Indy-03 Purple

The Drink App

CS 4850 – Section 01 – Spring 2024

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1 Overview

1.1 Purpose and Scope

The purpose of The Drink App is to provide an accessible resource for people to explore mixed drinks and spirits. It includes a randomizer that suggests a random drink from the database based on user input, and a system for filtering drinks based on similar entries. The app is served through Expo Go, with a database hosted by Google Firestore.

1.2 Team Organization

Project Manager: Responsible for submitting documentation and for contact with the project advisor. Creates the project plan, risk management, and scheduling team meetings. 60% Documentation, 40% Coordinating.

Programming Lead: Responsible for setting up code for tests and coordinating programming tasks. Reports to the Project Manager and helps with both documentation and programming tasks. 25% Documentation, 50% Programming, 25% Coordinating.

Full-Stack Developer (2): Responsible for front-end, back-end, and database management. Must commit changes to GitHub with appropriate comments and work with Programming Lead to ensure code reliability. 25% Documentation, 75% Programming.

1.3 Goals and Objectives

Project goals:

1) Efficient querying and data storage
2) 2NF normalized database
3) Durable, readable code and comments

Project objectives:

1) Create a database of mixed drinks totalling at minimum of 100 different options
2) Create client software that allows access to the database from mobile devices.
3) Create an interface for users to save their favorite drinks.
4) Create an interface to randomize drink options
5) Create a questionnaire to help select drink options.
6) Create a filter for types of drinks to be recommended; type of alcohol, flavor note, etc.

2 Software Development

2.1 Tools

Programming Language: Python back-end, React Native (Javascript) front-end

Version Control: GitHub codebase

Build tools:

Automated testing:

2.2 Version Control

2.3 Iteration Plans

Each iteration should be 2 weeks long.

Iteration 1 - Requirements and design documentation completed.

Iteration 2 - Database completion

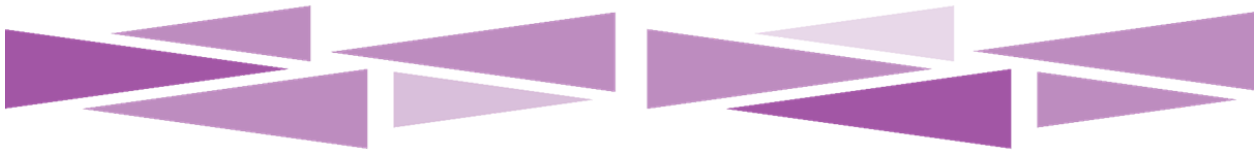
Iteration 3 - Getting user input, searching the database, and presenting a randomized result.

2.4 Verification and Validation Plan

Throughout the implementation of the code, the developers will test their features. At the end of each iteration, tests will be completed to unveil hidden bugs that were not caught during implementation.

2.5 Product Acceptance Plan

A database with at minimum 100 liquor, wine, and beer options. 100 items should be completed by the first milestone. The group should not spend more than 50 dollars total on the application.



3 Discussion

3.1 What We Did

3.2 How We Did It

3.3 Challenges

4 Conclusion