**Proposal**

“Feed Me”

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# Preface

This is a proposal for “Feed Me” Project for partial fulfillment of the requirements of a Software Engineering course (CSC431) project in the department of Computer Science at The University of Miami.

This proposal provides the scope and context of the project to be undertaken. It details the intended user group and the value that the system will have to them.

The intended audience of this document is the course professors so that they can determine whether the project should be approved as proposed, approved with modifications, or not approved.

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# 1.0 Overview

## 1.1 Purpose, Scope and Objectives

The purpose of this project is to build a smartphone mobile-based iOS application titled “Feed Me” as an example of something implemented using XCode and Swift on top of iOS software. The goal of this project is to generate food options for users based on given specifications (diet, location, price range, etc...). The users of the system will be hungry people intending to use the application for quick food decisions. This project will be used to demonstrate capabilities with database systems and geospatial software in an application format. “Feed Me” should be downloadable.

## 1.2 Project description

Many individuals daily do not know what to eat for lunch. This ongoing problem could be fixed with an app that tells them exactly what to eat with no alternative choice. Based on the user’s location, user-specified diet and price range, they will click a button and the app will generate a food merchant and a meal. Additional features could include giving the user directions (via map application) or linking them to their food service app. This app will provide features to filter data based on user input; this database utilization program would be an existing one. The system would include a food generator feature that would be built within the project. Another feature would be the map-based foundation which would be drawn from already existing software. “Feed Me” will be written using languages (Swift[[1]](#endnote-30301)) and capabilities currently available in XCode[[2]](#endnote-3248).

1. <https://developer.apple.com/swift/> [↑](#endnote-ref-30301)
2. <https://developer.apple.com/xcode/> [↑](#endnote-ref-3248)