Weekly progress document

introduction

This document provides a weekly overview of the progress made on the Lunchlist project. Lunchlist is a digital application designed to simplify the process of creating and managing grocery lists, with features like efficiency, collaboration, and product availability tracking. The purpose of this document is to reflect on the development milestones achieved each week, highlight challenges encountered, and outline the next steps in the project.

By consistently documenting our progress, we aim to maintain transparency within the team, ensure alignment with project goals, and facilitate informed feedback from stakeholders and supervisors. This record also serves as a reference point for evaluating our individual and collective contributions throughout the development process.

Table of Contents

12-May – 13-May

In the first week of the Lunchlist project. Our primary objectives were to define the scope of the application and establish a shared code structure. We created a User Requirements Specification (URS) document based on initial stakeholder input. This URS outlines the core functionality and expectations for the application.

In addition, we designed a class diagram to visualize the relationships between key components of the system. We tried our best to think about every class that maybe added now or in the future. We also created an Entity Relationship Diagram (ERD) to map out the structure of the database. This helped clarify how different entities such as grocery lists, items, and users are related, ensuring consistency between our data model and application logic.

We also completed the technical setup of the project, including repository configuration, folder structure, and base files. This ensured that all group members could begin working in a development environment.

19-May – 20-May

During the second week of the Lunchlist project, we began the development phase by implementing the first core functionality: adding a new grocery list to the database. This involved setting up the necessary database tables, writing the logic to handle form submissions, and ensuring that new entries are correctly stored and retrieved.

We also started work on the front-end design of the application. Basic CSS and Bootstrap styling were introduced to shape the overall look and feel of the website. The goal was to create a clean and user-friendly interface that supports the application's functionality while remaining visually appealing.

26-May – 27-May

In the third week of the Lunchlist project, we made progress on both functionality and user interface. A dedicated products page was developed, where users can view and manage items within a grocery list.

We implemented several key features this week:

- Functionality to add products to an existing grocery list.
- The ability to check off (mark as completed) individual products on a list.
- An option to mark an entire grocery list as "done" once all items have been handled.

We also continued refining the user interface. By the end of the week, the UI was nearly complete, providing a clean and intuitive experience for end users. This brought us close to a full version of Lunchlist.

Additionally, we extended our knowledge of using GitHub effectively for version control and collaboration. We practiced working with branches, resolving merge conflicts, and maintaining a clean and organized repository.