Snack Squad: A Customizable Snack Ordering and Delivery App

TEAM- 590985

REPOSITORY LINK: https://github.com/smartinternz02/SI-GuidedProject-587727-1696856775

1. INTRODUCTION

1.1. Project Overview

Snack Squad is a sample project built using the Android Compose UI toolkit. It demonstrates how to create a simple e-commerce app for snacks using the Compose libraries. The user can see a list of snacks by tapping on a snack, and by tapping on the "Add to Cart" button, the snack will be added to the cart. The user can also see the list of items in the cart and can proceed to checkout to make the purchase.

1.2. Purpose

The purpose of the snack delivery app project is to create a convenient and efficient platform that connects hungry customers with a variety of snack options, providing them with a seamless and enjoyable snacking experience. This app aims to streamline the process of ordering and delivering snacks, making it easy for users to satisfy their cravings with just a few taps on their devices. Ultimately, the project seeks to enhance customer satisfaction by offering a diverse range of snacks, ensuring timely deliveries, and simplifying the overall snacking journey for users.

2. LITERATURE SURVEY

2.1. Existing Problem

The existing problem in the snacking landscape lies in the lack of a centralized and user-friendly platform for ordering and delivering snacks. Currently, customers may face challenges such as limited options, inconvenience in placing orders, and unpredictable delivery times. Traditional methods of obtaining snacks may involve time-consuming trips to physical stores, leading to a less-than-optimal experience for those seeking a quick and hassle-free snack solution.

2.2. Problem Statement Definition

In the current snacking landscape, there exists a notable lack of a centralized and user-friendly platform that efficiently connects consumers with a diverse range of snack options while addressing issues such as limited choices, inconvenience in the ordering process, and unpredictable delivery times. This creates a gap in the market, leaving snack enthusiasts without a streamlined and convenient solution for satisfying their cravings.

3. IDEATION AND PROPOSED SOLUTION

3.1. Empathy Map Canvas
https://github.com/smartinternz02/SI-GuidedProject-587727-1696856775/blob/main/Empathy_Map_590985.pdf

3.2. Ideation & Brainstorming
https://github.com/smartinternz02/SI-GuidedProject-587727-1696856775/blob/main/Brainstorming_590985.pdf

4. REQUIREMENT ANALYSIS

4.1. Functional Requirements
- Users should be able to create accounts with unique credentials.
- Users must be able to browse through a comprehensive list of snacks.
- Users should have the ability to review their cart and make modifications before confirming the order.

4.2. Non-Function Requirements
- The app should have low latency, ensuring quick response times for user interactions.
- The system should be scalable to accommodate a growing user base and an expanding variety of snacks.
- The app should have an intuitive and user-friendly interface, ensuring ease of navigation for users of varying technological expertise.

5. PROJECT DESIGN

5.1. Data Flow Diagrams & User Stories
https://github.com/smartinternz02/SI-GuidedProject-587727-1696856775/blob/main/DFD_User_Stories_590985.pdf

5.2. Solution Architecture
https://github.com/smartinternz02/SI-GuidedProject-587727-1696856775/blob/main/Solution_Architecture_590985.pdf

6. PROJECT PLANNING & SCHEDULING

6.1. Technical Architecture
https://github.com/smartinternz02/SI-GuidedProject-587727-1696856775/blob/main/Technology_Stack_590985.pdf

6.2. Sprint Planning & Estimation
https://github.com/smartinternz02/SI-GuidedProject-587727-1696856775/blob/main/Project_Planning_590985.pdf

6.3. Sprint Delivery Schedule
https://github.com/smartinternz02/SI-GuidedProject-587727-1696856775/blob/main/Project_Planning_590985.pdf
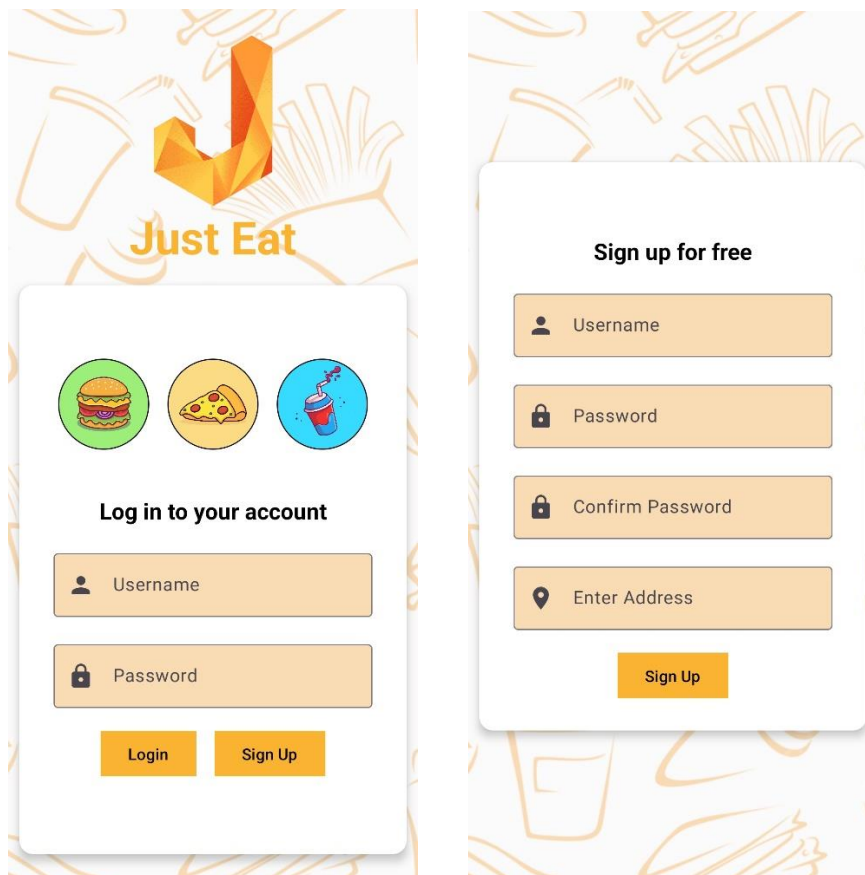
7. CODING & SOLUTIONING

7.1. Feature-1
Sign Up- The users will be able to sign up for the app using secure credentials such as unique username and password which they can use to login on to the app.
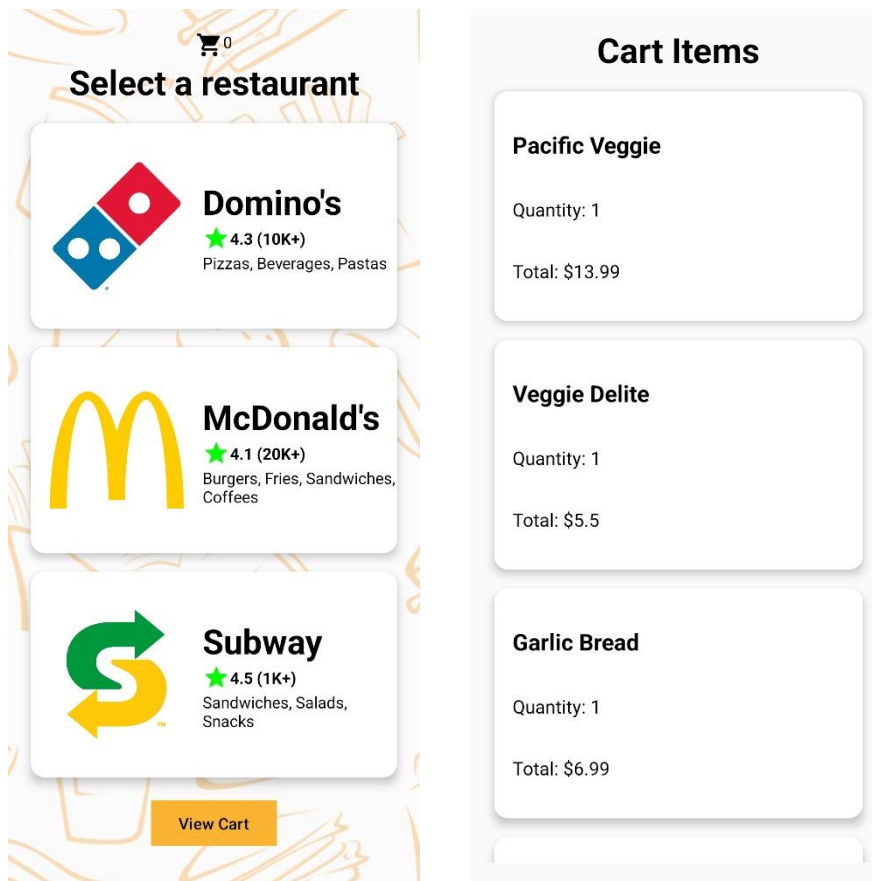
7.2. Feature-2
Extensive Catalog- Users will have a wide variety of snacks and restaurants to choose from.

8. PERFORMANCE TESTING

9. RESULTS

10. ADVANTAGES & DISADVANTAGES

- Users can easily browse, select, and order snacks from the comfort of their homes or offices, eliminating the need to travel to physical stores.
- The app provides a wide range of snack options, catering to diverse tastes and preferences, offering users more choices than traditional brick-and-mortar stores.
- Users can save time by avoiding queues and quickly placing orders with just a few taps on their devices.

- External factors such as traffic, weather, or high demand periods may lead to delivery delays, impacting the reliability of the service.
- Users reliant on the app may face challenges if there are technical issues, outages, or if they lack access to smartphones or the internet.
- Ensuring the quality and freshness of snacks during delivery may be challenging, potentially leading to customer dissatisfaction if products do not meet expectations.

11. CONCLUSION

In conclusion, the development of the snack delivery app addresses crucial challenges in the current snacking landscape by offering a convenient, diverse, and efficient solution for users seeking a quick and hassle-free way to satisfy their cravings. The advantages of the app, including enhanced convenience, a wide variety

of snack options, and time efficiency, contribute to a more streamlined and enjoyable snacking experience.

However, it is essential to acknowledge potential disadvantages, such as delivery delays, technical dependencies, and challenges in ensuring the quality of delivered snacks. These aspects highlight the need for continuous improvement, robust quality control measures, and responsive customer service to mitigate potential issues and enhance user satisfaction.

Overall, the snack delivery app project aligns with the contemporary lifestyle, leveraging technology to provide users with a modern and accessible way to indulge in their favourite snacks. With careful consideration of user feedback, market dynamics, and ongoing technological advancements, the app has the potential to become a valuable and indispensable tool for snack enthusiasts, contributing to the evolving landscape of food delivery services.

12. FUTURE SCOPE

1. Global Expansion:
Consider expanding the app's reach to international markets, offering a diverse selection of snacks from various cultures and regions.

2. Integration of Emerging Technologies:
Explore the integration of emerging technologies such as AI and machine learning to personalize recommendations based on user preferences, improving the overall user experience.

3. Partnerships and Collaborations:
Form partnerships with snack manufacturers, local vendors, and popular brands to expand the variety of snacks offered and enhance the app's credibility.

4. Enhanced User Engagement:
Implement features like gamification, social sharing, and interactive elements to increase user engagement and foster a sense of community among snack enthusiasts.

5. Subscription Models:
Introduce subscription-based models for frequent users, providing them with exclusive benefits, discounts, and early access to new snack releases.