CS492 Group 5 Project Proposal

TEAM MEMBERS:

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DESCRIPTION:

Grocery Item App:

- The user makes a list of grocery items (stored in a RecyclerView) before going to the store.
- The user checks off each item as they place it in their cart and are given the option to input an item's expiration date.
- After all items are checked off the list and purchased, they can be viewed in a "PurchasedItems" activity which lists each item's name and date of purchase.
- The user can create a "favorites/essentials" list for food items that they purchase routinely.
- The user can search recipes in a recipes via different parameters
- The user can view ingredients and instructions for searched recipes
- The user can save recipes to the app and view them as pdfs in a pdf viewer
- The user can put all ingredients in a recipe into the shopping list.
- Items for which the user inputted an expiration date are listed in an "ExpirationManager" activity, which warns the user of when an item is expired or nearing its expiration date.
- From either of the "PurchasedItems" or "ExpirationManager" activities, the
 user can swipe left/right on items that they no longer have; the app will then
 know which items the user may need to purchase at their next visit to the
 store.
- The next time the user makes a grocery list, it is automatically populated with items from the user's "favorites/essentials" list that have expired or have been removed in one of the aforementioned activities.

Implicit Intents:

Our team proposes to use an implicit intent that, upon selection on the action bar, allows the user to share their grocery list via text message.

Our team proposes to use an implicit intent that, upon selection of a recipes view in PDF button, allows the user to open the selected recipe in a PDF viewer.

Other Notes:

Option to have multiple grocery lists organized by location Organize grocery list by department (i.e product, deli etc.) Users can save their preferences for favorite items purchased

API METHODS:

get /recipes: Search for recipes. There are many parameters that you can apply.

There will be an activity that will take user input for search parameters and query for recipes they may be interested in.

get /recipe/{id} : Return full Recipe detail. Returns 403 if the recipe is owned by someone else.

Once a recipe is selected this query will be made to get the full recipe, the user will then have the option to add the ingredients of the recipe to the shopping list, and save the recipe to the ap and as a PDF to view later.

<u>qet /recipeld}/photos</u>: Get all the photos for a recipe.

This will be queried for each recipe that returns form the recipe search to give the user an idea of what the recipe will look like. Recipe images will also be used on the recipe PDF.

UI DESCRIPTION:

How it will be organized

-list of activities that will be included

- Grocery List Activity
- Purchased Items Activity
- Expiration Manager Activity
- Favorites List Activity
- Search Recipe Activity
- View Recipe Activity
- Open Saved Recipes Activity

-how will user navigate between activities

The four activities involving the grocery list can be accessed from a taskbar of four buttons at the bottom of each grocery activity. Clicking on one of the four buttons will launch the activity associated the button and close the current activity. To access the recipe activities, the user will press a button in the top left of any grocery activity and to get back to the recipie

activities press the button in the top left. The recipe search and open saved activities will have buttons on the taskbar to open them when on either of those activities closing the current activity once the next is selected. Selecting a recipe from either of the previous recipe activities will open the view recipe activity.

-major non-navigation interactions user makes

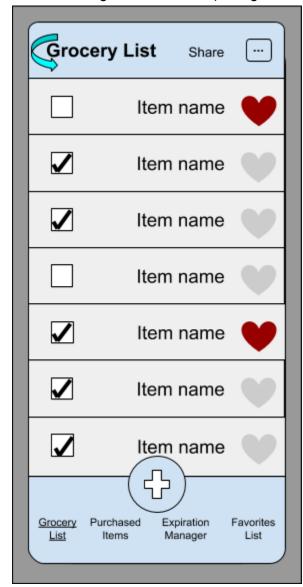
- In the Grocery List Activity, the user clicks on a checkbox for each item that they have added to their cart.
- In the Purchased Items Activity, the user swipes left/right on previously-purchased items that they no longer have.
- For each item in a grocery list, the user can click on a star icon to add the item to their favorites list.
- In the View Recipe Activity selecting the add ingredients to shopping list button in the tool dropdown will send the ingredients to the shopping list.
- In the View Recipe Activity selecting the save recipe button in the tool dropdown will save it on your local device and make a pdf
- In the View Recipe Activity selecting the delete button in the tool dropdown will remove it from the saved recipe list and delete the pdf.
- In the View Recipe Activity selecting the open in pdf button in the tool dropdown will open the recipe in a pdf viewer.

-notifications the app will display

• The app will display a notification to the user when one or more grocery items have expired.

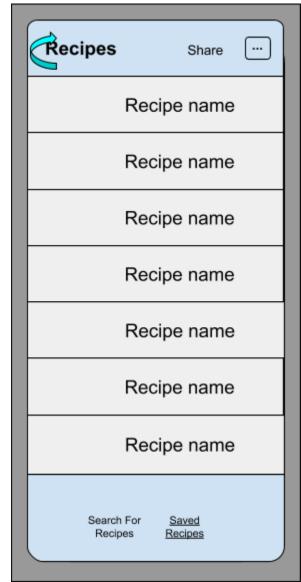
MOCKS

In the Grocery List activity, the user adds items to their list by pressing the + button and inputting an item name. The user clicks each item's checkbox as they add the item to their cart. Pressing the item's heart icon adds to or removes the item from the user's favorites list. When all items in the Grocery List are checked, a green finish button will appear; clicking this button tells the app to add all checked items to the Purchased Items list. Swiping the "Grocery List" title to the left or right will transition (through some animation) the user to the Recipes activity.





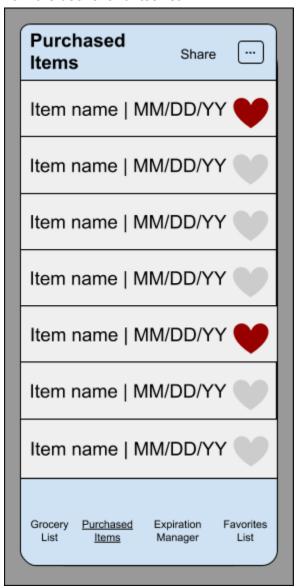
In the recipes activity, the user can search for recipes. Queries can include user-inputted keywords or as many as three items from their current grocery list. The resulting recipes can viewed or saved. From any of the saved recipes, the user can choose to add the ingredients used in the recipe by tapping a dialog. Swiping the "Recipes" title to the left or right will transition (through some animation) the user back to the Grocery List activity.



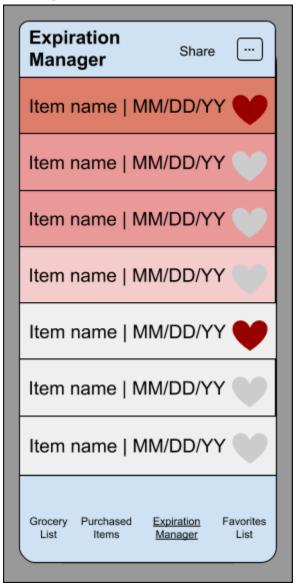




In the Purchased Items activity, the user views the list of items that they have purchased. Next to the item name is the date of the purchase. The user can swipe left/right on an item when they no longer have the purchased item. Pressing the item's heart icon adds to or removes the item from the user's favorites list.



In the Expiration Manager activity, the user views a list of purchased items and their expiration dates; the list is ordered by expiration date, and the items closest to expiring are given darker shades of red. The user can swipe left/right on an item when they no longer have the item. Pressing the item's heart icon adds to or removes the item from the user's favorites list.



In the Favorites List activity, the user simply views the items in their favorites list. The user can remove an item from their favorites list by pressing the heart icon next to an item.

