

APP BRIEF

Our Problem:
We've identified a major waste of time in our own lives and we aim to remedy this. Living with groups of people, a cooking roster is often employed to make life easier. Unfortunately, planning, shopping, keeping to a budget, and feeding everyone takes a lot of time. We often spend hours looking for specials, checking recipe books, adjusting quantities, and walking around supermarkets to simply be able to cook a cost-effective, nutritious meal.

Our aim is to save time and take the hassle out of cooking by making an app that will:

- 1. Store a database of Recipes
- 2. Scrape a supermarket website and check the prices of recipe items
- 3. Take input from the user specifying the number of people they need to cook for and their budget
- 4. Give the user 3 options of what they could cook
- 5. Output a map of the supermarket showing where each of the recipe items are located

WHAT WE NEED

Our app will need a database to store recipes and ingredient pricing. We have decided to use Realm to implement our app's database. At this stage, we will store our data locally as we can do this for free. Our choice of Realm was based on the number of positive reviews. It seems easy to do and there are many tutorials for it. We project that the database will take around 11 days to build.

Our WebScraper will be written using a library called SwiftSoup and is projected to take 3 weeks to build. SwiftSoup seems by far the most popular option, again there are many tutorials for using SwiftSoup so this seems the most effective option. The web scraping will be relatively simple. We need to collect the prices of products from supermarket websites. Initially the app will be built with only the option to shop at Countdown North Dunedin but this will be expanded on beyond the alpha release.

TEAM PROFILES

Sam Royal
The design guy. A keen eye for visuals, great understanding of user needs and wants. An entrepreneur, he brings experience of starting a business and managing people.

Baxter Robb
The Surgeon. An absolute wizz when it comes to anything Computer Science or Mathematics related. With the know-how to code up a storm, he will be chief programmer, ensuring that our app will run smooth and inline with the specifications.

Connor Spear
Team secretary. Manages the group admin, organizes meetings, and runs the project timeline. High level footballer, he brings experience in leadership and teamwork, he's the glue of the team.

Mathew Shields
Team Champion and Researcher. A natural born leader, he has the ability to inspire and motivate others ensuring that work is completed on time and to a high standard. With a passion for Computer Science and getting things done, he is the driver of the project.

THE CUSTOMER

 Our target market is people just like us, the classic Dunedin student. More specifically students who want to save time and money when deciding what to cook and where to find the ingredients.

OUR COMPETITORS

There are products and services that deal with similar issues to us, however we have discovered that none remove all the work.

MyFoodBag and HelloFresh offer easy meal services delivered straight to your door. However, these services and other similar services are expensive for the cash minded cook.

Some supermarkets and retailers like Countdown and New World have delivery services, or a pickup service where they shop for you. Nevertheless these services do not provide any recipe options, or guidance on what to cook, and how to cook on a budget.

There are several websites providing free meal plans and recipes such as 'eatingwell.com', but these plans and recipes don't cater for a typical university student and can cost a lot of money. They also don't recommend recipe's based on specials, and do not save you time in the supermarket.



DEVELOPMENT TIMELINE



TIME JUSTIFICATION

The Webscraper and database shouldn't take long to integrate together because both will have already been built, all that is needed is for the web scrapers data to be stored in the database.
The task of mapping will take around the same time as creating the database, 2 weeks, as we will be physically labeling and identifying the whereabouts of products within Countdown and producing a map.
Visualizing Ingredients will be one of the shorter tasks as we will be matching products to product images, this should take around a week. This task involves labelling appropriate sections of our map, specific to their recipe and identifying where shoppers need to get their products from.

The selection algorithm is another shorter task taking no longer than a week, this algorithm will work with the input given and produce what recipe the user will use given inputs such as budget and time. For our alpha release, this will be a low priority. We will use a simple selection algorithm and expand upon it for the beta.
Designing the logo of the app is projected to take 2 weeks as we will want a design that is unique and attractive to consumers. This will be the face of the app and the first thing users will see.
Designing and implementing the interfaces within the app will take around 3 weeks as we will need to design what theme and ideas we like and implement them effectively, there will be numerous interfaces as our app will have different sections within it.

MOCKUP

