



COMPUTER SCIENCE

OBJECT ORIENTED PROGRAMMING TEB1043

PROJECT PROPOSAL JAVA ANDROID APPLICATION

TEAM MEMBERS:

Name	Student ID	Course
ZAITI IDA NATASYA BINTI NOR'AIL	22006337	COMPUTER SCIENCE
NURDANISHA ADRIANA BINTI MAHADZIR	22007365	COMPUTER SCIENCE
ANIS FARIDA BINTI AHMAD BAHARIN	22007538	COMPUTER SCIENCE
ELLYA MYSARA BINTI MOHD SUBRI	22006990	COMPUTER SCIENCE
NUR RAIDAH BINTI ABD RAHIM	22006745	COMPUTER SCIENCE

PROBLEM STATEMENT

Students at UTP are so busy that they do not have time to get their daily essentials as well as to get food and snacks. Sometimes, when things are hectic, they forgot to restock their necessities.

If students and residents fell sick, it is difficult for them to go buy essentials and food on their own due to their sickness.

When infected with COVID-19, students need to quarantine, so they are unable to leave their rooms to get essentials and food.

The Energise Mart App can help solve these matters. It is a convenient app to help the students and residents of UTP to get daily necessities and food with ease.

SOLUTION (PROPOSED APP) : ENERGISE MART APP

This is a delivery app that will help the students who are busy with assignments and work loads to buy anything from the Village 3 mart by only using the app. Students only have to make their purchase through the app and it will get delivered to their doorstep. The app will as well ease the students in Village 1,2 and 6 to grab daily necessities as well as snacks and drinks from the mart. It can also help reduce traffic whenever there are long queues in the Village 3 mart. It will also save student's time, as they only have to buy their essentials or food through the app without having to physically go buy it themselves at the mart. Other than that, the app can help the students who are infected with COVID19 to buy food from the mart, since they are required to quarantine. It is also available for 24 hours.