Android Project : Mealer App

SEG 2105 Final Report - Fall 2022

Group 18:

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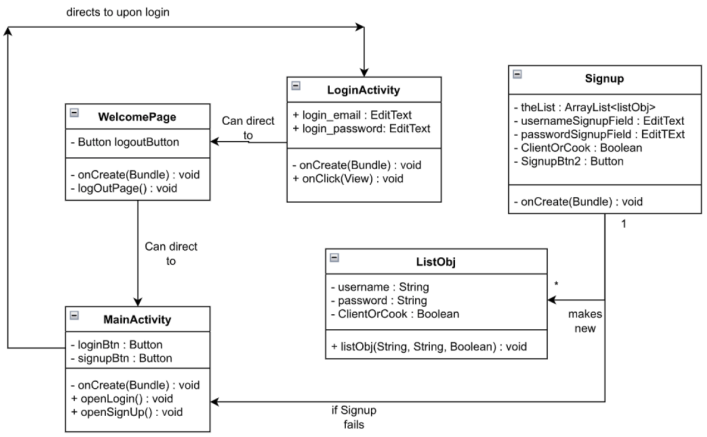
Due: December 7th, 2022

Introduction

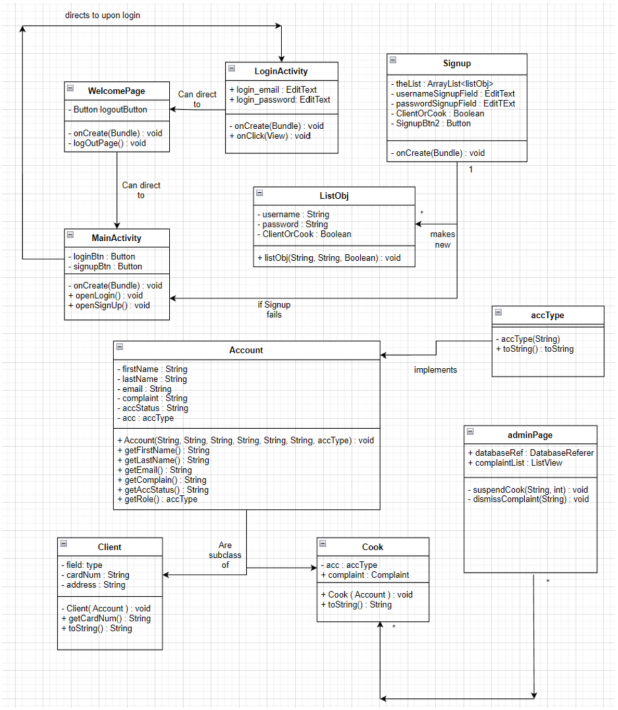
The Meal App is a tool for local cooks to sell meals to clients from their homes. It involves three user structures, the cook, client, and administrator. A client serves the customer, the user which buys from cooks. The cook then is able to create menus, show available items and change available items when necessary. The administrator manages complaints specific to each cook, and has the capacity to place suspension if necessary. This implementation involves a Firebase database to store menus, food items, and complaints.

UML Class Diagram

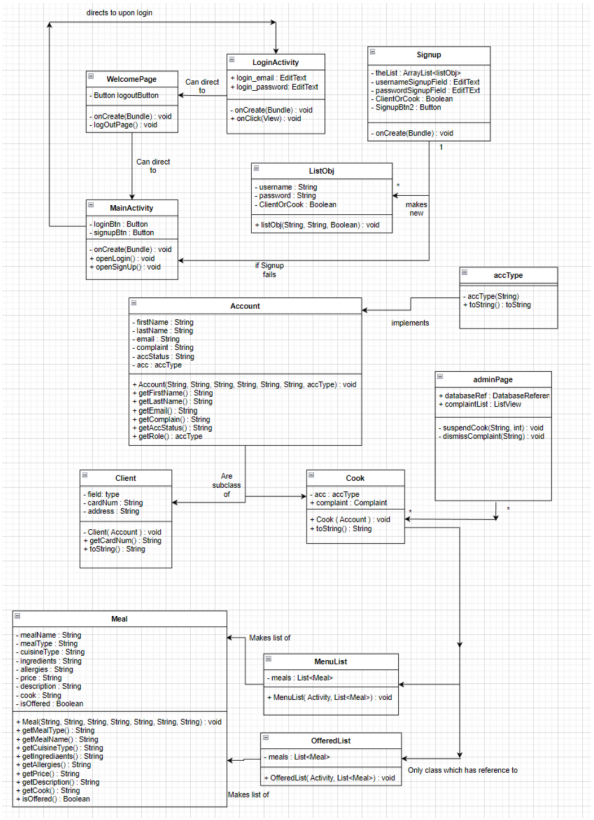
I. Deliverable 1



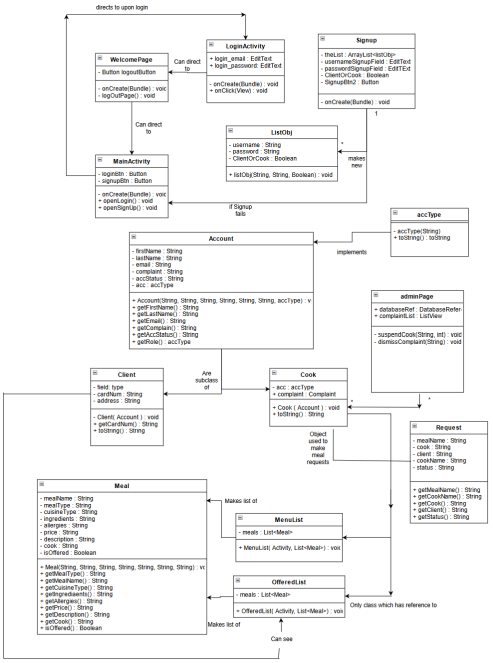
II. Deliverable 2



III. Deliverable 3



IV. Deliverable 4



Distribution of Work

I. Deliverable 1

Name	Breakup Of Work Done
Gewensky Gratia	Automated test, frontend
James Billinger	Database, backend code
Louis Marleau	User interface, Login page, Backend code
Zachary Fagnou	UML Diagram

II. Deliverable 2

Name	Breakup Of Work Done
Gewensky Gratia	Automated test, frontend
James Billinger	Database, backend code
Louis Marleau	ListView interface, Backend code
Zachary Fagnou	UML Diagram

III. Deliverable 3

Name	Breakup Of Work Done
Gewensky Gratia	Automated test, frontend
James Billinger	Database, backend code
Louis Marleau	Cook ListView interface, Backend code
Zachary Fagnou	UML Diagram

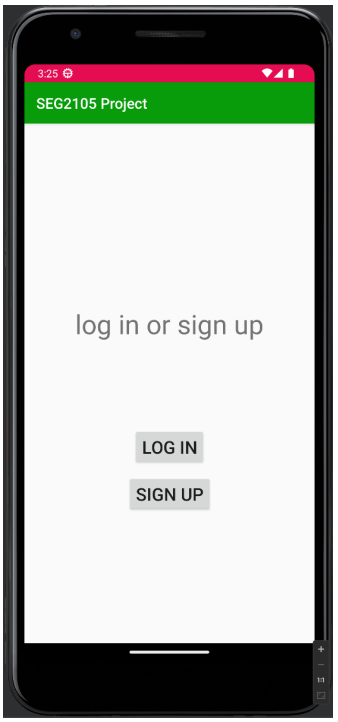
IV. Deliverable 4

Name	Breakup Of Work Done
Gewensky Gratia	Automated test, frontend

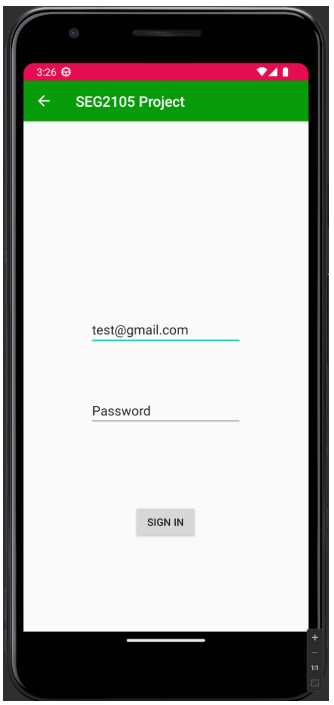
James Billinger	Database, backend code
Louis Marleau	UI redesign, Cook profile view, Backend code
Zachary Fagnou	UML Diagram, Lab Report

Screenshots

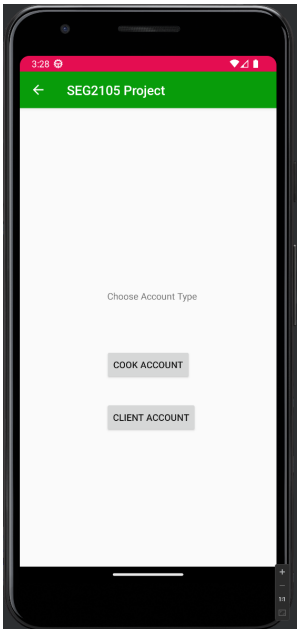
Login Page



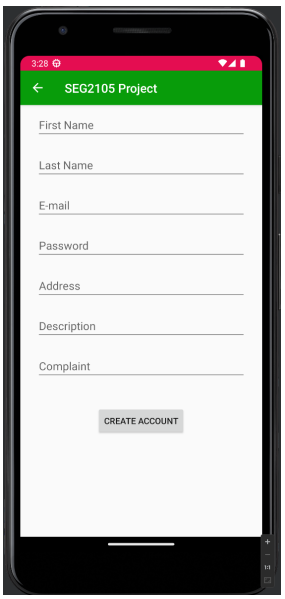
Welcome Page



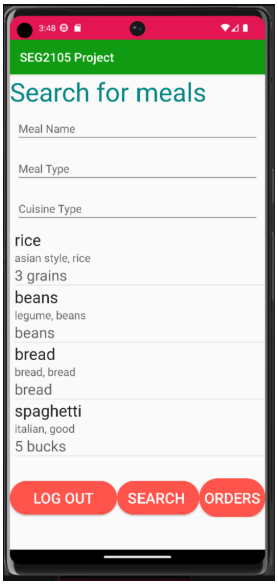
Account Type Page



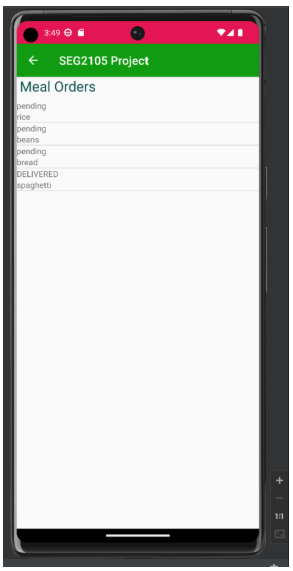
Sign Up Page



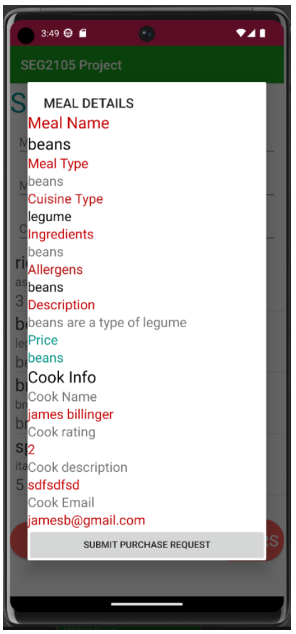
Meal Search



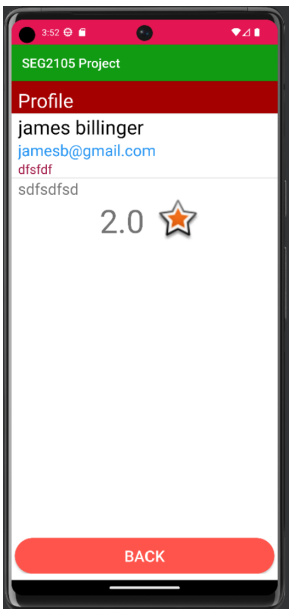
Meal Orders



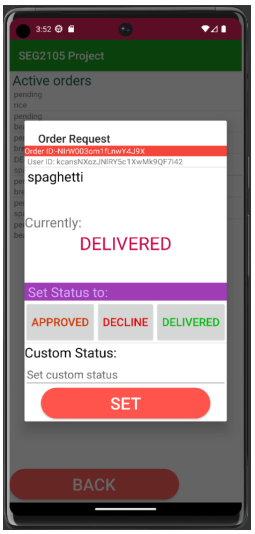
Meal Details



Rating Page



Order Request



Discussion

We faced many challenges throughout the development of our app. The database caused many issues as the implementation created overlaps in output. These were mainly in the organisation of data, making sure to not mix up the datasets. As well, the greatest cost of time was debugging. Some of which were, button's failing to function properly and Android Studio compatibility across devices. The largest issues were during Deliverable 2 when sending the complaints back to the cook to see. This issue was fixed by reworking the Firebase database

With limited experience with android studio, we tripped many times in Deliverable 1 with backend code while trying to get the login and sign up features to correctly verify credentials. Despite being able to implement a database, our application would crash several times in testing due to the incorrect setup of firebase.

For Deliverable 3, we had many trial runs deleting the meal items off the listView unintentionally and problems with the UI not displaying items once the cook navigates between the offered and main menus.

If given the task of redesigning the same app from the ground up, the majority of the changes made would be organisational. Although our implementation does offer mostly flexible scaling, we would encounter many in-efficiencies if we needed to implement multiple comments, extra review functions or systems for different restaurants. We would also like to overhaul the general UI of the app to be more consumer friendly, and in-keeping with other standards set by Apple and Android.

Overall we are very happy with how the app development progressed, we encountered a healthy mix of challenges and exciting moments.