PART 1A: Final Project Draft Description (Irfan)

Project Description

The main goal is to develop a design for an application that allows a user to identify potential food items from a preset library of items typically utilized for cooking (Ex: tomatoes, cucumbers, onions) and input the specified quantity of these items in sequential order. Once the user inputs one item, a list of meals that can be developed concurrently will be shown. As the user begins to input more items, meals become more specified and the list becomes smaller until the desired number of food items are inputted. Alongside these quantified food item inputs, the user will have the option to select: the difficulty of making a meal, time to make a meal, ethnicity of a meal, spice level of a meal, “feed how many” input of a meal, and other potential ideas. All meal ideas will come from a library where users can also input meals with proper criteria.

Project Motivation

The majority of students are typically hungry, lazy, and often buy supplies that go unused because they are short on time. Expanding from a student’s environment, a lot of households have leftover food items, such as eggs, milk, or vegetables, that will go bad if it is not used. The goal of this app is to allow users to put in all these potential ingredients and see what they can make with what they have, or even potentially buy what they are missing to make a meal of their choice. This application will allow users to become chefs and promote healthy lifestyle choices and less wasted food.

Real World Applications

This application can be utilized by essentially anyone who has access to food items and a kitchen. The target audience is college students and people who don't have the time to always prepare a well thought out meal, yet seeks originality and variety in their daily meals with all the items they have in their pantries, which helps avoid fast food options.

Similar Software Comparisons

This application is comparable to many applications that are already out there. SuperCook is an application that essential does the same thing as Scrappy Meals in that the user can input what ingredients that have and the software spits out recipes using those ingredients. However, Scrappy Meals has filters that the user may use that will only show recipes that suitable with how many people they need to feed, how much time they have to cook, and what methods of cooking they have available.

Feedback Response

According to our initial feedback from our proposal, Dr. Cankaya believed our project was a very interesting idea. She accepted our description and delegations of task. All she wanted was for us to add a section about similar software models that already do a similar task, compare the similarities and differences between the two processes, and provide a statement as to why our software is unique compared to others, as depicted by the section above.