# <PROJECT & RELEASE>

*Design Documentation*
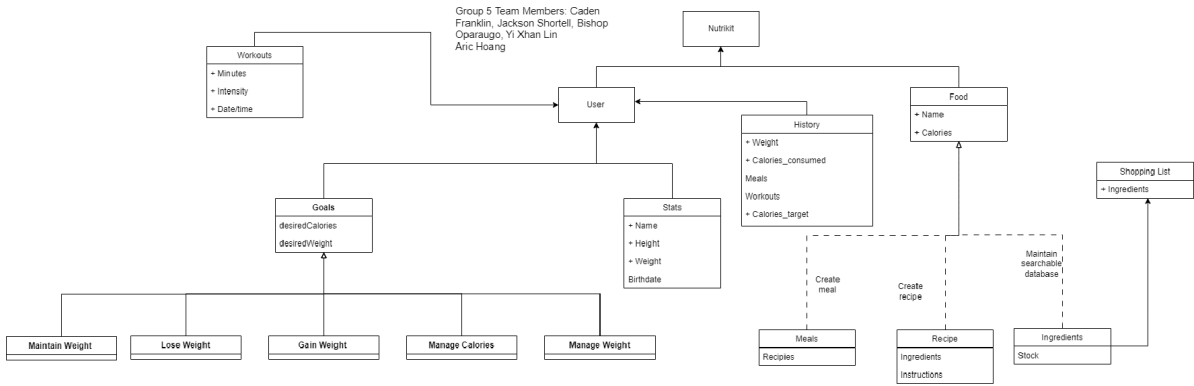*Prepared by <CTN TEAM 5>:*

- Caden Ash Franklin

- Jackson Shortell

- Bishop Oparaugo

- Yi Xhan Lin

- Aric Hoang

**Summary**

NutriApp is the App for losing weight. A user has the ability to create goals which encourages the user to either lose, gain, maintain weight or manage their calorie intake. Along with setting goals, NutriApp allows the user to buy ingredients and suggest food recipes based on what they have and their calorie objective.

# Domain Model

Group 5 Team Members: Caden Franklin, Jackson Shortell, Bishop Oparaugo, Yi Xhan Lin Aric Hoang

**Nutrikit**

**Workouts**
+ Minutes
+ Intensity
+ Date/time

**User**

**Food**
+ Name
+ Calories

**History**
+ Weight
+ Calories_consumed
Meals
Workouts
+ Calories_target

**Shopping List**
+ Ingredients

**Goals**
desiredCalories
desiredWeight

**Stats**
+ Name
+ Height
+ Weight
Birthdate

**Maintain Weight**

**Lose Weight**

**Gain Weight**

**Manage Calories**

**Manage Weight**

Create meal

Create recipe

Maintain searchable database

**Meals**
Recipies

**Recipe**
Ingredients
Instructions

**Ingredients**
Stock

**System Architecture**
This section provides a model of the subsystem components that make up the overall software architecture for the project. Draw the subsystems as simple boxes with relationships between them. Provide a narrative that describes the responsibilities of each component and the interfaces that are provided between subsystems.

**Subsystems**
This section provides detailed design for specific subsystems described in the system architecture.

*Name of the subsystem*
In this section, provide the following information for the first subsystem.

- Class structure diagram and a narrative that describes the structure of this subsystem

- Sequence diagrams with associated narratives that describe the dynamic behaviors that are primarily located within this subsystem. Within your subsystem design descriptions, you must make sure to provide sequence diagrams for all features listed in the design project problem statement. You may also decide that other features require documentation within the subsystems.

- A description of all design patterns that are primarily located within this subsystem. Use the table below to describe each design pattern. If a design pattern cuts across the boundary of subsystems, place the pattern usage table in the section for the subsystem that holds the majority of pattern participants.

| Name: Goals | | GoF pattern: Strategy |
|---|---|---|
| **Participants** | | |
| **Class** | **Role in GoF pattern** | **Participant's contribution in the context of the application** |
| Maintain Weight | Strategy | Options to set the goal |
| Lose Weight | Strategy | Options to set the goal |
| Gain Weight | Strategy | Options to set the goal |
| Manage Calories | Strategy | Options to set the goal |
| Manage Weight | Strategy | Options to set the goal |
| **Deviations from the standard pattern:** | | |
| **Requirements being covered:** | | |

*Name of the subsystem*
This section provides a similar description and diagrams for the model describing the second subsystem.

**Status of the Implementation**
Provide a complete description of the status of your implementation. This should specify all known defects in the system, and indicate requirements that your implementation does not cover.

**Appendix**

This section provides fine-grained design details for all of the classes in your design. You will capture this information using the CRC (Class-Responsibilities-Collaborators) card format below.

| | |
|---|---|
| **Class:** `MyClass1` | |
| **Responsibilities:** ... | |
| **Collaborators:** ... | |
| **Users:** ... | **Used by:** ... |
| **Author:** ... | |