

# “RecipeHub & Meal Planner”

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## 1. What kind of app would it be?

A web-based recipe sharing and meal-planning platform that allows registered users to:

- **Upload and Browse Recipes**
    - Each recipe includes:
      - Title
      - Ingredients list
      - Step-by-step instructions
      - Dietary tags (e.g., vegetarian, gluten-free)
      - Prep time and cook time
      - An image of the finished dish
    - Recipes are organized into broad categories (for example: “Vegetable Dishes,” “Meat Meals,” “Desserts,” “Salads,” etc.).
    - Newly submitted recipes automatically appear under a “Daily Uploads” feed.
  - **Rate (Grade) Recipes**
    - Registered users can assign a numeric grade (1–5 stars) to any recipe.
    - No textual comment feature—only a simple star-rating system.
  - **View Top-Rated Recipes**
    - A “Top Recipes” section sorts recipes by average grade (highest to lowest).
    - Filters allow users to view top-rated recipes within specific categories or dietary tags (e.g., “Top Vegetarian Recipes,” “Top Gluten-Free Desserts”).
    - User can search recipe by the word from the title of recipe.
  - **Plan Weekly Meals & Generate Grocery Lists**
    - A drag-and-drop calendar view for a seven-day week, with slots for breakfast, lunch, and dinner.
    - Users can assign any uploaded recipe to a specific day and meal slot.
    - The system automatically aggregates ingredient quantities across all recipes in the weekly plan and generates a consolidated grocery list that can be exported.
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## 2. Who is this project for?

- **Primary Users:**
  - Home cooks and families who want a straightforward way to discover, grade, and organize recipes into weekly meal plans.
- **Secondary Users:**
  - Individuals with specific dietary needs (e.g., vegan, keto, gluten-free) who rely on tags and ratings to find reliable recipes.
- **Admins/Moderators:**

- Site administrators who approve new user registrations, moderate uploaded recipes (remove duplicates or inappropriate content), and manage category and tag structures.
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### 3. What needs will it satisfy?

- **Fresh, Daily Content**
  - The “Daily Uploads” feed ensures users always see new recipes without having to search through older posts.
- **Quality Assurance via Ratings**
  - A grade-only system (1–5 stars) lets users quickly identify top-rated recipes without reading long comment threads.
- **Efficient Meal Planning**
  - Users assemble a week’s worth of meals in one interface, removing guesswork about what to cook each day.
- **Automated Grocery List Creation**
  - By summing ingredient amounts across all chosen recipes, the app generates a complete grocery list with consolidated quantities (e.g., “3 cups flour” if two recipes each require 1½ cups).
- **Dietary Filtering and Categorization**
  - Dietary tags (e.g., vegetarian, gluten-free) help users find recipes that match their preferences.
  - Broad categories such as “Vegetable Dishes,” “Meat Meals,” “Desserts,” and “Salads” allow users to browse by meal type.

## “SkillSwap”

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### 1. What kind of app would it be?

A web-based platform where users offer and request informal skill exchanges (e.g., “Teach me guitar → I teach you basic Python”). Core features include:

- **Skill Listings**
  - Users register and list up to three skills they can teach (e.g., “Beginner Guitar,” “Spanish Conversation,” “Graphic Design Basics”).
  - For each skill, they specify:
    - Proficiency level (e.g., “Beginner-friendly,” “Intermediate,” “Advanced”)
    - Preferred teaching format (in-person or online)
    - Available days and time windows

- **Swap Requests & Matching**
    - Users search for “wanted skills” (e.g., “Looking to learn basic guitar”) and review potential “swap partners” who teach that skill.
    - When a user finds someone teaching the desired skill, they submit a “Swap Request” that offers one of their own listed skills in exchange (e.g., “I will teach you Python basics in return”).
    - The app shows mutual matches where two users each list the other’s desired skill among their own offerings.
  - **Session Scheduling & Confirmation**
    - Once both parties agree, they schedule a session by selecting a mutually available time slot from each profile’s calendar.
    - The system sends email or in-app reminders 24 hours and 1 hour before the session.
    - After each session, both users assign a numeric grade (1–5 stars) to each other’s teaching/learning experience—no textual feedback.
  - **Dashboard & History**
    - Each user’s dashboard displays:
      - Ongoing and upcoming swap sessions
      - A history of completed sessions with star ratings
      - “Skill Balance” summary (e.g., total hours taught vs. learned)
    - Users earn “Swap Badges” after completing milestones (e.g., “5 hours taught,” “10 successful exchanges”).
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## 2. Who is this project for?

- **Primary Users:**
    - Individuals who want to learn new skills affordably by trading knowledge—students, hobbyists, professionals exploring new interests.
  - **Secondary Users:**
    - Community centers or local meetup organizers who encourage peer-to-peer learning; they might create demo profiles to facilitate initial matchups.
  - **Admins/Moderators:**
    - Platform administrators who verify user accounts (e.g., validating email domains), monitor inappropriate content or ratings, and manage skill category lists (e.g., “Music,” “Languages,” “Tech,” “Art”).
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## 3. What needs will it satisfy?

- **Cost-Free Skill Acquisition**
  - Users learn new skills without monetary exchange—each person contributes what they know in return.
- **Flexible, Peer-to-Peer Learning**

- By matching based on mutual skills and availability, the platform eliminates one-way tutoring costs and scheduling hassles.
- **Accountability via Ratings**
  - A star-only rating system ensures that users maintain quality—both as learners and as teachers—without lengthy reviews.
- **Structured Scheduling & Reminders**
  - Integrated calendars and automated notifications reduce “no-shows” and confusion over session times.
- **Community Building & Recognition**
  - “Swap Badges” and session history encourage continued participation and foster a sense of community as users accumulate teaching/learning hours.