Project Charter

Description

This project aims to develop an application that provides a series of recipes of dishes. The application also tracks the user`s ingredients and cooking ware, and suggests the recipes that the user can complete with the available resources. Once the recipe is selected the application will run a step by step walkthrough on how to prepare the dish.

The application will provide a list of recipes that the users can access from our database servers, instructions on how to prepare the dishes along with the required ingredients will also be provided. Users have the option to input their inventory, which will be saved on their device for the sake of privacy, the inventory list will be comprised of options that the application will provide (so the user cannot input things like dinosaur eggs). The application will then suggest a list of recipes that meet the user`s situation. For example if the user inputs: 12 eggs, 1kg flour, 2lt milk and baking powder; then the program will cross-reference all the recipes that call for the use of at least one of these ingredients and provide them to the user. The application will also calculate for how many people the user can cook for and inform the user.

The time of user`s location will be used to determine the soonest meal time, the application will then suggest a meal that the user can cook that fits into the criteria of the user`s soonest meal time. For example, if lunch time is the soonest meal time then the application will suggest lettuce and cheese sandwiches along with other suitable choices.

Project Scale

It is imperative that the project application can successfully implement at least 3 of the aforementioned features (providing recipes, finding recipes that meet the user`s parameters, suggesting suitable meals for the upcoming meal time). Each recipe will be tagged according to the meal time they are prepared for the most, the culture in which they originated, the level of difficulty and such. The platform will be on Android 7.0 (API 24), communication with the database will be done with XML through MySQL commands. A cross-referencing and search algorithm will be used to implement the desired features. The team will cooperate through GitHub and the unit testing will be done on Android Studio`s stimulator.

Objectives and Outcomes

The objective of this project is to spark culinary interests in young people by allowing them to experience the joy of making their own food.

We foresee that the development of this app will increase the number of people that cook leisurely and professionally.

Our Team

- Ali Osman Atik - Project Manager, Programmer
- Baran Kaya - Programmer, Resource Acquirer
- İbrahim Türkmen - Programmer, Designer
- Caner Işık - Programmer, Database Manager

- Emre Yeniay - Programmer, Analyst

Schedule

PROJECT DEFINITION & REQUIREMENTS	19.09.2017 – 25.09.2017
DISTRIBUTION OF DUTIES	26.09.2017 – 02.10.2017
PROJECT ANALYSIS	03.10.2017 - 09.10.2017
APPLICATION DESIGN	10.10.2017 – 16.10.2017
DATABASE DESIGN	16.10.2017 – 17.10.2017
CODING	18.10.2017 – 08.11.2017
TESTING AND REVISING	09.11.2017 – 01.12.2017
RELEASE DATE	05.12.2017

Cost Estimation

Minimum 3 hours a week for each team member for 12 weeks. Each team member will put at least 36 hours of effort into this project. Therefore; the project will be worth 180 working hours.

Risks

The deadlines may be missed, revision on the schedule and additional financial resources may be required.