AMIS 3610

Cocktail Cookbook Angular Project

Max Harendza, Joey David, Max McElligott, Alex Paratore, Brendan Getts

We created the Cocktail Cookbook with the purpose of educating new to less frequent drinkers of the various type of alcoholic cocktails available at a bar. Imagine this: you’re 18, first week of college, and you have your older siblings 21 year old ID (the creators of Cocktail Cookbook do not support this activity) to get into a local bar around campus. Since you’re only 18 and have never been to a bar before, you don’t know what drinks you can order. That’s when Cocktail Cookbook comes into play. Luckily the bar you’re attending has tablets at the counter with Cocktail Cookbook available for you to use. You navigate the application to decide which drink you would like based whether you like Vodka, Rum, Whiskey, or Tequila. Cocktail Cookbook provides you with pictures and ingredients of each drink made by the bar. After looking through the application, you see that the Vodka Canberry seems the most appealing. You now have the confidence to walk up to the bartender and ask for your drink, knowing its ingredients entirely.

The problem that this application solves is educating drinkers about drinks at bars so the line the bartender is servicing isn’t being overloaded by uneducated customers. The uneducated customers will spend twice as much time to order a drink because the bartender has to explain the ingredients of multiple drinks before deciding on one. Cocktail Cookbook gives the user drink options and pictures to cut down on the time bartenders use to explain drinks.

The creators of cocktail cookbook hope that bar managers will “hire” this application to be used in their bars. We hope that bar managers would run our application from the cloud on to tablets around their bar. Instead of paper drink menus, the angular Cocktail Cookbook application is the perfect platform for users to interact with and explore drinks. On top of our application being used to help customers, it can also help with training new bartenders the ingredients of drinks. Bar managers could use Cocktail Cookbook as a solution to help train new staff members on the ingredients of their bars drinks.

Our team used design thinking to create the Cocktail Cookbook application. Design thinking is prototype driven and we focused our design around the angular tour of heroes as our working prototype. We also decided to use angular because angular is client side and is more efficient than MVC. When angular pages are refreshed it only refreshes certain components and doesn’t have to receive the full HTML from the server like MVC. Angular is scalable, giving owners of the application more flexibility to add drinks to Cocktail Cookbook on a business needs basis.

Now that we’ve touched on a little bit of the architecture we will go a little further. As we mentioned before, we followed the angular tour of heroes as a working prototype for our Cocktail Cookbook application. For our application we used 4 components. We used the navigation component to implement the “go back” button. Drink component for each type of drink (whisky, vodka, tequila, and rum). Drinks component for the specific type of drink (cranberry vodka, etc). Finally, the landing component for the home page layout and design. Our team decided to use Microsoft Azure as our cloud provider service, so our system doesn’t need to be locally hosted. The application is supported by Angular in the front end and ASP.NET in the backend.

The ideal qualities of the Cocktail Cookbook system are we hope for there to be high availability, high reliability, easy usability, and fast performance. We hope for our system to be highly available, but since it is not crucial it remains 100% available, like a system in the healthcare industry, we find that medium availability is acceptable. We also hope that our system is highly reliable and accurate. We strive for our drink ingredients to be accurately listed and available to our customer when they need them. Most importantly we hope for our system to be easy to use and have fast performance. The only way for our business model to work is for our system to be easy to use so much that it takes less time to use Cocktail Cookbook rather than ask a bartender for a drink recipe.

The Cocktail Cookbook measures our success in many ways. We measure success by how many bars are using our system to help their customers. We hope that by the end of 2020 every bar on Ohio States campus will be using the Cocktail Cookbook system. According to a survey conducted by [www.collegedrinkingprevention.gov](http://www.collegedrinkingprevention.gov) almost 60 percent of college students ages 18–22 drank alcohol in the past month. Given that Ohio State has almost 46,000 undergraduate students and 60% of students between 18-22 drank in the past month, we hope that 27,600 of them will have used our system by 2020. After we have developed a large user base, we plan on adding advertisements to our system increase revenue. The advertisements will on the sides of the interface and will not hinder on the user experience.

We know when we are winning or losing based off the goals we set to measure success. Our system is designed to create a higher efficiency to the bars we serve. While our system does not directly increase sales or decrease costs for bar managers, the value added will provide their customers with a better overall experience.