Team CHAMP
UCSC Meal Builder
Release Date: End of Fall Quarter 2015
Release Plan

High Level Goals: We plan to create an app that allows UCSC students to maximize their flexi-dollars and meals by tracking their funds and building cost-effective meals in the app. The app should feature the menus of all or most on-campus eateries, with the exception of the dining halls, which already have numerous apps. The app should feature a "balance" that tracks the user's funds, and functions that automatically decrement these funds once a meal is built.

User Stories for Release:
-   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.

-   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 (INCOMPLETE)
-   As a developer, I want to put in place a website for administrative purposes (INCOMPLETE)
-   As a developer I'd like to put in place a User class for streamlining purposes (INCOMPLETE)

-   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. (INCOMPLETE)
-   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.

Product Backlog:
-   As a developer, I want to put in place a web app so that the Meal Builder can be used across multiple platforms. (INCOMPLETE)

Architecture
-   The app is a mostly linear series of "Activities", which is an Android Studio term. Different activities in the app serve different purposes on the journey to building a meal. Activities

that don't fall in this linear progression are: Favorites, Balance. We originally modeled the activities in a storyboard.

- A database contains information on food Items, Restaurants, the user's Cart, and the user's Favorites. This database is stored on the phone and queried at run time by the app. We have functionality to pull from an online database, but there is nothing in the online database so we have disabled it.