

Interação Pessoa-Máquina
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Can I Cook It?

Stage n: 1



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Problem Description:

We aim to build an application that is based on showing the users culinary recipes so they can recreate them. The problem we see on today's applications that aim to do the previous is that the users tend to waste a lot of time at looking at recipes to which they don't have the ingredients to reproduce. The fact that the user realizes that, after opening and checking the ingredients of the recipe he was looking eager to do, is both time consuming and discouraging. We intend to tackle this problem in an intuitive and efficient manner.

Target Users:

Our application is targeted at users with interest in exploring and learning new recipes to improve their culinary knowledge and experience.

Project Goal:

Our goal is to create an Android application, that makes use of a stock management tool to display to the users the recipes they can actually make. Besides that, we intend to automate the process of introducing items to the inventory by simulating that shopping receipts have QR Codes regarding the products bought on that purchase, this will allow us to update the inventory without manually selecting each ingredient we added to our stock.

Competition:

After our research, we found many applications dedicated solely on displaying recipes, but didn't have stock management. The only direct competitor we found comes in a form of a Website (<http://www.supercook.com/#/recipes>) that has a poor stock management interface. This Website makes use of categories (a good approach), but every selectable ingredient is scattered in dozens of checkbox's which is not at all intuitive or user friendly.