medium* | *Medium* | * *Focus on our OWN success criteria: a clean, simple UI/ UX and a functional app that sorts data cleanly and efficiently* * *Team members should be careful not to “fight fire with fire” by adding extra features just to compete or compare* |
| *Inequity of Work* | *Low* | *Medium* | * *Team members should attend all daily meetings and Sunday meetings* * *Team members should complete the agreed upon tasks* * *If team members miss a meeting or an agreed upon task it is their responsibility to buy coffee for the group* * *If one member has a grievance it should be discussed during the team meeting with the help of the current facilitator* |
| *Conflict of Ideas/Personal* | *Low* | *High* | * *If two team members have a conflict of ideas or of personal interest it falls to the group to assist them during the team meeting* * *The group, if it cannot come to unanimous decision, will follow a democratic vote* |