# Hadrien CONAN Paul COMPAGNON

## **Objective:**

As part of this project, we applied our React Native skills to create a functional application. We worked on the design and development of the user interface, screen navigation, and the integration of specific features related to meal planning.

This project allowed us to strengthen our React Native skills and apply our theoretical knowledge. We are proud of the final result and confident in our ability to continue developing mobile applications with React Native in the future.

## **Architecture:**

- Project/
  - Screen/
    - DayMeals.js
    - FoodDatabase.js
    - HealthGoals.js
    - MealPlanning.js
    - ViewMeals.js
  - App.js
  - LinkApi.js
  - UserContext.js
- Documentation.md
- README.md

#### Succeeded features:

Installation module doesn't count as a feature.

Features correspond to steps of the projects.

#### Module 2: Health goals

- Step 1: Creating a Form for User Input
- Step 2: Handling User Input
- Step 3: Calculating BMR Using the Harris-Benedict Equation
- Step 4: Adjusting BMR Based on Activity Level
- Step 5: Adjusting Caloric Intake Based on Health Goal
- Step 6: Displaying the Result to the User

#### Module 3: Food Database

- Step 1: Choosing a Nutrition API
- Step 2: Creating the Search Interface
- Step 3: Handling User Input
- Step 4: Fetching Data from the API
- Step 5: Displaying the Results
- Step 6: Selecting Food for Meal Planning
- Step 7: Updating the Meal Plan

#### Module 4: Meal Planning

- Step 1: Creating the Meal Planner Interface

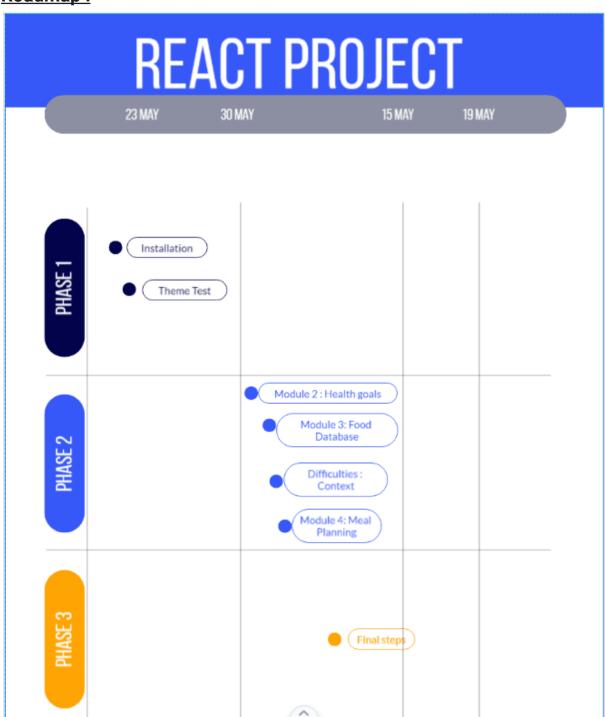
- Step 2: Displaying the Meal Plan
- Step 3: Calculating Daily Calories
- Step 4: Adding and Removing Food Items
- Step 5: Saving the Meal Plan

### **Unsucceeded features:**

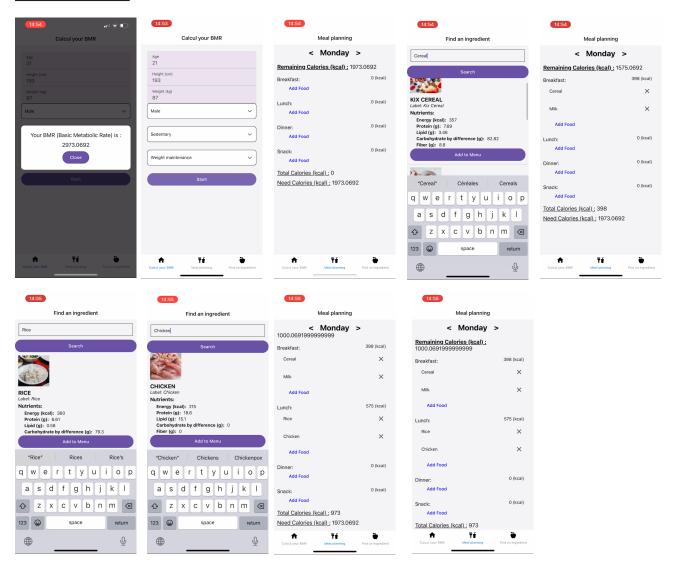
Installation module doesn't count as a feature. Features correspond to steps of the projects.

#### NONE.

# **Roadmap:**



# **Screenshots:**



# **Difficulties:**

We encountered some difficulties while using React's "Context" functionality, but with the assistance of our professor, we were able to overcome them. We also changed the design library multiple times as it didn't consistently match between iOS and Android platforms.