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The Problem: Food is a big part of everyone's day. Whether you're a parent who needs to cook for the family or a kid hungry for dinner, everyone wonders what there is to eat in the kitchen as it gets closer to meal/snack time. However, you may not always remember what you have in your kitchen, and while sometimes it's easy to go and look, it can be significantly harder if you're in the grocery store deciding whether or not you need to buy a specific item. Is there an easier way to answer the question, "What is there to eat at home?"

Our Proposed Solution: We want to create a way for people to easily see what they have in their kitchen, regardless of where they are. In this way, they can plan meals, grab a snack, or know what to add to their grocery list.

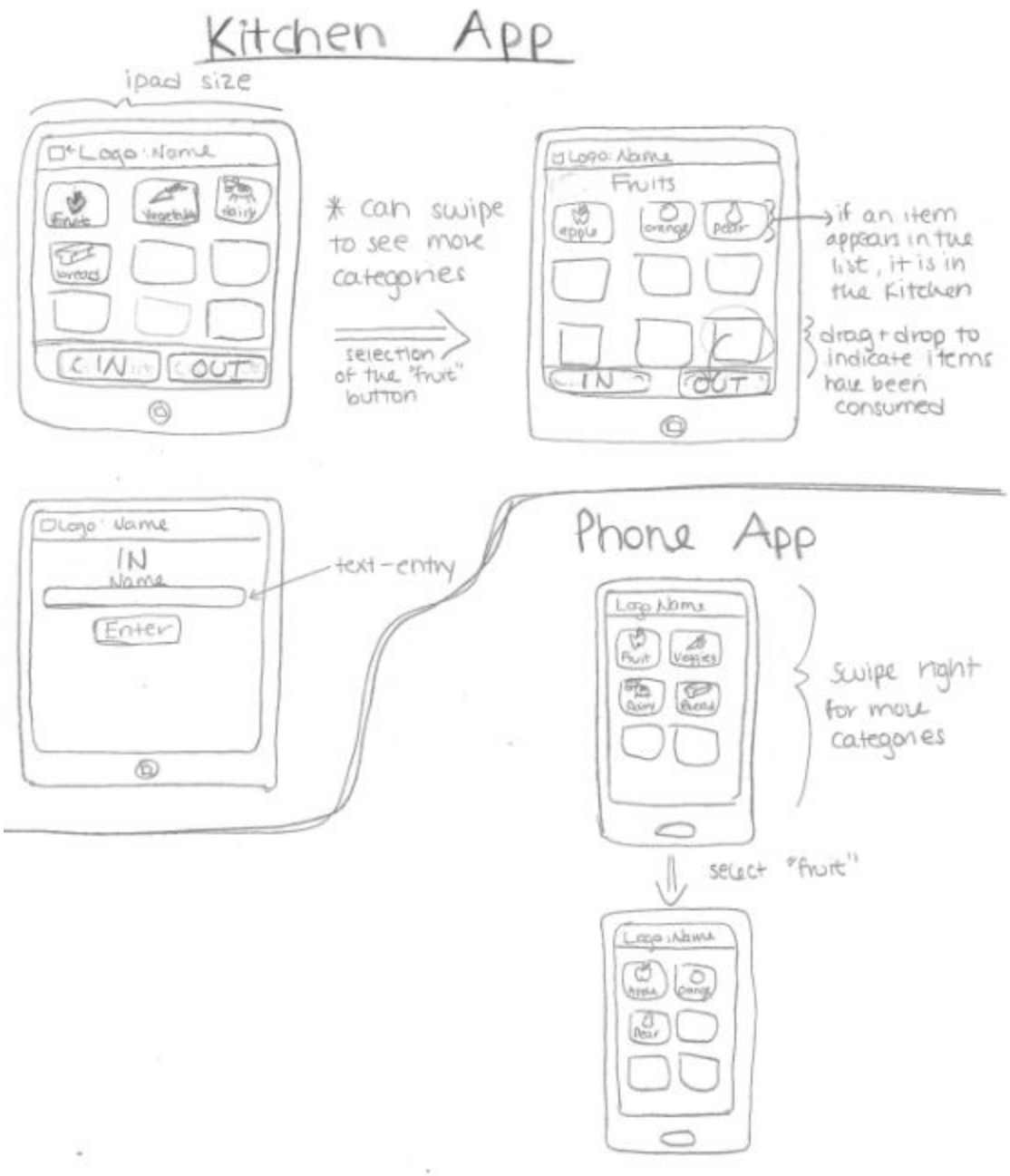
We plan on having two distinct applications: one for the kitchen and one as a mobile app for people accessing information about the kitchen.

Users: We are targeting the person most responsible for keeping the kitchen stocked within a household, where a household is defined as more than two people living together that eat mostly out of their own kitchen (not a dining hall).

We have chosen this subset of users because we would like to...

Rough Sketch: In order to address the inherent ubiquity of our solution, we will need at least two interfaces: one located locally at home and one that can be taken to the grocery store/elsewhere.

(1) The interface at home will have a way to check in / check out food items.
(2) The interface on the phone will allow the users to simply scroll through and see what items are in their kitchen.



This addresses the core problem that our users do not know what is in their kitchen, when they need to know.

Information to Collect: Our goal is to talk to local community members who live with their families and are often in charge of grocery shopping and cooking meals. We can talk to families who live in Needham. We want to know how they keep track of what foods they have in their kitchen, and whether they face any challenges that could be fixed using an application or tracker of some sort. Learning how they make their shopping lists will also help us get a better idea for how they manage their food.

Talking to our potential users will also help us scope the project to know which additional features, if any, they would find useful. Such features include:

- Tracking if food is expired or not
- Search feature
- Handling of different foods that are not in the catalog
- A receipt reader to make the inventory of the kitchen easier
- A recipe builder (based on the available food or food required for recipes)
- Tracking the quantity of food items (rather than just tracking a binary, e.g. are there apples or not?)

Achieving Learning Objectives: Because our team has significant programming experience, we would like to spend our time in this class focusing on the design of our product and not just how to build it. Our goal is to find a good design, and not get caught up in the programmer's mindset. In order to keep our focus on design, we will worry less about the implementation and spend more time on the interface of our product; this means spending more time thinking about our users and how to make our application better and more intuitive for them, and less time thinking about code.