HandleNett wonder document

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What / Idea:
The idea of our project is an app that let's grocery store workers shop for their customers based on a user-defined shopping list.

Why / Motivation:
A lot of customers tend to spend too much time in the grocery store. Maybe they even brought a shopping list with them to remind them what they need to buy. With the app the customers will just drop into the store and pick up whatever they ordered in the app, which saves them a lot of time. The customers may order their groceries while at home and look around what they need to order, so they won't need to ever remember what to buy. It would also appear to be economically beneficial for the customers, since they aren't spending that precious time in the store and getting trapped in advertisements around the store which could be a selling point for the customers.

For a long term benefit, the grocery store chains may look at statistics of what their customers buy and what they buy and don't ever buy again. With the data gathered and some implementation of artificial intelligence the grocery store chains may even recommend customers what to buy and also the right amount of groceries for the customers. With the right recommendations, it may solve a waste problem from the customer where if the customer were to buy too much food to consume it would result in the customer throwing expired food away. These statistics also help decreasing the whole problem of the mass-production of grocery items, where so much food is made and let to stay in the store, and then gets thrown away.

Who / User group:
The user group for this project can be expanded proportionally with how large we want the system to be. It´s easy and cheap to make this application accessible for a large group of people, and make it possible for the app to be a form of assistance to people who physically can't go to the store, but instead send someone to get the groceries they handpick from the app. It should also not be far-fetched to add things like auditory response for people with sight-related problems, or even age. Elder people and people with vision-related problems getting an audio list of what is available to buy, and how much it costs, greatly improves their experience with shopping for groceries.

How / Technology:

We will be using a web-app to avoid having to make different versions for the different types of operating systems in mobile devices. This will also enable the users to use the app in desktop-mode on their laptops etc. We will probably make both low- and high-fidelity prototypes to develop the actual app. In the report we will both focus on the interaction and theoretical approach to our concept, but hopefully also the technological aspects for making such an app, with the idea of making it universally accessible.