



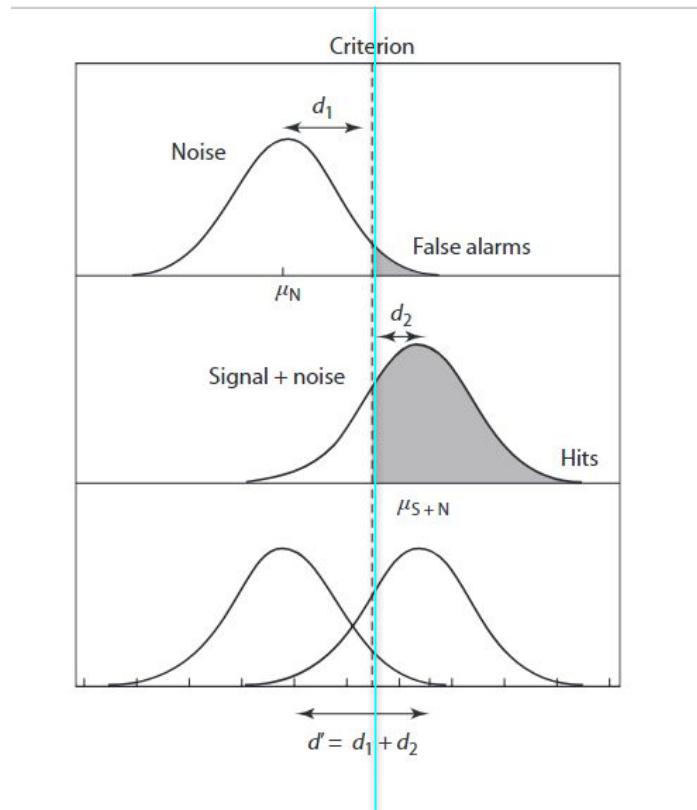
SNACKoverflow

Team **#snackmans** submission

For ENGHACK 2018



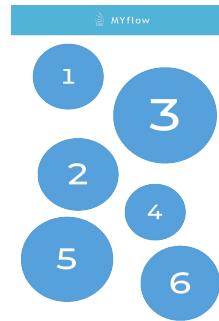
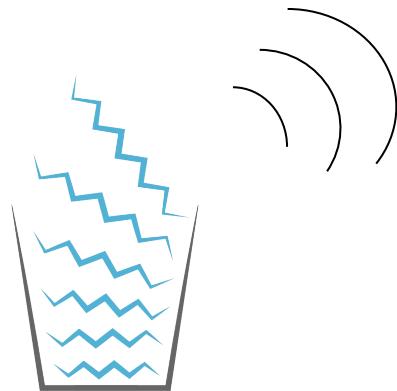
Snack Time



Why we did it

- We Wanted to Build an app that improves service and profitability.
- The current industry standard for service is to rely on the visual detection of waitstaff for when drinks need to be refilled.
- Our app removes signal detection bias allowing for better service and a higher profitability for restaurants.

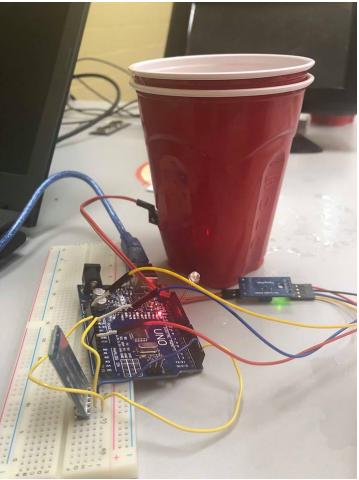
A five course Snack



How do we do this

1. Moisture sensor
2. Arduino
3. Bluetooth
4. Android Phone
5. Android Application

The Snack of today



```
sketch.may25t:1:1: warning: 'Serial' is not a type name [-Wnon-type-name]
Serial.begin(9600);
^~~~~~
```

```
void setup() {
  Serial.begin(9600);
  pinMode(LED_BUILTIN);
  initial = (analogRead(A0)/100);
}
```

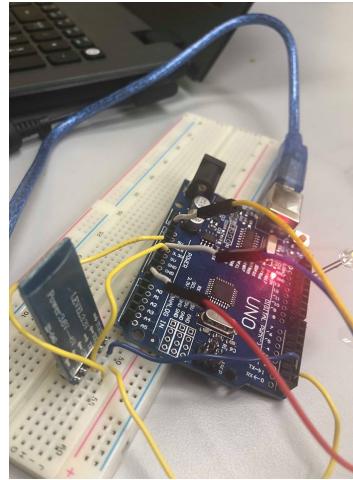
```
void loop() {
  int readings = (analogRead(A0)/100); // Read the analog signal on pin A0
  delay(1000);

  if (readings < (initial - 3)) {
    Serial.write("F");
  } else {
    ledOn(LED_BUILTIN);
    Serial.write("E");
  }
}
```

```
Serial loop
```

```
Sketch size is 100 bytes (0%) of program storage used. Global variables use 100 bytes (0%) of dynamic memory.
```

The screenshot shows the Arduino IDE interface with the code for the sketch. The code reads an analog signal from pin A0 and compares it to an initial value. If the reading is lower than the initial value minus 3, it prints 'F' to the serial monitor. Otherwise, it prints 'E'. The sketch size is 100 bytes.



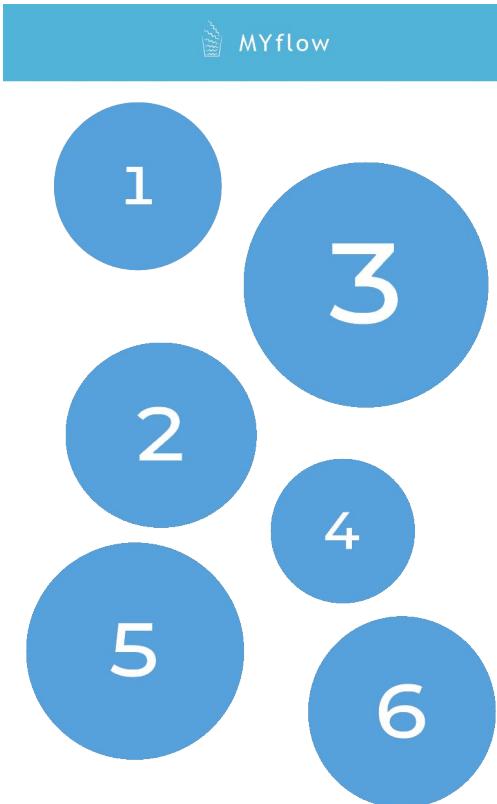
Our App

Our Tech Snack



What we used

The Snack of the Future



What we would Improve

- If we had a better sensor we could give more detailed data to server
- In this mock up as the drinks get closer to being done the tables turn more and more red
- More table could be enabled via Wifi instead of bluetooth.