**Applicazioni per Dispositivi Mobili**

**A.A. 2020/2021**

**TFPF Recipes**

**Design documentation[[1]](#footnote-1),[[2]](#footnote-2)**

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Strategy

# Product Objectives

# Business goals

Creare un’applicazione che consenta agli utenti di aggiungere e consultare delle ricette gastronomiche.

# Product Overview

TFPF recipes è un applicazione che permetterà agli utenti di sfogliare una raccolta vastissima di ricette. Per ogni ricetta saranno presenti tutte le informazioni (ingredienti e procedure) necessarie per la buona riuscita del piatto in questione.

# Competitors

* GialloZafferano: descrizione
* Cucinosano: descrizione
* Piccole Ricette: descrizione

**User Needs**

**Needs & goals**

Describe the NEEDS that you want to fill with your app

Describe the main GOALS your app allows users to achieve

(If relevant) Divide user needs through USER SEGMENTATION

# User Research

Describe

# Personas

**Giulia**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | |  |  | | --- | --- | | **Età:** 32 | **Occupazione:** Professoressa | | **Famiglia:** Sposata, 1 Figlio | **Utilizzo di Internet:** Facebook, Instagram, sito della scuola dove insegna. | | **Profilo Tecnico:** Non ha molta confidenza con la tecnologia, possiede un Iphone 5 |  | |

Giulia, madre di famiglia, si occupa della preparazione di tutti i pasti, a volte però si ritrova senza idee su cosa preparare, in queste situazioni ad avere la meglio sono spesso piatti banali che causano il malcontento in famiglia.

Scope

**Features**

REMOVE THE DESCRIPTION

Provide a list of all the features of your app.

**Other requirements**

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Provide a list of other requirements (not implicitly included in the features) of your app (for instance, branding requirements, technical requirements, …).

**Scenarios**

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It is a short, simple narrative describing how a persona might go about trying to fulfill one of those user needs. By imagining the process our users might go through, we can come up with potential requirements to help meet their needs. (One for persona)

Structure

# Navigation model

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Navigation model of your app.

# Data model

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UML Class diagram that represents the data model of the app containing entities and relationships between them. Entities and relationships derive from the functionality and scenarios described in the previous chapter.

Skeleton

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Lo-Fi Wireframes of your app. In this phase you have to create a **complete wireframe** representing all the views described in the navigation model.

Also, for each LO-FI wireframe give a brief description and highlight the design principles used and the design patterns.

Surface

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Description of the relevant choices you made about the layout and color palette, fonts, icons, etc.

Provide a Hi-Fi Wireframes of a **single (or two) view** of your app. Please choose a representative view to show here.

1. REMOVE THE FOOTNOTE: The max length of this document is 20 pages [↑](#footnote-ref-1)
2. REMOVE THE FOOTNOTE: The structure of this document is fixed, it cannot be changed in any way [↑](#footnote-ref-2)
3. REMOVE THE FOOTNOTE: The team leader is listed as first member in this table [↑](#footnote-ref-3)