1. Project Title
   1. Food2U
2. Group Information
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      1. Group Name: Cup of Java
      2. Members: Joseph Garetson, Sarah Higgens, Keeghan Motquin, Samantha Murphy, and Daniel Zellmer
      3. Team Leader: Sarah Higgens
   2. Strengths
      1. Sarah Higgens: management and organization
      2. Keeghan Motquin: programming
      3. Samantha Murphy: writing
      4. Daniel Zellmer: programming and animation
      5. Joseph Garetson: programming and writing
3. Choice of Topic
   1. Project Description
      1. Objectives
         1. We are going to create a system that allows users to select an ingredient and recipe meal kit from a variety of kits to have shipped to their home so they can cook them. It will enable users to create a profile of their diet, allergies, and food preferences (e.g. Italian or Mexican), so they can save their profile and have the software application suggest recommendations. For a monthly fee, a user will be able to order a certain number of meals; there will be a small fee per meal if they go over this number of meals, or they will have the option to upgrade their account to include more meals each month. There will be multiple plans available so that people get their money's worth. We will include a reward of a free meal after purchasing a certain number of meals. Users will be able to add a child's account within their family so that he or she can request meals they want. They can also add an item to their favorites if they enjoy it so they do not have to go try to find it again. There will also be a suggested items section based on what meal users add to their cart (e.g., breadsticks would be suggested for an order of spaghetti and meatballs). The user will have the ability to delete their account if they chose to do so. There will be a page where users can pay monthly or have money automatically taken out every month. If a user does not pay they will not get a meal plan.
         2. Our system will also allow administrators to access statistics, including common user preferences, (un)popular meal choices, and sales vs. cost statistics. Administrators can also view the stock of all available ingredients and place orders to restock specific products. Also, administrators will be allowed to manage product images and descriptions.
      2. Aims
         1. Our aim for this project is to create a system that makes it easier for users to plan meals for themselves or their family when they have a busy schedule and less time to shop for food. Our system will also help people who are physically unable to travel as often or easily to get food, but who still enjoy cooking, to be able to cook a meal for themselves or their family and friends. This also allows user to purchase meals ahead of time or on short notice since it's available 24/7/365.
      3. Scope
         1. We will have a login page, search bar, search filter, search filter preferences, save a profile, view meals, administrators view stats on stats page, administrator add or delete meals on page, screen where user can pay their bills, account setting page (view number of meals left and view when you have to pay next) for our main features.
   2. Rationale for Topic:
      1. We chose this topic because the popularity of online shopping is increasing. In current times, most stores need a website to be successful in the marketplace. Businesses now are looking to build better websites to draw more customers in. Once we graduate, businesses will be looking for more software engineers that have skills to improve their websites. Some of our individual ideas for what we want out of this project are that Sarah wants to learn about UX design, Daniel wants to learn about how to develop a shopping application, since he is interested in dealing with money, Samantha wants to learn about how to make software efficient and relevant to everyday people, Joseph wants learn about C#, and Keeghan wants to develop websites one day. The project that we have selected both satisfies the needs of the group and all the individuals.
4. Similar Existing Projects
   1. There are several other systems similar to this one. Of those services, two stand out: Blue Apron and Schwan’s. With Blue Apron’s service, a customer can order food based on what type of meal they would like to prepare and how many people they are looking to serve. So, if a young couple is looking to save money, they will not have to purchase enough food to feed a family of four with their order. With Blue Apron, a person simply needs to choose the meal they would like to cook and order it. Once they pay, the ingredients necessary to cook the meal will be shipped to the customers' home on the date of their choosing. From there, the customers cook their meal from scratch. Schwan’s has a bit of a different service. While their offering is a bit limited, they sell both raw ingredients as well as cooked and partially cooked foods of all types. Similar to Blue Apron, the customer can order what kind of food they would like online. However, with Schwan’s the customer can directly order the type of food they would like, instead of ordering a set meal as with Blue Apron. The delivery is similar to Blue Apron’s delivery system, the customer chooses the date they would like their order to be delivered, and on that date it will be delivered.
   2. Unlike Blue Apron and Schwan's, our service is designed to allow delivery 24/7, which is especially helpful in big cities like Chicago. For example, say it is 11:00 pm, a person just got home from work and discovered they have no groceries. Well, instead of going out to a supermarket which could take up to a half hour to get to and could possibly result in them getting stabbed, they could just order what kind of food they want online and have a drone deliver their food to their home. Another fundamental difference is that our service would give customers more ways to search for the foods they would enjoy, as well as offer suggestions of what they would like. Compared to the other companies, we offer more flexibility for plans and cater to families with children.
5. Methodology and Life Cycle Model
   1. Throughout the semester our team will use incrementation to produce our project step by step. Using incrementation, we will be able to determine when a developmental stage like design, implementation, testing, or maintenance, is completed. During each incremental stage, we will add more functionality and we will use iteration to fine tune our project. The iteration will happen in multiple steps to ensure a solid completion of the overall incremental step. While we fine tune our project, we will be able to increase documentation and neaten our coding.
6. Planning
   1. The first month of the project we will work on requirements and design the project visually. The second month we will begin to implement. The third month we will test and wrap up any loose ends, adding additional features if time permits.