Flavor Town Design

Helping you find your new favorite meal



Design Outline

- Problem Definition and Scope
- Detailed Class Diagram
- Sequence Diagram
- Changes to Project

Problem Definition

How often do you go to a new restaurant (or an old favorite) and not know what you want to get?

How often do you vacation somewhere and want to try the local food?



Project Scope:

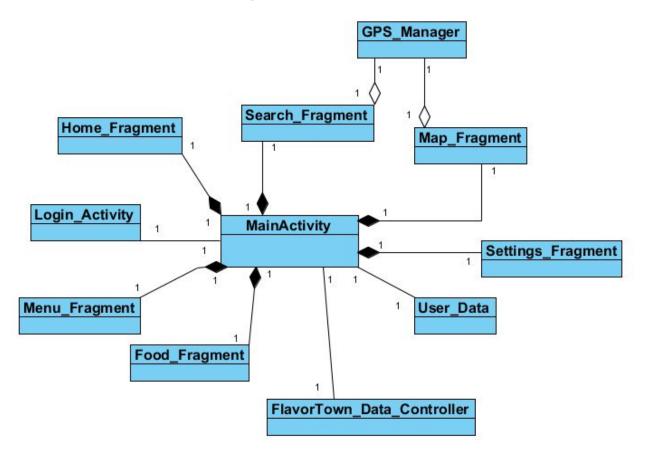
To create a platform for people to try, rate, and find new foods



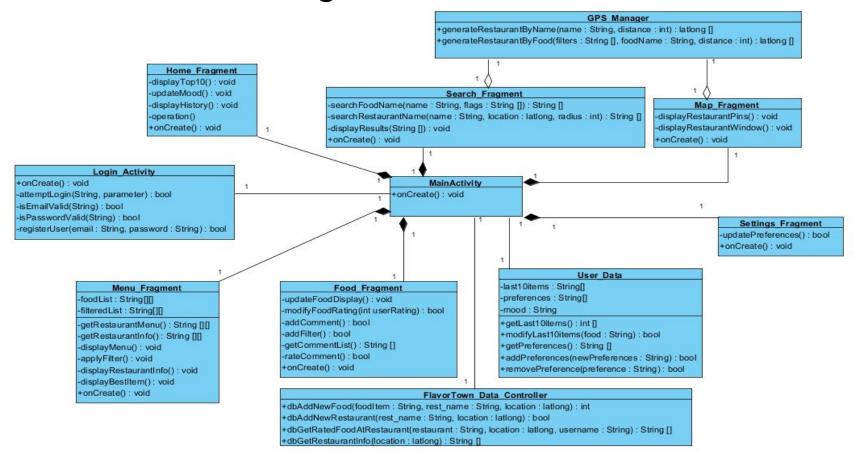
- 1. Pull up local restaurants on the app.
- 2. Display the menu of your restaurant of choice.
- 3. Sort recommendations based off of other user's ratings.
- 4. Order your food.
- 5. Enjoy!

Class Diagram

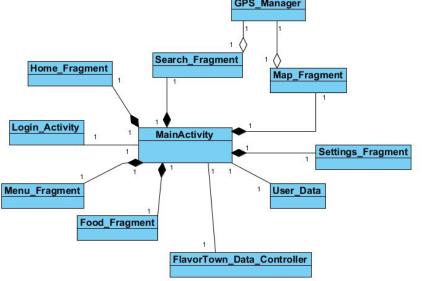
High Level Class Diagram

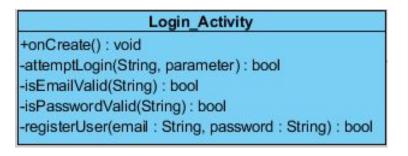


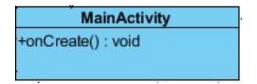
Detailed Class Diagram



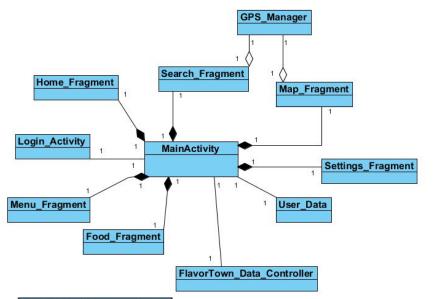
Detailed Class Diagram - Login_Activity & MainActivity







Detailed Class Diagram - Fragments



Home Fragment

-displayTop10() : void -updateMood(): void -displayHistory(): void -operation() +onCreate(): void

Map_Fragment -displayRestaurantPins(): void -displayRestaurantWindow() : void

+onCreate(): void

Menu_Fragment

-foodList : String∏∏ -filteredList : String[][]

-getRestaurantMenu() : String [][]

-getRestaurantInfo(): String [][] -displayMenu() : void

-applyFilter(): void

-displayRestaurantInfo(): void

-displayBestItem(): void

+onCreate(): void

Food Fragment

-updateFoodDisplay(): void

-modifyFoodRating(int userRating) : bool

-addComment(): bool

-addFilter() : bool

-getCommentList() : String []

-rateComment(): bool +onCreate(): void

Search Fragment

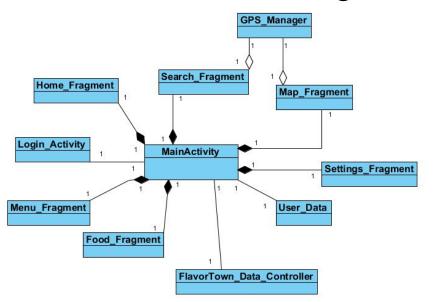
-searchFoodName(name : String, flags : String []) : String []

-searchRestaurantName(name: String, location: latlong, radius: int): String []

-displayResults(String []): void

+onCreate(): void

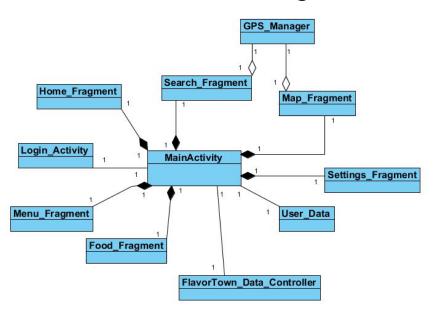
Detailed Class Diagram - Data Handlers



User_Data -last10items: String[] -preferences: String[] -mood: String +getLast10items(): int [] +modifyLast10items(food: String): bool +getPreferences(): String [] +addPreferences(newPreferences: String): bool +removePreference(preference: String): bool

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+dbAddNewFood(foodItem: String, rest_name: String, location: latlong): int
+dbAddNewRestaurant(rest_name: String, location: latlong): bool
+dbGetRatedFoodAtRestaurant(restaurant: String, location: latlong, username: String): String []
+dbGetRestaurantInfo(location: latlong): String []
```

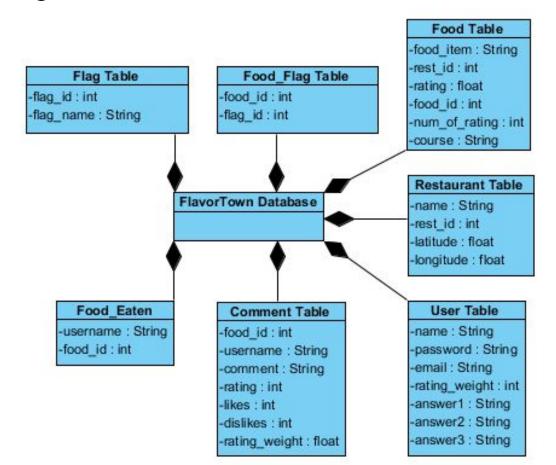
Detailed Class Diagram - GPS_Manager



+generateRestaurantByName(name : String, distance : int) : latlong [] +generateRestaurantByFood(filters : String [], foodName : String, distance : int) : latlong []

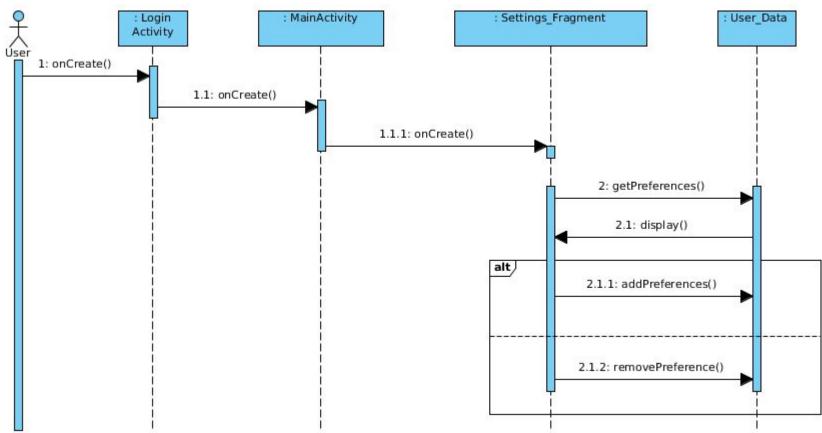
Database Diagram

Database Diagram

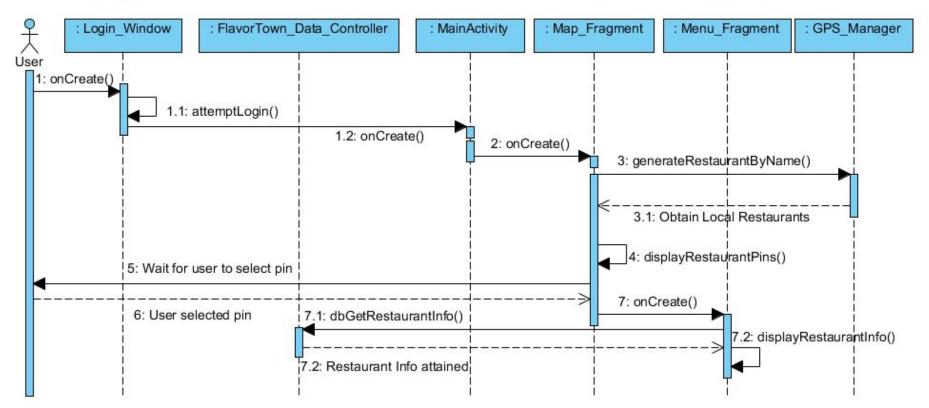


Sequence Diagrams

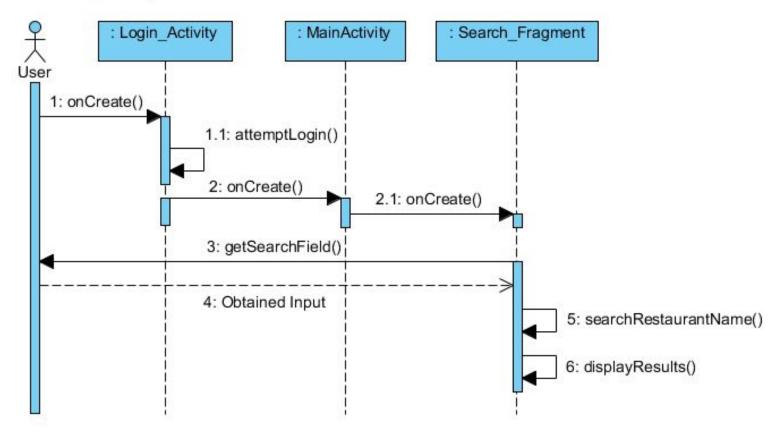
Sequence Diagram - Modify Preferences



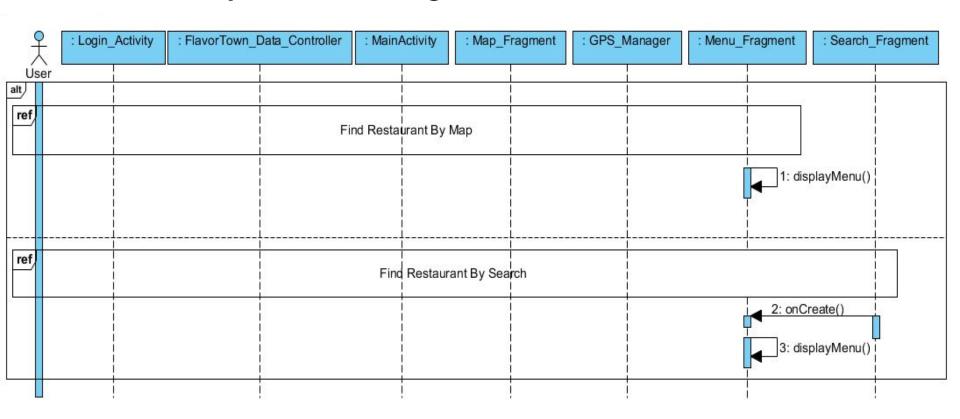
Sequence Diagram - Find Restaurant By Map



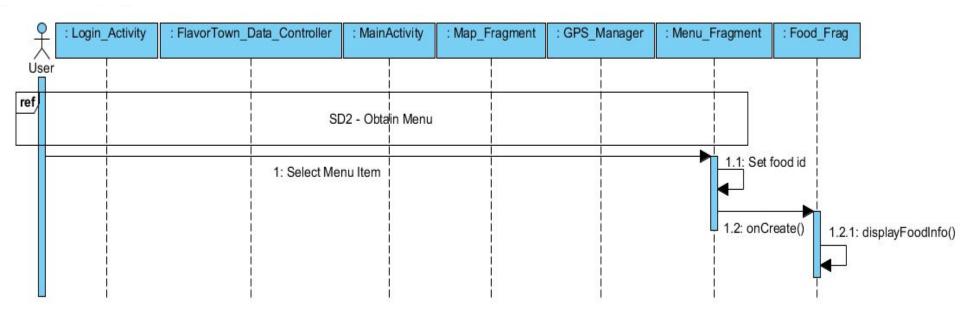
Sequence Diagram - Find Restaurant By Search



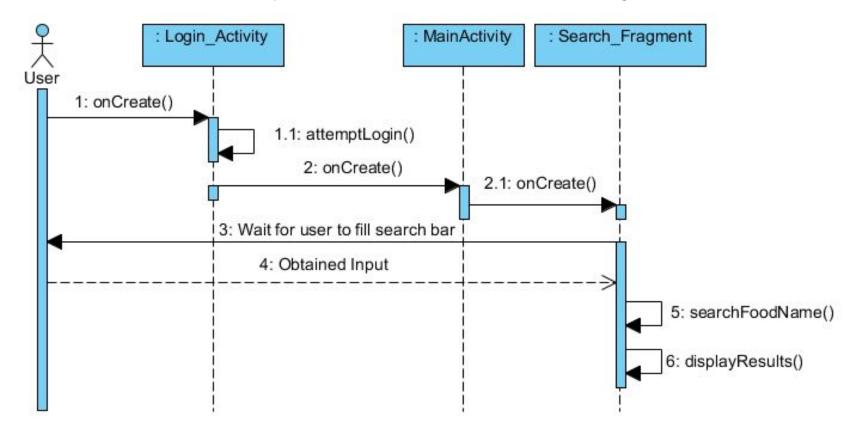
Sequence Diagram - Obtain Menu



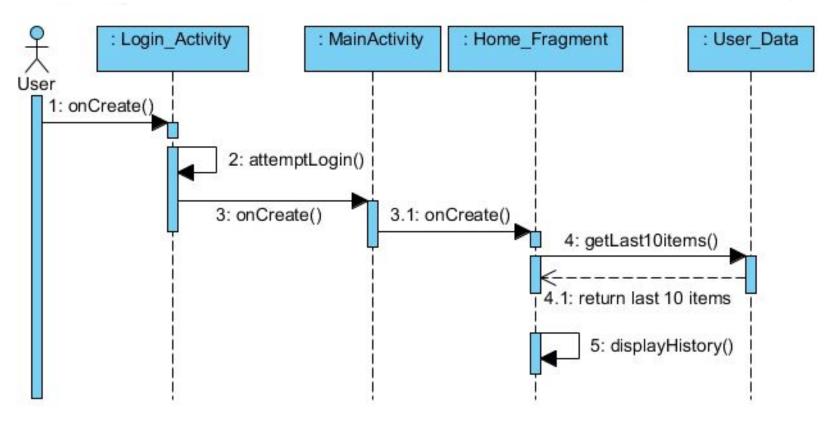
Sequence Diagram - Find Food Off Menu



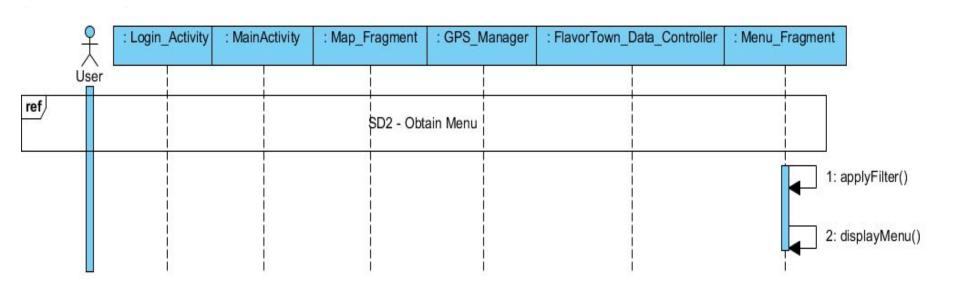
Sequence Diagram - Find Food By Search



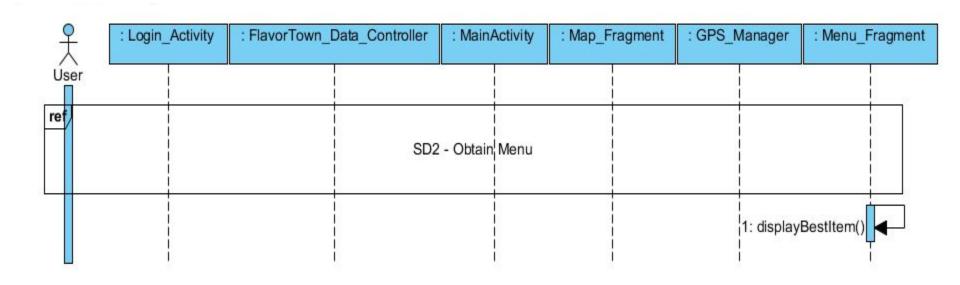
Sequence Diagram - Find Food By History



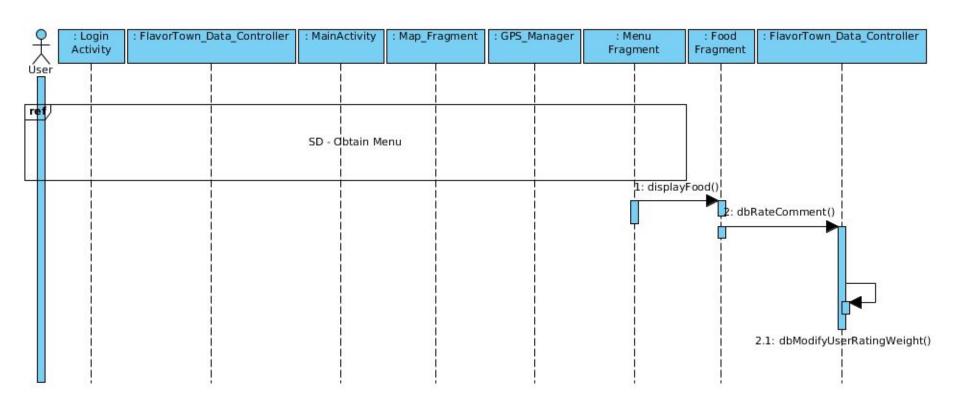
Sequence Diagram - Filter Menu



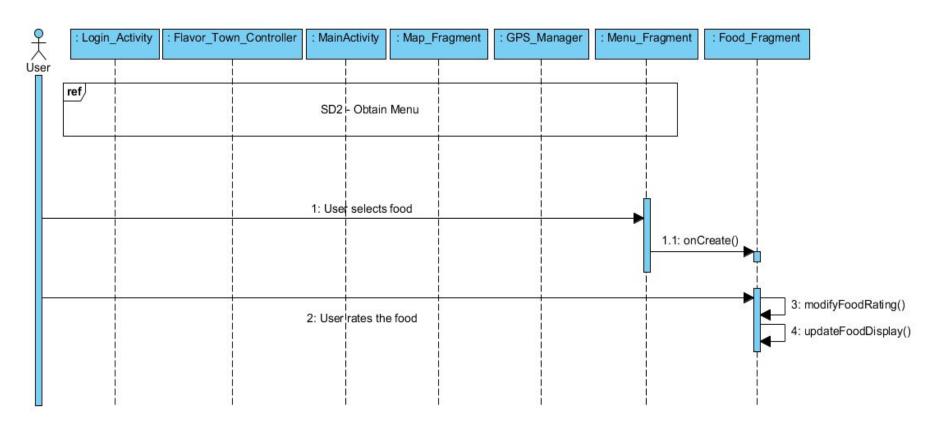
Sequence Diagram - Display Best Items



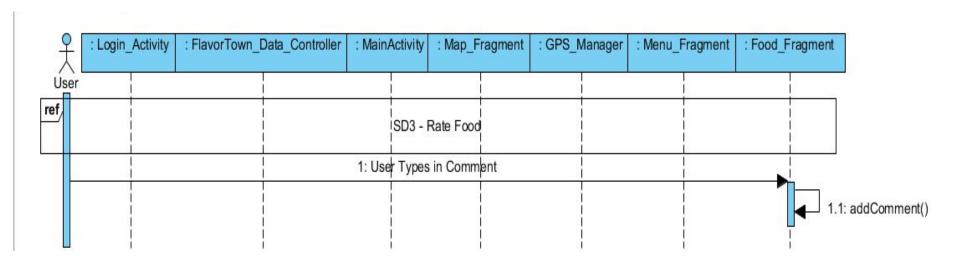
Sequence Diagram - Modify Rating Weights



Sequence Diagram - Rate Food



Sequence Diagram - Add User Comment



Conclusions

Changes to Project

- Shelved recommendations based on food preferences.
- Added the option to search food as a low priority requirement.
- Added a search bar function that allows the user to search for a specific food item or restaurant by name instead of going through the map UI.

Team Member's Discussions

