**Project Title:** CHERISH

**Team Members:** Team-7

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**Project Goal and Objectives:**

The main idea of the Project is to develop an interactive platform as part of Disaster Management to simply the statement the Project is all about an Android application where a user or in this case a victim struck with some natural calamities can interact with the volunteer seeking appropriate help. To make the application deployed on to the all Android versions and make it user friendly.

**Motivation**: A very recent Harvey Hurricane across some parts in Mid-West of USA is heartbreaking and motivated us to build an application that can help to do relief measures in effective manner.

**Significance/Uniqueness:**

1. Firstly, many people are interested to help the needy ones but they don’t know the path to do. Our application works as a bridge between people who want to help and people who need help.
2. We are planning to use location services to reach the victims easily and even victims can send their location to nearby volunteers to get help. The application also uses weather API for providing the user a better forecast all in one place.
3. The interactive platform so for we planned is the group chat box between Victims-Volunteers, Volunteer- Volunteers.

**Backup project:**

Reminder app which reminds expiry and information about the products bought.

Ex: groceries and medicines Here the user have to write the expiry and other information about all the products bought and can able to set reminder before expiry and the directions of use.

**Bibliography:**

<https://developer.android.com/training/basics/firstapp/index.html>

<https://www.udacity.com/course/android-basics-user-interface--ud834>

**http://www.androidauthority.com/android-app-development-complete-beginners-658469/**