Project Design Phase-I
Proposed Solution Template

Date	22 October 2023
Team ID	Team-591034
Project Name	Project - Snack Squad: A Customizable Snack Ordering And Delivery App
Maximum Marks	2 Marks

Proposed Solution Template:

Project team shall fill the following information in proposed solution template.

S.No.	Parameter	Description
1.	Problem Statement (Problem to be solved)	This project aims to address the challenge of creating a user-friendly e-commerce platform for snacks. Users should be able to easily browse through a list of available snacks, add selected items to their cart, view the cart's contents, and complete the purchase process. The primary problem to be solved is to design and implement a visually appealing and functional mobile application that streamlines the snack ordering experience, ultimately enhancing customer satisfaction and driving business growth.
2.	Idea / Solution description	The project aims to resolve these challenges by delivering a well-designed and easy-to-use mobile application, enhancing the user experience, and promoting customer satisfaction. By providing a simple, yet visually appealing snack ordering solution, Snack Squad will help snack enthusiasts enjoy a seamless experience when selecting and purchasing their favorite snacks.
3.	Novelty / Uniqueness	Review System to get to know about customer's thoughts, Allow users to modify the quantities of items in the cart and remove snacks from the cart, Utilize Jetpack Navigation for a structured and easy-to-manage navigation flow.
4.	Social Impact / Customer Satisfaction	Convenience: By simplifying the snack ordering process with an easy-to-use interface, the app enhances customer convenience, reducing the time and effort required to select and order snacks. Environmental Impact: Encouraging snack ordering through an app may reduce the use of single-use packaging materials and transportation emissions, potentially contributing to environmental sustainability.

		Economic Growth: For snack businesses, the app may lead to increased sales, potentially fostering economic growth in local and regional snack markets. Customer Feedback: The app can capture customer feedback and preferences, allowing snack businesses to improve their offerings based on customer insights, ultimately leading to higher customer satisfaction. Job Creation: As the app gains popularity and more businesses join the platform, there may be opportunities for job creation in roles related to order fulfillment, delivery, and customer support.
5.	Business Model (Revenue Model)	Snack Squad's revenue model incorporates three key components. Firstly, it charges snack businesses a commission on their sales within the app, a common approach in e-commerce. The commission is a percentage of the sale value. Secondly, Snack Squad employs a tiered delivery fee system, offering free delivery for orders above a set amount or within a specific distance, while charging a fee for others. Finally, the model includes expansion through franchise or licensing, enabling entrepreneurs to operate under the Snack Squad brand in different regions or countries, generating revenue through licensing fees or royalties. This multifaceted approach ensures sustainable profitability and scalability for Snack Squad.
6.	Scalability of the Solution	The inclusion of a review system allows the app to grow and adapt through user feedback, improving customer satisfaction and guiding feature development. Cart modification features make the shopping experience personalized and scalable, accommodating changes in user preferences over time. These elements collectively enhance the app's scalability while maintaining a positive user experience.