

Software Design Documentation

For

Recipe Gods

October, 2021

Version 1

**Team Members:**

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# **1 INTRODUCTION**

## **1.1 Project Overview**

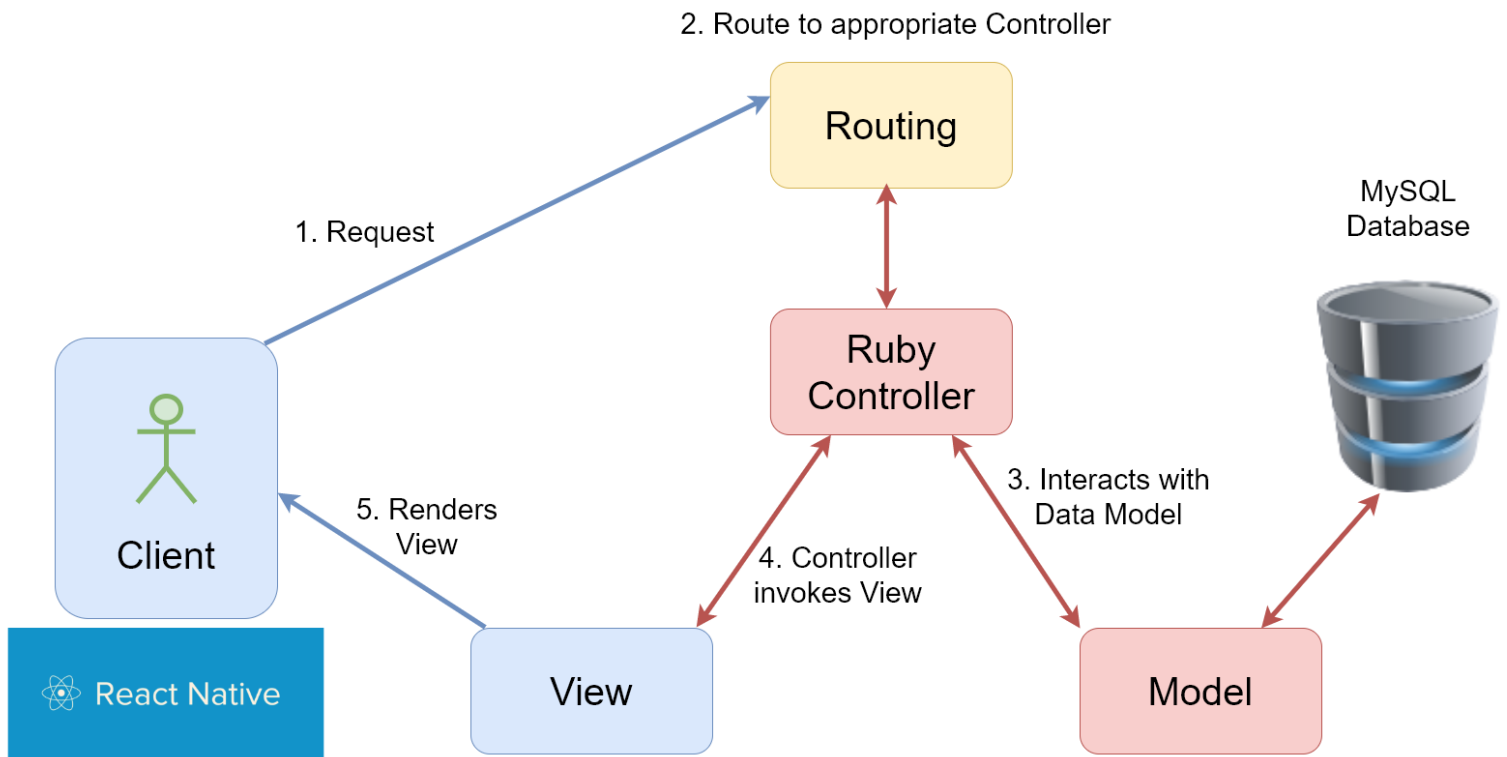
Our project team developed and conducted a survey among our classmates and their family members of each participant to reach the conclusion of which app has the best potential on the Canadian market and what services our local community needs that could be satisfied by features of our application. We concluded that Recipe App would be our perfect choice to practice Native React coding, meet the expectations of our code expert and teacher - Mr. Xing Liu and potential customers. For our project we are choosing to code a mobile recipes app for users to be able to view, create and share their favorites with other users. Our application will allow users to create a library of all of their recipes in the convenience of their phones.

# **2 STRUCTURAL DESIGN**

## **2.1 Model-View-Controller**

MVC is actually the designing pattern for implementing UI, although it was formerly developed for desktop applications in the 1970s. But then it was widely adopted in Web applications as well as for Mobile applications. As a result, many frameworks have been created to enforce this pattern. MVC architecture has been recognized for a long time in software engineering. Many programming languages choose this pattern with several modifications. But for our Food Recipe Application, we'll

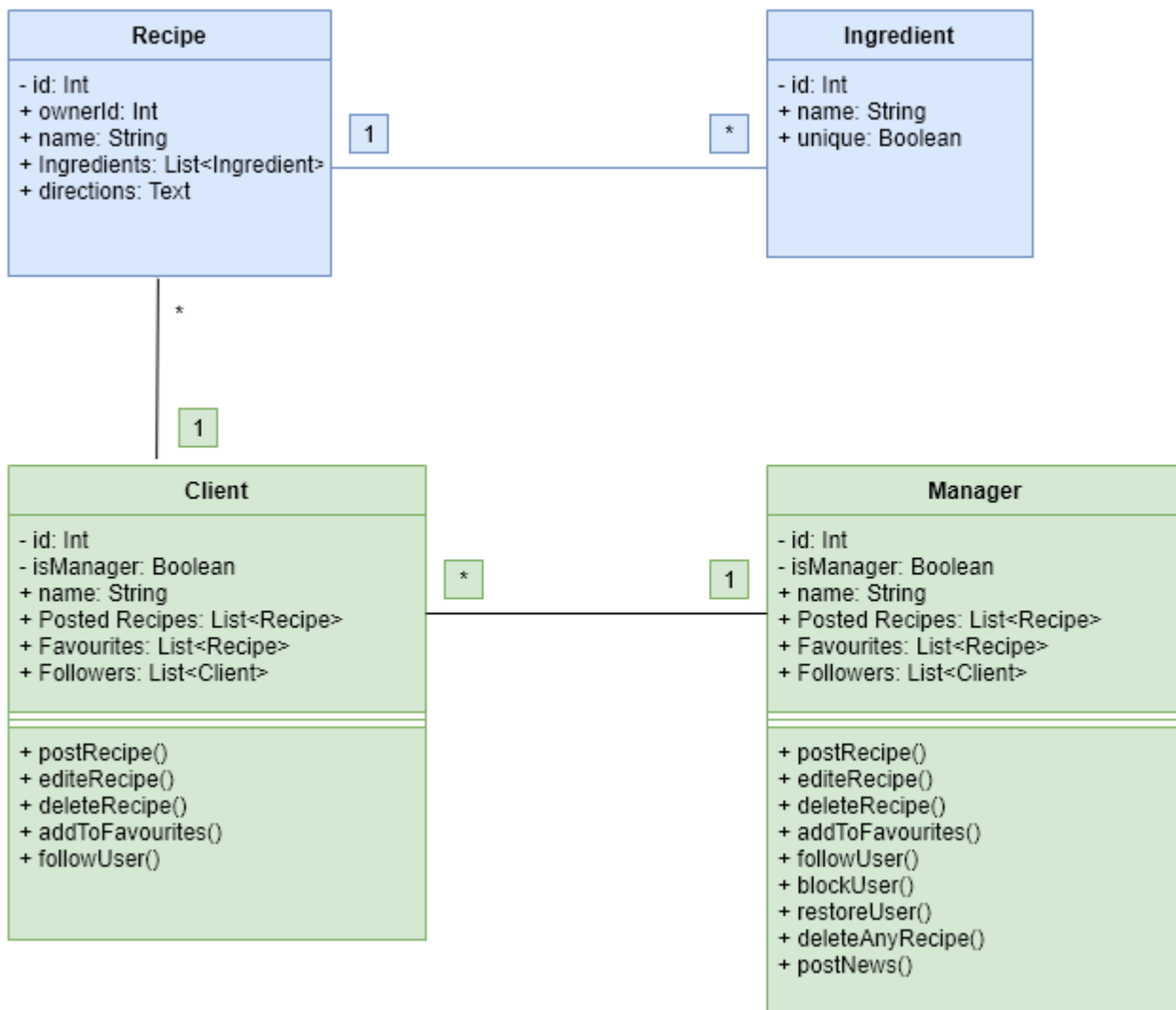
use MVC patterns in terms of React Native for the Client's View plus rendering and Ruby (Rails API) for Controller implementation plus Model structures:



(see data folder [https://github.com/MK-314/2204\\_IT\\_Project/tree/main/data](https://github.com/MK-314/2204_IT_Project/tree/main/data) )

## 2.2 Class Diagrams

Database of Recipe App is going to have four class-based structure that leads to the better data management of our application. Top 10% of Recipe App Clients automatically get extended ability to be a community member of the App and help to manage Clients and Recipes. Each regular client has the CRUD ability of his/her own recipes, the ability to follow another user and add a recipe to favorites. Recipe class uses the Ingredient class for displaying the level of intricacy of a recipe

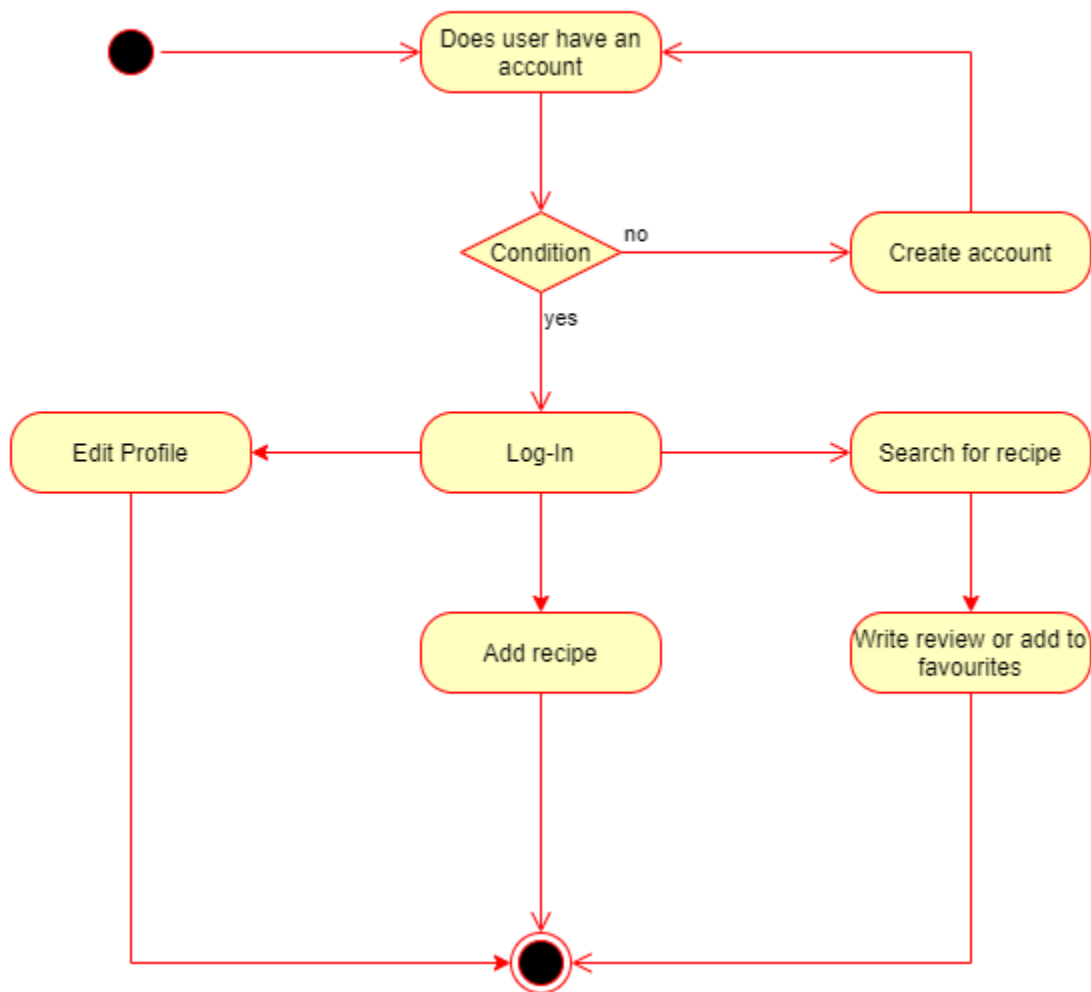


(see data folder [https://github.com/MK-314/2204\\_IT\\_Project/tree/main/data](https://github.com/MK-314/2204_IT_Project/tree/main/data) )

## 3 BEHAVIORAL DESIGN

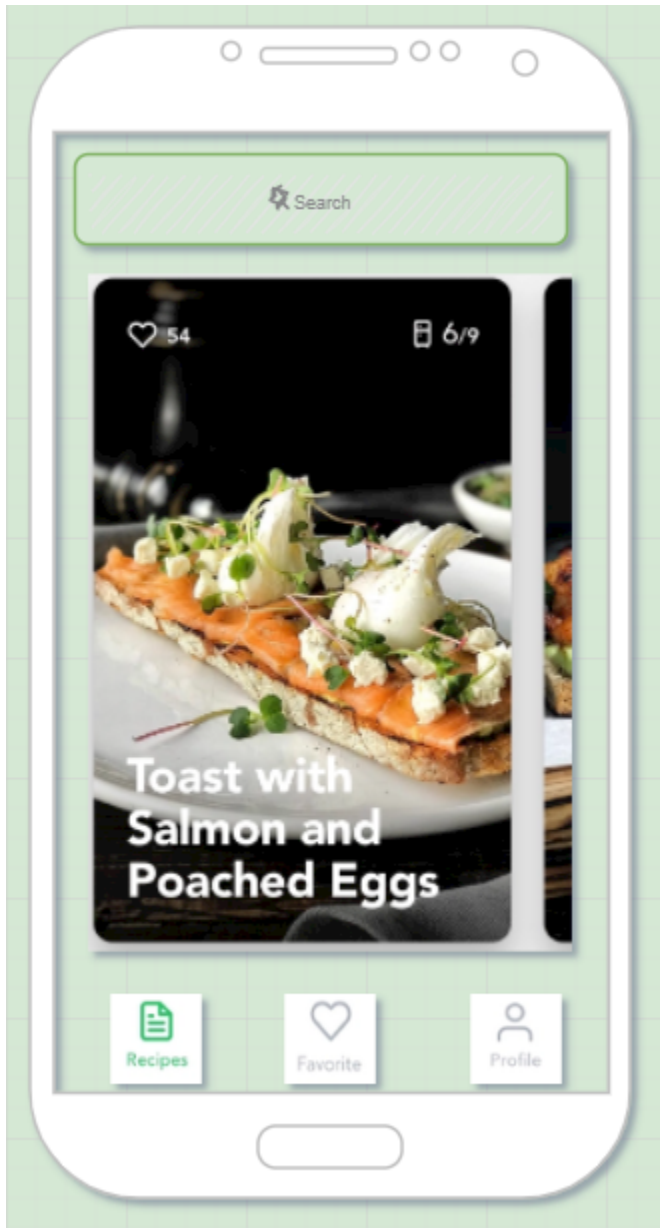
### 3.1 Activity Diagrams

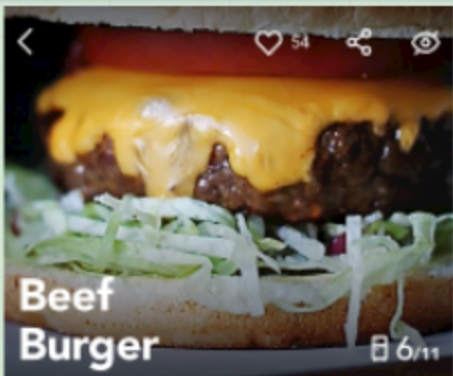
**Recipe Gods - Activity Diagram**



## 4 Wireframes

### 4.1 For All Screens of the App





#### INGREDIENTS

1 egg  
2 Tbsp water  
1 small onion, grated  
2 tsp Dijon mustard  
½ tsp Worcestershire sauce  
¼ tsp pepper  
1 lb(s) lean ground beef  
4 hamburger bun



Recipes

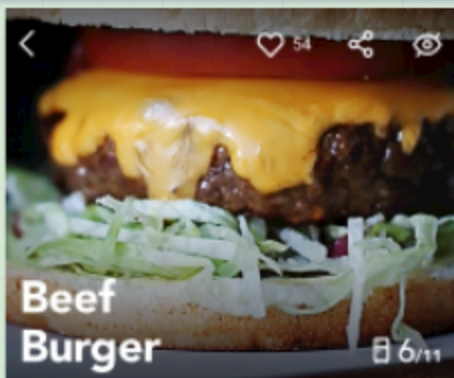


Favorite



Profile





## Beef Burger

6/11

### DIRECTIONS

1. In bowl, beat egg and water with fork; mix in bread crumbs, onion, mustard, salt, worcestershire and pepper.
2. Mix in beef.
3. Place patties on greased grill over medium-high heat; close lid and cook, turning patties once, for about 10 minutes or until no longer pink inside.
5. Place in hamburger buns.



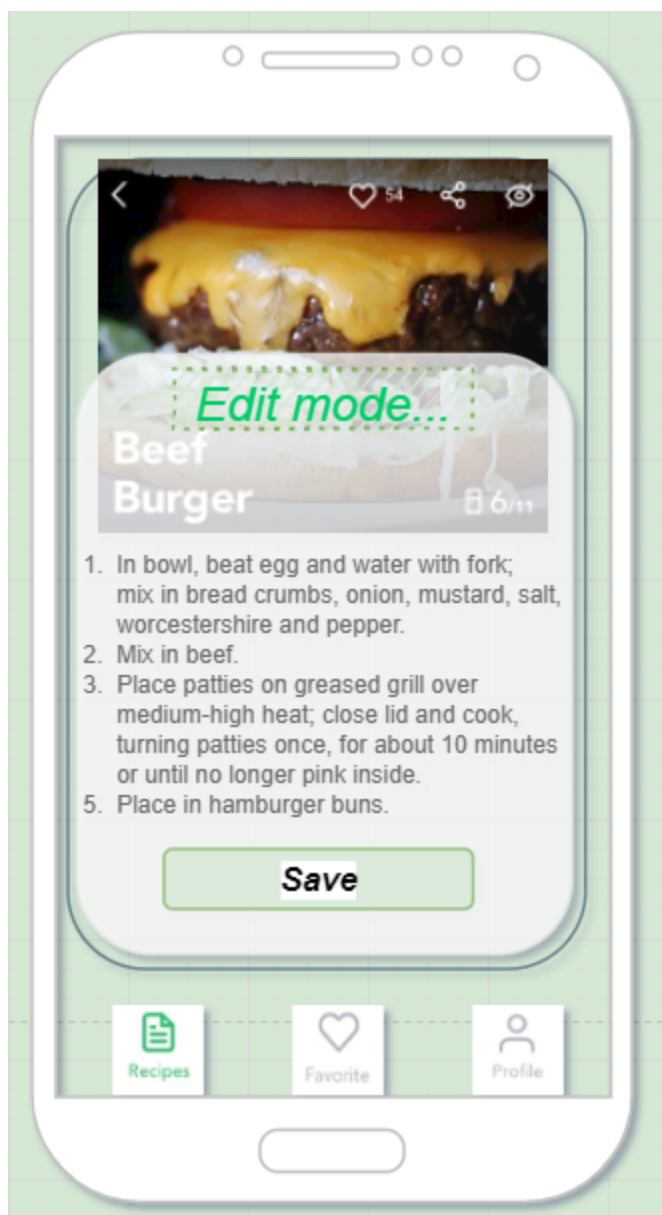
Recipes

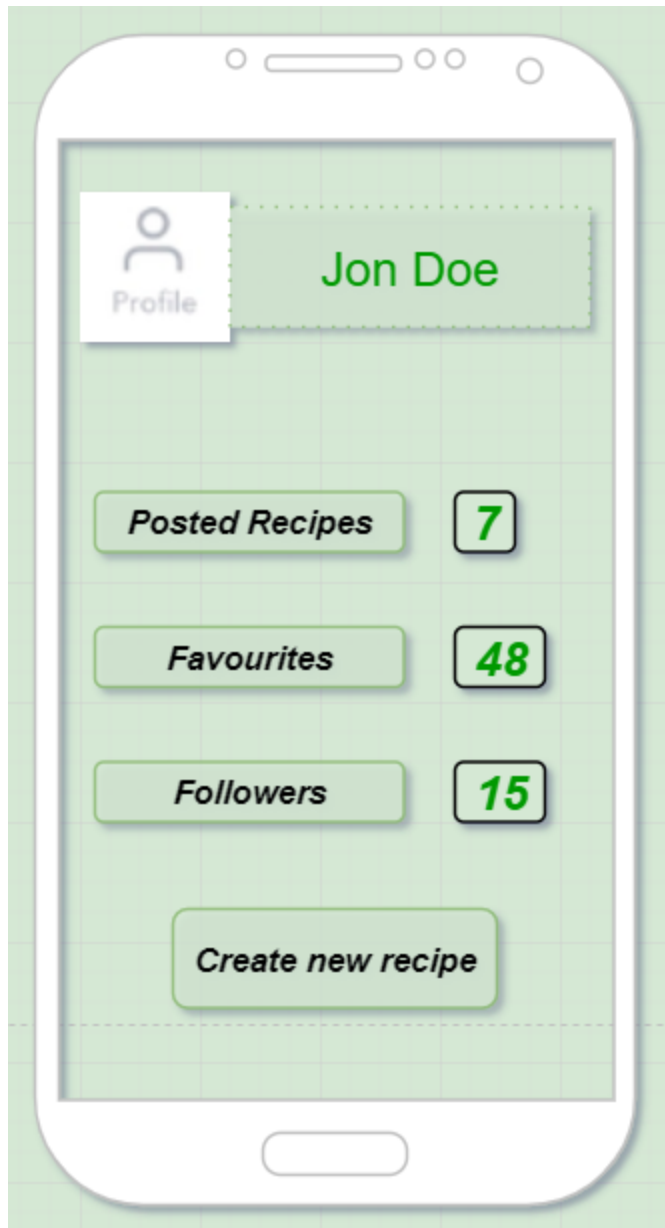


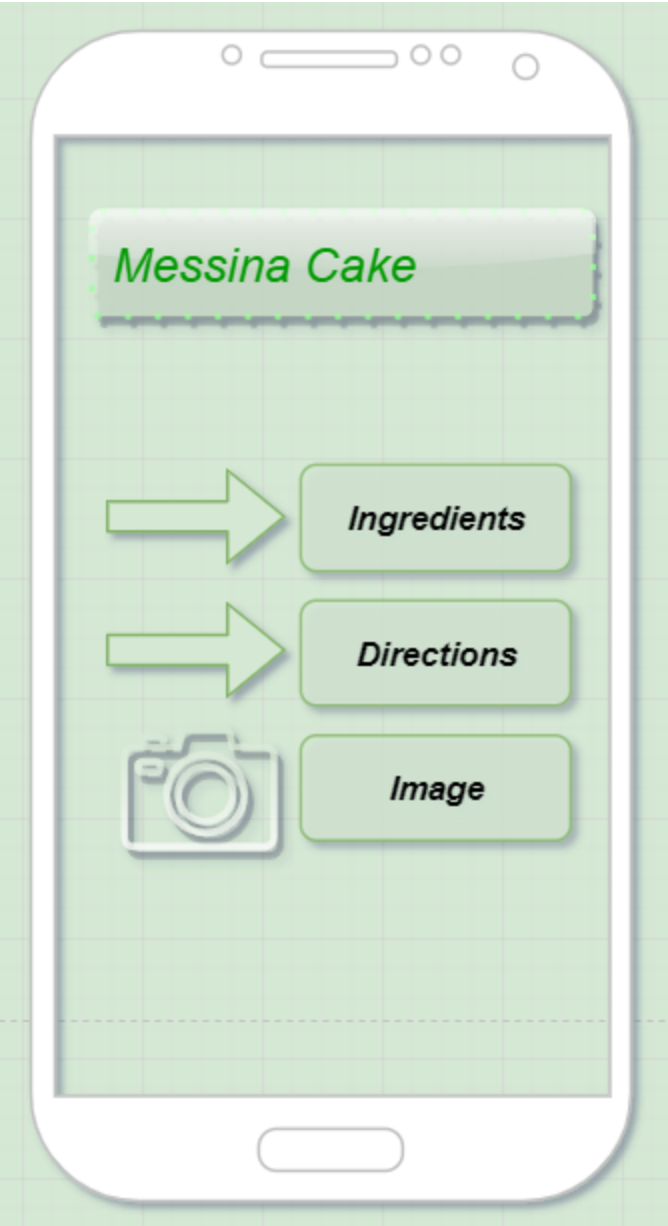
Favorite



Profile







Revision History

Version	Date	Name	Description
1	Oct. 13, 2021	Michael Kashkov and Ian McConaghy	Initial Document