Topic: Semester Project A3 - “Smart Snack”

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Act/Standardize

* Hopefully could partner with shopping and delivery entities as this would be beneficial to their sales.
  + Shopping partners: They share their inventory so that we can know the snacks they have available.
  + Delivery entities: Can be given the users order and the shopping entity(ies) where they are available and have them delivered to their house.

Check/Evaluate

* The service may take some time as it learns its user preferences, meaning that satisfaction should increase the more they use it.
* If it presents high activity, then the problem of unknown snack desires should decrease as users get something to satisfy them.
* Root Cause -> can’t find what they want

Causes

Target

* Create an online service that can satisfy the users’ need for a snack whenever they need to.
* As the semester project, this should be accomplished by April 28.

Countermeasures

* Often times, people find themselves with a hankering for something to eat, but they don’t know what.
* This can be especially challenging under the confinement of our house where exploring options isn’t as easy.
* A service can be created to help combat this stagnation.

Problem Background

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| **Cause** | **Countermeasures** |
| Can’t find what they want | 1. Create a service that has a vast list of snacks that the user can navigate through to explore what they want. (types of snacks can be searched by type to target specific hankerings). |
| 1. Have individual profiles where a person can record the snacks they usually/recently eat and log their inventory so as to provide suggestions. |
| 1. To remedy snacks that the user does not have, create an order system so that the user can purchase the snacks they want and have them delivered to their house by corresponding entities. |