

Yes Chef! Dev Logbook

April 2025

1st April – Serhan Turan, Mert Terkuran

- Decided to use Expo's expo-speech library for text-to-speech functionality and expo-speech-recognition for voice recognition.
- Serhan Turan implemented the voice assistant.
- Mert Terkuran tested and fixed the issues of the voice assistant on mobile.
- The first version of the voice assistant is implemented.

3rd April – Mert Yamalı

- Reached FatSecret and Spoonacular to request their API for implementing inventory functionality.

6th April – Mert Yamalı

- Implemented the first version of the profile page.
- Achieved profile picture upload.

8th April – Mert Terkuran, Barış Sunar

- Added movable steps to the game engine.
- Hover menu added to the game engine.

11th April – Entire Group

- Third progress meeting with the instructor.
 - Ideas about how to demonstrate the project in the CS Fair are discussed.
 - Informed instructor about progression on game engine, voice assistant, and app's current version.

13th April – Ulaş Keskin

- Implemented the first version of the social page.

14th April – Mert Yamalı

- Achieved photo upload functionality on mobile with Firebase.
- Firebase and Mongo connection is done.

16th April – Mert Yamalı, Ulaş Keskin

- Connected social page with backend. Also, added photo upload for social posts.

19th April – Mert Yamalı

- Added archive functionality and improved profile page accordingly.
- Added search functionality for recipes and users.

20th April – Mert Terkuran, Barış Sunar

- Bug fixes on the game engine.
- UI improvements on the game engine.

21st April – Serhan Turan

- Added like functionality.
- Added like count and social count for recipes.

24th April – Entire Group

- Held a meeting with an innovation expert.
 - Took feedback on UI and app.
 - Discussed how to implement inventory and recommendation functionalities.

25th April – Entire Group

- Fourth progress meeting with the instructor.
 - Discussed final report, demo, and presentation.
 - Showed the current version of the app and game engine.
 - Took feedback.

26th April – Entire Group

- Shared workload on the final report.

26th April – Ulaş Keskin

- Reached the retailer to prepare a chef's apron and hat for the CS Fair.
- Improved the UI of the profile and home page.

27th April – Mert Yamalı

- Implemented the inventory tab for the app.
- Used Spoonacular API to fetch ingredients with photos.
- Ingredients in the user's inventory are listed on the shelf for better UI.

28th April – Serhan Turan

- Implemented weak and strong recommendation functionalities.
 - User selects which items to use from the inventory.
 - Then the algorithm returns recipes with scores (descending) for weak recommendation.
 - And returns available recipes that can be crafted with only selected items for strong recommendation.

28th April – Mert Terkuran, Barış Sunar

- Finished the implementation of the game engine.
- This version required bug fixes and UI improvements.

29th April – Mert Yamalı

- Implemented the first version of the achievements and badges.
- Users can list available badges on their profiles. Badges have tiers; their colors change accordingly.