Team CHAMP

UCSC Meal Builder

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Not Actually Sponsored by John Cena

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Summary

Did you know? At some on-campus eateries:
1 Meal = $8.00

Goals:

- Provide a way for students to maximize their meals and flexi-dollars by building meals in the app
- Provide a way for students to track their meals and flexi-dollars in the app
- Include menus of all on-campus eateries, excluding dining halls (which there is already an app for)
- Allow students to save meals as “favorites”
- Provide a way to update the app online

Sprint 1

- As a hungry person, I would like to know when and where I can get food on campus.
- As a student, I would like to keep track and conserve my meals/flexies.
- As a developer, I would like to have the menu for a single eatery available.
- As a student, I would like to build meals to maximize the use of my meal-plan meals.
- As a user, I want the app to be organized and easy to navigate.

- Reflection:
  - Completed the vast majority of our goals for this sprint
  - Clear idea of the groundwork that would need to be laid, including specific Activities and Data Structures for each task that the app would do
  - Created a storyboard which we kept in the lab
  - Worked together frequently in the lab, constantly referring to and updating our storyboard as we went

Sprint 2

- As a developer, I would like to have the menus for all non-dining-hall, on-campus eateries available so that the app offers an adequate selection.
- As a user, I want the app to be organized and easy to navigate.
- As a developer, I want a way to update the app in the future, possibly working with on-campus eateries, so that the app can continue to be useful
- As a developer, I want to put in place a website for administrative purposes
- As a developer I'd like to put in place a User class for streamlining purposes

- Reflection:
  - This sprint felt less productive than Sprint 1 because we had less concrete goals, and because we ditched one of our goals.
  - User class was started, then scrapped because we realized it wasn't useful
  - Website was created, but not linked up with app
  - All on-campus menus were implemented, still in local database

Sprint 3

- As a developer, I would like to have the app present multiple suggestions for how to complete a meal, so that users can fully utilize their spending power and also choose food that suits them.
- As a user, I would like a feature that allows me to add a certain meal to my “favorites,” so that next time that meal is one click away.
- As a developer, I want a way to update the app’s menu choices through the online portal, so that the process of updating is convenient and flexible.
- As a user, I want the app to be visually appealing and have a coherent visual style so that it is fun to use.
- As a developer, I want to capture the idea that there are multiple versions of one “item” -- ie, a combo.

- Reflection:
  - This sprint was more productive than sprint 2.
  - UI was improved, Action Bar was included, making the application much more streamlined.
  - User class completely scrapped because we realized it wasn’t useful.
  - Website is linkable with the app, but has not been completely linked yet
  - All on-campus menus were implemented, still in local database (will be used as backup database as well)
  - Online Database still currently empty, but can be populated by exporting local database

Challenges

- Team unfamiliar with Android Studio
- Team unfamiliar with SQLite
- We found it wasn't feasible to have the app update automatically from the web, since most of the on-campus eateries don't have post their menus online
- Our original vision was for an app that would have the user select maybe one or two items, then automatically fill in the rest. We shifted slightly away from this by the end.

Accomplishments

- Team now familiar with Android Studio
- Team now familiar with SQLite
- Having a functional app
- Having a way to track the user's balance
- Our app, instead of automatically crafting meals, helps users quickly create the meal they want by telling them what is within their price range every step of the way.

Technologies Used

- Backend: SQLite, SQLite Studio
- Frontend: Android Studio, Java, XML

Project Management Techniques

- Frequent SCRUM meetings
- Frequent group work sessions
- GitHub and Gmail

Enjoyed:

- John Cena
- Creating the app’s structure in Android Studio
- Learning Android Studios and some Database stuff
- Creating fully functional app
- Team Management (SCRUM)
- Coming up with more ideas

Didn’t Enjoy:

- Occasional lapses of communication
- Android Studio not functioning as intended
- Unexpected Roadblocks
- Time-Constraint

Worked:

- GitHub. We never had a problem merging code.
- Frequent and immediate testing. Android Studio is great for this.
- Pair Programming to help learn the Android SDK
- Storyboarding allowed us to do very well on Sprint 1
- SCRUM and burn up chart kept us on track

Didn't Work:

- Occasional lapses of communication
- Meetings as a group
- Weekends
- Sticking to initial plans