

# Supper Swipe App Requirements Specification

## 1. Original Welcome Screen (First Launch Only)

Purpose:

Displayed once to introduce core app behavior. This screen must never appear again unless the app is reinstalled.

Requirements:

- Show Supper Swipe title at top.
- Display three centered cartoon food cards:
  - Middle card uses a green check indicator.
  - Left and right cards use red X indicators.
  - Cards are static illustrations, not actionable.
- Place large Get Started button at bottom.
- Pressing Get Started moves the user to Login Screen and sets persistent flag to hide this screen on future launches.

## 2. Login Screen

Purpose:

Allow account creation, login, or restricted guest mode access.

Requirements:

- Buttons:
  - Log In
  - Sign Up
  - Continue as Guest
- Guest mode limitations:
  - Pantry cannot be saved.
  - Recipe progress cannot be saved.
  - Weekly stats do not persist.
  - Guest users may swipe recipes but cannot unlock recipe instructions.
- Any attempt to unlock a recipe in guest mode triggers login prompt.
- After authentication, redirect user to Home Screen.

## 3. Home Screen (Primary Dashboard)

Purpose:

Central navigation hub. No swiping occurs here.

UI Requirements:

Top Section:

- Personalized greeting (for example: Welcome back).
- Subtext (for example: Ready to find your next meal).
- Large button Swipe for Supper that always opens Swiping Screen.

Middle Section:

If recipe in progress:

- Show recipe image.
- Show recipe name.
- Show step number last reached.
- Include Continue Recipe button that resumes saved progress.

If no active recipe:

- Show guidance text (for example: Start swiping to find your next meal).

Bottom Section:

For free users:

- Display Recipes used this week with five carrot icons.
- Show remaining carrots and consumed carrots.
- Show ad slot or subscription upsell below carrots.

For premium users:

- No ads.
- No carrot limit.
- Show Recipes completed this week counter and optional summary stats.

Behavior:

- No swiping gestures enabled on Home Screen.
- Swipe for Supper is the only entry path into swipe deck.

## **4. Swiping Screen (Recipe Discovery System)**

Purpose:

Allow users to evaluate recipe options through left and right swipe interaction.

Requirements:

- Each recipe card must include:
  - Meal image.
  - Name.
  - Time estimate.
  - Calorie estimate.

- Required equipment icons.
- Swipe left or press red X to dismiss recipe card.
- Swipe right or press green arrow to accept recipe card.
- Rejecting instantly loads next recipe.
- Accepting triggers unlock workflow and loads Recipe Page after unlock is confirmed.

Guest user handling:

- Guests may fully swipe and explore cards.
- Guests cannot unlock recipes until authenticated.

## **5. Filter Panel (Advanced Filtering)**

Purpose:

Provide structured filtering that enhances recommendation quality without forcing user interaction.

Panel Behavior:

- Panel is expanded first time user enters Swiping Screen.
- Panel state is remembered.
- When collapsed, only Filters label and arrow indicator remain visible.

Filter Groups:

Meal Type:

- Breakfast, Lunch, Dinner, Snacks, Desserts, Drinks.

Dietary Filters:

- High Protein, Low Carb, Low Fat, Low Calorie, High Fiber, Gluten Free, Dairy Free, Vegetarian, Vegan, Nut Free.

Time Filters:

Total time:

- Under 10, 20, 30, 45, 60 minutes.

Prep level:

- Minimal prep, Microwave friendly, One pan, No chopping, No bake.

Calories:

- Under 300, Under 500, Under 700, Under 1000.

Flavor Profile:

- Sweet, Savory, Spicy, Mild, Umami, Comfort food, Fresh and light.

Cuisine Types:

- American, Italian, Mexican, Mediterranean, Japanese, Chinese, Thai, Indian, Middle Eastern, French, Latin inspired.

Equipment:

- Microwave, Stovetop, Oven, Air fryer, Blender, No equipment.

Pantry Flexibility:

- Exact match, Allow 1 missing ingredient, Allow 2 missing ingredients, Show all meals.

Skill Level:

- Beginner, Moderate, Advanced.

Custom Preference Box:

- Users may type custom instructions such as:

- Use my carrots as the main ingredient
- Something warm and cheesy

- Limit input to 120 characters.

- Input must be passed into recipe generation logic with high priority.

Filter Priority Hierarchy:

1. Pantry matching
2. Meal type
3. Time constraints
4. Dietary requirements
5. Flavor and cuisine preferences
6. Custom text input

## 6. Pantry Screen

Purpose:

Allow users to manage pantry inventory used to optimize recipe suggestions.

Requirements:

- Title: My Pantry.

- Buttons:

- Add / Delete Ingredients
- Edit Quantities

- Search icon at top right.

- Each item row shows:

- Ingredient icon.
- Ingredient name.
- Quantity.
- Edit indicator.

- Row tap opens quantity editor.
- Swipe left prompts ingredient deletion.
- Add / Delete Ingredients opens categorized ingredient selector.
- Edit Quantities switches all rows to editable state.
- Items with zero quantity are hidden unless user opts to show depleted items.
- Pantry must sync to authenticated user account.
- Guest mode:
  - Users may view pantry.
  - Users cannot save pantry changes.
  - Save attempts must trigger login prompt.

## 7. In-Stack Recipe Card Interaction System

Purpose:

Define all interactions available while browsing recipe cards in the swipe deck.

UI Elements per card:

- Red X button (reject).
- Green arrow button (accept).
- Show Ingredients Needed button.
- Show Directions button.

Behavior Rules:

Show Ingredients Needed:

- Reveals ingredient list without quantities.
- Shows has or missing indicators based on pantry.
- Never consumes carrot.
- Available to all users, including guests.

Show Directions:

- Requires recipe unlock for free users and guests.
- Trigger modal:
  - Unlock Recipe
  - Cancel
  - Checkbox: Do not show this reminder again
- Premium users bypass unlock modal and see directions instantly.

Unlock Pathways:

- Swipe right or press green arrow:
  - Unlocks recipe immediately.
  - Free users consume one carrot.
  - Premium users consume none.

- Guest users must authenticate before unlocking.
- Navigates to full Recipe Page with ingredient amounts and instructions.

Reject Pathway:

- Swipe left or press red X:
- Rejects recipe.
- Collapses expanded ingredient panel.
- Loads next card.

Persistent User Preference:

- If Do not show this message again is checked:
- Future Show Directions attempts trigger reduced modal:

Unlock recipe? Uses one carrot.

Buttons: Unlock or Cancel.