

## Project Milestone 1 - Group Formation

**Names of all group members:** Mohsena Ashraf, Mohammad Imrul Jubair

**Project Name:** Luck of the Pot

### Problem Space:

Potluck is one of the most common occurrences in many societies to celebrate occasions, such as holidays, religious gatherings, welcome parties, etc. It gives the opportunity for community building, collaboration, cultural exchange, and informal entertainment. In this project, we plan to design a platform that will assist people to organize potluck events. From our experiences, we formulated the common challenging issues that occur while organizing these events. These problems can be seen as several planning-related questions, such as -

- ✓ Logistics and participations:
  - How many people are going to attend the event?
  - How to disseminate information and announcements (time, location, etc.)?
  - Who is going to help in cleaning after the event is finished?
  - Is anyone bringing disposable cutleries? How many should they bring?
- ✓ Planning for food:
  - Who is bringing which items? How much food should be enough?
  - Who is cooking and who is bringing store bought foods?
  - How to avoid bringing duplicate items?
  - What should be the choice of appetizers, main dishes, and desserts?
- ✓ Restrictions and conditions:
  - How to know if there should be any dietary restrictions?
  - For multicultural events, how should a person decide which traditional meal of their heritage to bring?
- ✓ Financial Management:
  - If someone is unable to bring food, can they contribute to the event with money?

After considering the above questions, we observe the necessity of having a mobile application that will work as a platform to make potluck events easier to organize. We believe that this type of application will help the organizers to find answers to critical questions related to the event in advance, help them to foresee further matters, and to take necessary actions.

### Motivation:

The key motivation behind this project came from the experience we and our friends from the international student community faced. As a newcomer to the USA, we had to attend or organize several potluck events frequently, mostly during holidays and festivals. Either as

participants or organizers, we observed the aforementioned problems in most of the potluck events. For instance, we saw that many guests brought dessert, while the main meal was inadequate. The main reason behind this occurrence was a lack of proper ~~preparation~~ and communication. If people can communicate with one another beforehand virtually in one place with the help of technology, we believe these potluck events can be arranged successfully.

### **Key Stakeholders:**

The main users of our application can be categorized as (1) organizers, and (2) participants. The roles of the users will vary based on their category, for example, announcements can only be created by an organizer, not by a user with participant role.

Our user population is very wide and we consider splitting them into the following groups:

- ✓ Students and colleagues: This will be our primary user population. Potluck events that are arranged by the users from academic or workplace settings will be considered here. An example event could be an orientation program of the Computer Science Graduate Student Association. This group is a challenging set of population to deal with because people from diverse backgrounds and food preferences are expected to participate.
- ✓ Social groups and communities: We consider this group as our secondary population. Here the subcategories can be friends and families, neighbors, religious community, cultural communities, etc. We expect people with similar food preferences to be a part of these groups.

### **Solution Space:**

To solve this problem from the users' perspective, we plan to develop the design with the following options and features-

- ✓ Creating a potluck event with time, place, and expected number of participants.
- ✓ Sending email notification to join the event with a role (organizer/attendee/contributor).
- ✓ Collecting participation information (RSVP).
- ✓ Sharing plans for bringing (1) food items for each category, i.e., homemade or store-bought food, appetizer, main course, dessert, etc., and (2) cutleries.
- ✓ Checking for redundant entries in the food and cutlery plans.
- ✓ Sharing the information of the possible items with photos, ingredients, calorie information, and recipes.
- ✓ Sharing and collecting information related to dietary restrictions.
- ✓ Voting, polling and commenting on possible items and food related plans.
- ✓ Chatting with one another to manage coordination.
- ✓ Providing options to contribute financially.

The above properties are our initial plans to design for our project. Over the course of time, we plan to add more ideas while going through different design phases, and we hope to complete a successful solution for this particular problem domain.