FRONT END

* Database of drinks
* Touch screen user interface 7” – 6.1” \* 3.5”, 16:9
* Accept error codes from Arduino
* Communicate over serial to Arduino
* Admin functions
  + Depressurize mixer lines– serial command
  + Pressurize mixer lines– serial command
  + Prime peristaltic/bitters pumps – serial command
  + Inventory Management
    - Adding/changing bottles
  + Initialization/home – serial command to Arduino
* Pouring
  + One at a time
    - Display what is pouring as it goes
  + Send what and amount to Arduino, Arduino will handle measuring
* 8 bottles on rack
* 6 pumped others
* 2 Bitters
* Main menu is list of drinks, small gear in corner for settings/admin
* Browsable list of what’s available
* Search function by cocktail name or ingredient
  + Only show what’s available with current supply list
* When pouring:
  + Single or Double
    - Some drinks are fixed size
      * Things like rum and coke can be single or double
      * Take into account max cup size and calculate/scale
  + Fill by volume vs fill by weight
    - Need to know shaker or cup being used, different max weights
    - Max weights in back end for failsafe checks
* Selection process
  + Select drink
  + Select single/double if applicable
  + Popup with user instructions and “Pour” button as final confirmation
    - E.g. insert shaker, insert cup
* Only front end knows which position is which bottle
  + Instructions look like
    - Rotate to position x and pour y
    - Pour y from pump z
* “Build your own drink”
  + Select amount from dropdown, select component from list of installed liquors and mixes
  + Option to name and save to DB
    - Tag these drinks with “custom” flag for easy removal
  + mixers should have a ml quantity as well as a "fill remainder" radio style selector that will fill the cup with that mixer
    - obviously only one mixer should be allowed to be set to that