

UniFood App Instructions

Set up/Sign in

1. Git clone "https://github.com/CSCI4100U/mobile-group-project-2023-lisinghliang.git" into a folder
2. Open the root of the project in Android Studio
3. Navigate to the "pubspec.yaml" file and click "pub get"
4. Run emulator (pixel 7 or higher)
5. Run project (main.dart)
6. Click "Register" and make a new account. If does not work login: Email: testing@email.com, pass: 1234_56

Pantry Page

7. Navigate to the Pantry page from the bottom navigation bar
8. Click the "+" button on the bottom and add items to the pantry
9. Click the + or minus buttons to add or reduce the count of the item. (to remove item make count = 0)
10. After deleting, a snack bar shows up to allow for undoing the deletion
11. To enable locations go to settings, notifications, app notifications, choose "all apps" in drop down menu and turn on notifications for unifood app.
12. To schedule an expiry notification (first, make sure notifications are allowed on the emulator settings itself), click the calendar icon and choose a date and time in the future.
13. There will be a sound signalling the notification. (the notification can be seen by pulling the top bar down on the phone)
14. To view the user profile, either go to the Map Page or Pantry page and click the user icon in the app bar.
15. The user can edit their name, add additional sign-in options, and sign out and more

Map Page

16. Navigate to the Map page using the bottom navigation bar
17. Scroll through the default map markers by swiping towards the left on the store card information
18. The map will also show the user's current location using geocoding and will show up as a red person pin on the map
19. To see other grocery stores or restaurants click on the search bar and type in the location you want to find using the following format = *place city* (e.g. Walmart Oshawa).
20. User can adjust radius size by selecting the 3 dots to the right of the search bar and choosing the correct radius size they want. The locations will update as soon as a radius size is chosen. The default is set to 10.0 km radius. If no locations are found the default store locations would be shown instead.
21. Users can navigate to their profile page as mentioned previously
22. Camera and review buttons are present on the page but functionality has not been applied yet. As well, for searched locations: image and ratings are default for now.

Grocery List Page

23. Navigate to the GroceryList page using the navigation bar found at the bottom of the app.
24. Press + button to input information, then press the save button at the bottom-right corner to add the item.
25. Click the square to the right of each item to select them, then press the trash bin icon to delete them.
26. The receipt-like icon is used to print in the console the nutritional information about all the items present in the list. (It's supposed to display the information, it hasn't been implemented yet)
27. The search bar is used to search through the list. (This implementation might be removed or moved to another part of the app).

Some notes: This code took inspiration from flutter documentation, lecture notes, previous labs and chatgpt.