User Manual

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1. Opening the App

1.1   First Time User

When the app is first opened, the user will be presented with the login screen which can be seen down below.
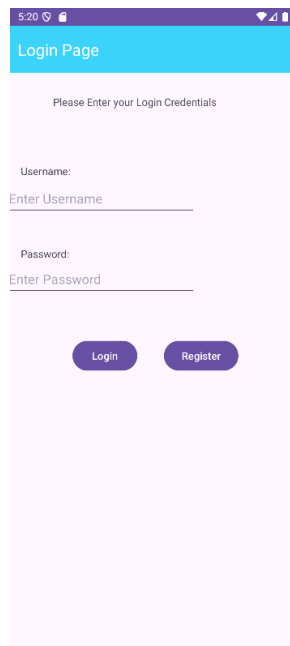

Figure 1: Initial Screen/Login Screen

If it is the user's first time using the app then they should tap "Register" which will redirect them to the account creation page. If they are a returning user, then they can enter their login information to proceed to the next screen.

1.2   Account Creation

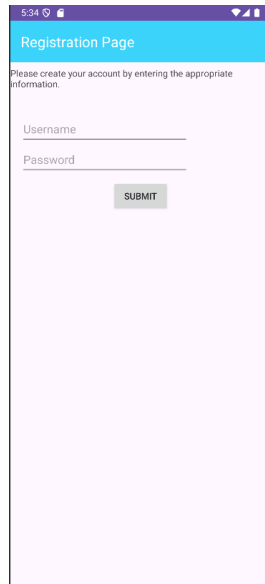When the user taps the "Register" button, they will be presented with the following screen:

Figure 2: Account Creation Screen

From here, the new user will enter their username and password that will be used whenever they want to use the app in the future. After tapping "Submit" the user will be taken back to the login page where they can then enter their credentials to begin using the app.

2. Login

Once the user has an account, they can enter their username and password. After tapping "Login" the user will be taken to the one of the main activities of the app. A successful login will show "Login Successful" at the bottom of the screen and invalid credentials will tell the user "Unsuccessful Login."
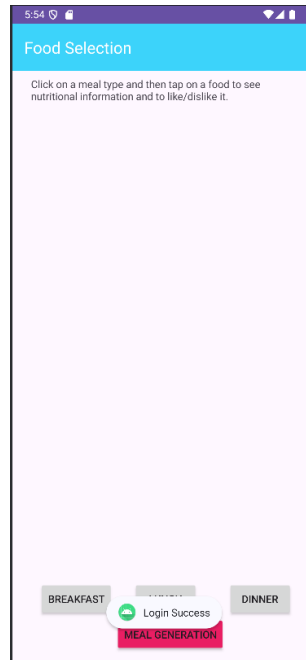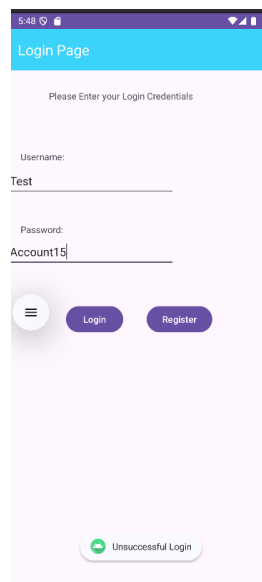
Figure 3: Successful Login

Figure 4: Unsuccessful Login

3. Food Selection

After logging in the user will be presented with the food selection screen. Figure three shows what the screen should look like after a successful login. From here, the user can select which meal they are looking for food ideas for. If the user taps "Breakfast" they will be shown breakfast food ideas and the same applies for the "Lunch" and "Dinner" buttons. Figure five shown below shows what the screen looks like after tapping the "Dinner" button. The list is scrollable but only three foods are in the system so it is unnecessary to use.
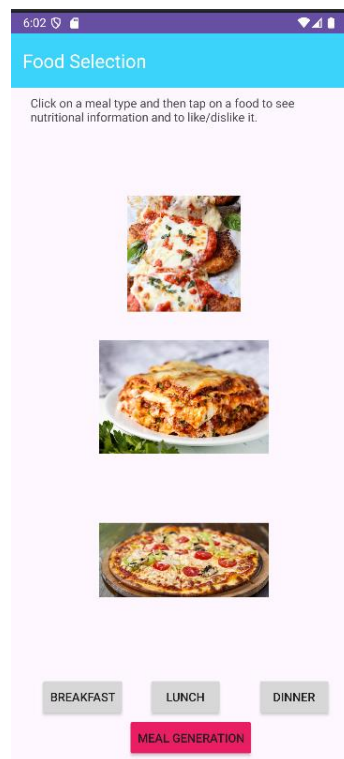

Figure 5: Food Selection for Dinner Foods

3.1   Getting More Information About a Food

If the user taps on a food, a message will appear on the screen showing nutritional information and giving them the option to like or dislike a food. If a food is liked, then it will be saved as an idea for a future meal. If it is disliked, then it will be removed from consideration.
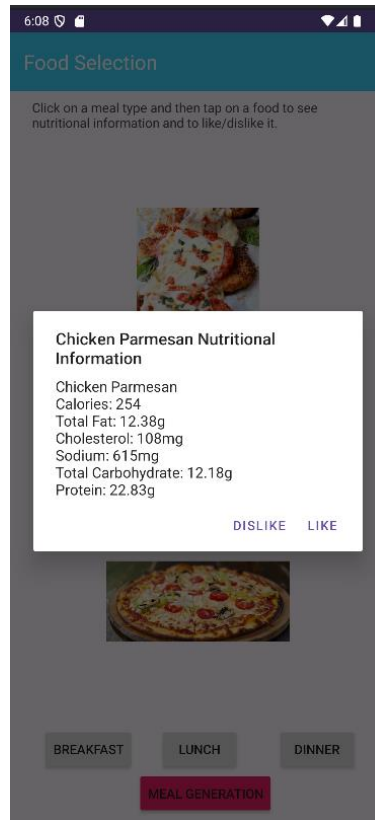
Figure 6: Tapping on the first dinner food provides nutritional information and the option to like or dislike.

If the user cannot decide on a food, then they can simply tap anywhere on the screen outside of the box to go back to the rest of the foods.

4. Meal Generation

When the user is done selecting foods that they like, they can tap on the red "Meal Generation" button at the bottom of the screen. This will take them to the screen shown below:
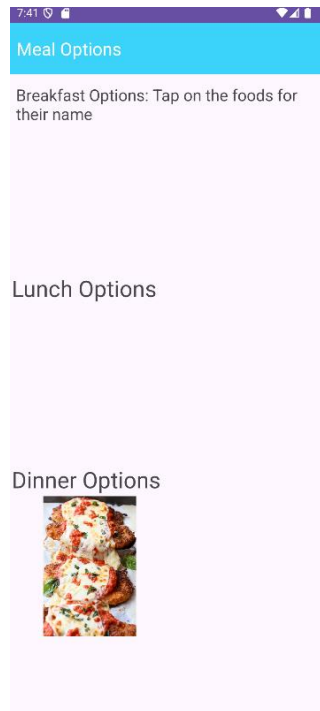
Figure 7: Meal Options Screen

The screen shown in figure seven shows a food for dinner because a food was liked on the previous screen. If the user then taps on the food, a notification will appear on the bottom of the screen telling the user what the food is. Figure eight, shown below, shows the notification resulting from tapping on the food.
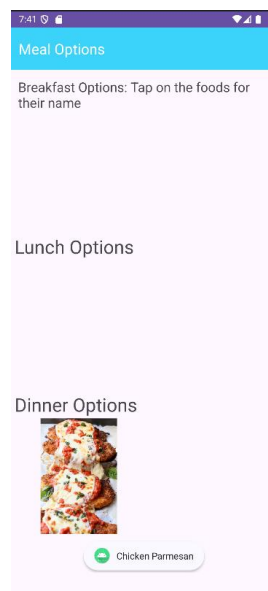

Figure 8: Tapping on a Food

The user can then return to the food suggestion page by clicking the back arrow on the phone itself. This allows them to like more foods to get more suggested meals. Figure nine shows the meal suggestion screen fully populated with foods.
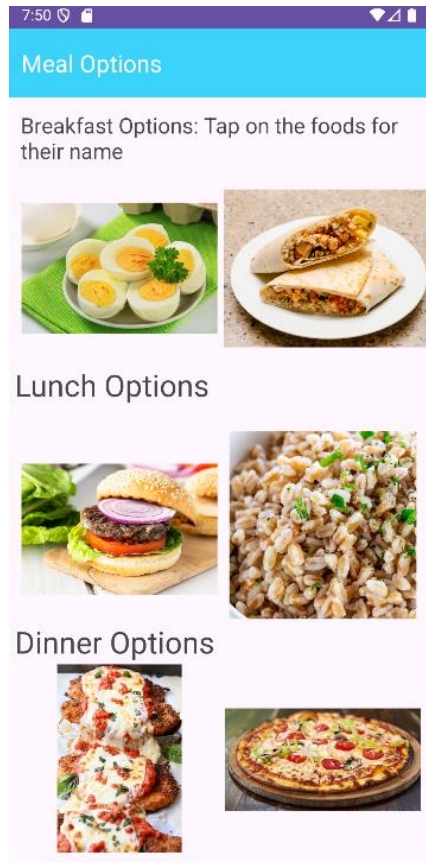

Figure 9: Fully Populated Meal Suggestion Screen