

Bare Minimum Requirements/ Project Notes

- Designing for a touch-based device
- Target mobile device is has a diagonal of 8.3"
- Set your Chrome emulation to 640x960 pixels resolution
- Entering information as well as see existing information about what is in the refrigerator
- Entering shopping list information, see existing information about refrigerator contents, and be useful while shopping
- Needs some form of recipe feature
- Needs some user-specific information such as allergies, favorites, etc.
- User personas need to include parents and children and college-aged students at a minimum
- User personas need to include at least three "levels" of cooking and baking skills and interests
- It cannot have an external keyboard or mouse or any other similar peripheral

Extra Features

- Click on ingredients to remove them from the fridge/ pantry and add them to a dish
 - Set the dish's expiration date and mark when it was made.
 - The dish will be included in things that are in the fridge
- Mark each item of food as belonging to user personas
 - Each user can have a customizable icon associated with them
- Can filter by user persona
- Shared food tab
- Feature to store the calorie information of ingredients and help user count their calories

Phase 1.1.1: Describe (in two pages or less) the project as you see it, including overall audience and overall goals. Describe at least three primary goals, and potentially more (and/or some secondary goals). Express why your team feels the application is needed (ie: what need or hole in the market would it fill). Provide a list of types of users of your system that are somewhat generic yet provide example details. Make a decision on the team's development platform

Our team will create a "Kitchen Kompanion" mobile app that will be able to keep track of people's kitchen food items. The app will allow users to create smart shopping lists that will inform them of items they already have. If you try to add an item to it that is already in your

kitchen it will alert you. There will be a recipe feature where you can store different recipes. An additional feature will allow you to tell the app what recipe you are making and remove the items needed in that recipe from the app's stored food items. There will also be a leftover feature that will allow you to mark the date made and expiration date of leftovers. This can be accessed after making a recipe or entered manually.

The app will be designed for multiple-person homes therefore multiple user profiles will be assigned to a kitchen. If a user profile has an allergy all items in the kitchen that person is allergic to will be flagged with a red color and a warning about cross-contamination. Individual food ingredients will be listed with calorie and serving size information in order to help the user plan out their diet/meals. The user personas include parents, children, and college-aged students and each user will be able to have a customizable icon associated with them. Based on how many cooking/ baking recipes have been entered a user will have a cooking/ baking skill level assigned to their profile. This includes novice, intermediate, advanced, and expert.

Each food item can contain information such as an expiration date and food owner. Food items can also be assigned to be shared between all the user personas attached to the kitchen. You will be able to filter by person and view the food items assigned to them or view what food is shared by everyone.

Users of this system include randomly assigned roommates who might not want to communicate with each other but need to know what food belongs to whom. It would also be good for families with people who might be protective over certain items of food while most items are shared. It would be good for living units that all grocery shop independently of each other and must know what others have already gotten in order to not buy the same items again as

well. Another group that this app would be good for is those with allergies who need to know about everything everyone is bringing into the fridge around their food.

This system is important to all types of users because of waste and mold. According to the U.S. Department of Agriculture, “food waste is estimated at between 30-40 percent of the food supply.” With the feature for an expiration date, users can remember which foods they still have and can finish it off before the expiration date to reduce the amount of food thrown away. Another reason this is important is to reduce the mold being thrown away into landfills. Mold when it goes into landfills produces methane gas and contributes to the greenhouse gasses which results in more disastrous consequences of global warming.

The app would fulfill multiple needs of its users. It will be beneficial for people to know what food in the fridge is theirs so they do not take food that doesn't belong to them. It is also beneficial to know what is in the fridge or what will expire soon while in the store and unable to look at the moment. Being able to set the expiration date of homecooked meals will be especially beneficial for users to prevent them from eating spoiled food and storing the recipe on the app will help them be able to make the dish again. The app is also very important for people with allergies in order to keep their housemates informed and to protect them from cross-contamination.

This app will be developed in HTML, CSS, and Javascript. The frontend user interface will be designed for use on a touch screen, and so will have features like a large font size, large buttons, hamburger menus rather than horizontal desktop-style menus, and high contrast. Additionally, any and all menus will be accessible by pressing a button, rather than mouse-and-keyboard type gestures like hovering, right clicking, or long-clicking. Additionally, things you would do on a desktop webpage like highlighting text will be disabled.