



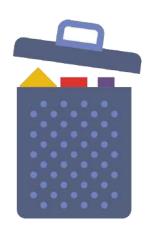
C'est pas fichu!

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Presentation

Context: Students want to recycle their waste, but their need is not satisfied.

Recycling connected dumpster that answers this need and rewards student for sorting.





Goal: create an app to display the data gathered by the dumpster which are sent to the server.



Sign up / Sign in



List of rewards/merchants



Identification of the user on the connected dumpster



Asking for the reward



Management of user's point



Displaying statistics about waste



















Conclusion

- Very interesting and concrete project
- Real product owners
- Starting from scratch
- Learn to use JHipster = real gain of time
- Improve our skills with Ionic



Demonstration

