

Idea Proposal

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Recycling DIYs => search a specific recyclable material and get DIY project ideas

Name: ReCraft

Target SDG(s):

1. What is/are the problem/s you want to solve? Why is it important?

Despite individual efforts to recycle and create a cleaner environment, less than 10% of plastic material is effectively recycled, while the rest is either incinerated, pushed to a landfill, or is not in demand to be reused by larger companies. It's important to find new uses for these materials to create a healthy environment for us to live in.

2. Who are the users you are targeting?

We are targeting creative people that enjoy doing crafts. Age range is pretty wide however we want to keep the app with a youthful refreshing aesthetic to encapture the beauty of recycling

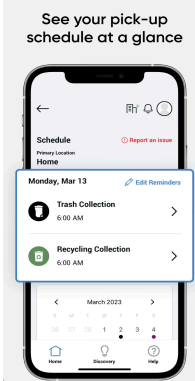

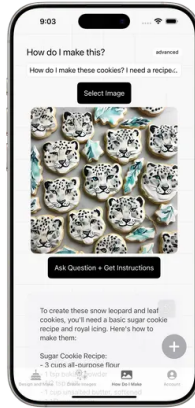
3. How will this app solve the tackled problem/s? Provide a vision statement.

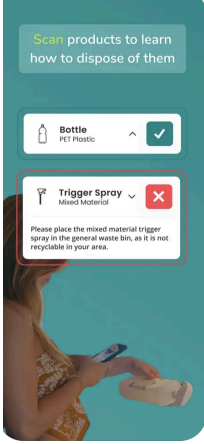
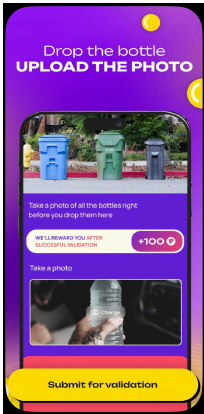
Offering do-it-yourself projects for the plastic we use every day can help reduce the amount of plastic that remains unused in the garbage disposal system.

4. What are the major features of the app? (top 5)
 - Search engine (diy projects, recyclable status)
 - User and accounts
 - User-generated content (blog)
 - Settings and preferences
 - User engagement (comments)
 - Database (filtered by materials)

5. What similar apps exist on the market? (at least 5 apps with names, screenshots, links, descriptions and how different they are from what you want to do). Present your work with a table.

Name of the	Link	Description	Differences	Screenshots
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app				
Recycle Coach	https://apps.apple.com/us/app/recycle-coach/id1071714967	Gives users the ability to schedule their recycle collection, find out where their materials should be placed, and enter blog posts about recycling.	<p>Mainly used for recycling maintenance.</p> <p>Features a search engine for recycling organization.</p>	
Crafts DIY Tutorial	https://apps.apple.com/us/app/craft-diy-tutorials/id1537804182	Allows for users to browse through various DIY projects. Each craft consists of either a written out step-by-step tutorial or a video for users to try out.	<p>Has no element that is specific to recycling.</p> <p>Paywall on the unique crafts.</p> <p>Includes teachable courses.</p>	
Craft Rabbit	https://apps.apple.com/us/app/craft-rabbit/id657534656	Users input a prompt of what they want to create where they'll get both a visual of their prompt and instructions on how to make what they want.	<p>Has no element that is specific to recycling.</p> <p>Users must pay \$9.99 to \$29.99 a month for a number of prompts that they may use.</p> <p>Uses AI to generate the crafts and pictures to every project a user generates.</p>	

<p>Scrapp</p>	<p>https://apps.apple.com/us/app/scrapp-zero-waste-simplified/id1546625454</p>	<p>Scrapp helps users recycle by letting them scan barcodes or search for items to see exactly how to dispose of them in their area.</p>	<p>Scrapp is focused on recycling and waste sorting. Our app is about inspiring people to reuse materials creatively through DIY projects.</p>	
<p>Binapong: Recycle, Earn, Reuse</p>	<p>https://apps.apple.com/us/app/binpong-recycle-earn-reuse/id6466614700</p>	<p>Users join/create a team where they can collaborate with locals in the area and collect achievements and coins whenever they recycle something. With the coins they collect, they can get special awards like coffee, ice cream, record player, etc.</p>	<p>Based mainly on a reward system for recycling and uses outside sources to provide these rewards.</p> <p>Offers a chance to join teams and have an active leaderboard amongst users.</p>	

6. How is your app unique?

- There are websites with DIY recyclable projects, however, most of them are not properly organized and they overwhelm the user with information and materials. We offer an easy search engine that allows the user only to see projects with items they already have, making their experience with recycling easier.

7. Are you integrating AI in your app?

- No

8. What are the risks associated with the development of this app? Why wouldn't it be delivered completely (scope), on time and on budget? Identify 3 to 5 risks that are relevant in your case.

Risk Name	Description
1. Skills	We're still learning like react or database management, so there's a chance we might struggle and run into some issues
2. Time	Every team member has other classes and projects so we might not always have enough time to work on the app
3. Features	If we keep adding ideas or extra features we might not get enough time to finish it or get higher chance to make mistakes
4. Resources	We might have problems on fixing the app on devices
5. Unmet Expectations	We have high goals to accomplish specific features or components, it may be difficult to not keep everything wanted in an app. There may be times where we have to settle rather than implementing something at a higher level.

9. What is your goal with this project? (build portfolio/resume, get technical experience ...) [One per team member] [You can have several goals]

Name	Goal
Ana	Get to practice React, more experience building a database
Rui	Have more experience on react and backend development
Diya	Learn and practice React, gain more experience building a database
Jessica	Practice React and experiment with different components to build an efficient application