

CSC 780
Application Development for Mobile Devices

Term Project

GroceryManagR!

(An app for saving groceries before expiration)

Android Application Design Specification

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1. Introduction:

GroceryManagR!
(even the groceries need managing...)

1.1 Description:

As the name suggests, the app makes an effort of managing the grocery items of users for them. This shall include notifying the users about their recent grocery purchases, which are about to perish, or adding the items to the checklist integrated in the app for the items to buy in the next visit to a grocery store.

1.2 Motivation:

In our daily lives where many of us are busy most of the time, we tend to forget to things that we do not see very often. List of these things often include the groceries that we buy on a week-to-week basis. We buy, we keep them in the refrigerator, we forget. Having faced this problem, myself, I would like to develop an app that manages everything there is about groceries in one place.

2. App overview:

The main functionalities & specifications provided by the app to the user:

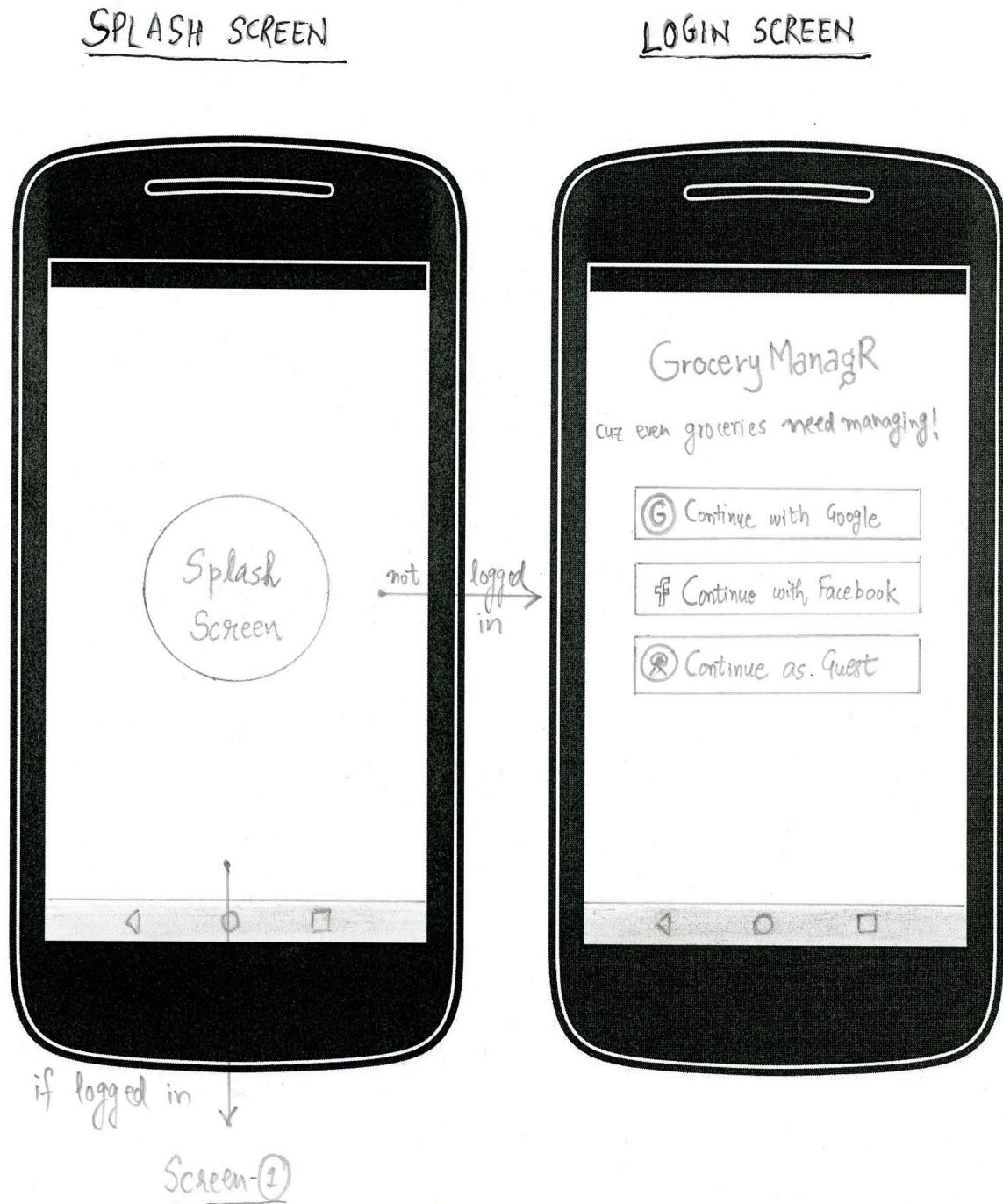
- The HOME screen shall show the items and days remaining before they expire.
- The HOME screen shall provide insights on the items about to go bad.
- The user shall be able to enter the purchased grocery items manually.
- The app shall send notification about the items about to go bad.
- User shall have option to set the duration of notifications in days. (for example, notify me in – 2 days, 4 days etc.)
- User shall have option to modify the item description and mark as consumed if the item is consumed before perishing.
- User shall be able to maintain a checklist of items he/she wants to buy next (app provides integrated checklist service)
- User shall be able to view consumed and expired items by going in the Timeline screen.
- User shall have option to add items in consumed or expired lists.
- If the item is marked consumed, it shall no longer notify the user about it.

3. Use Cases:

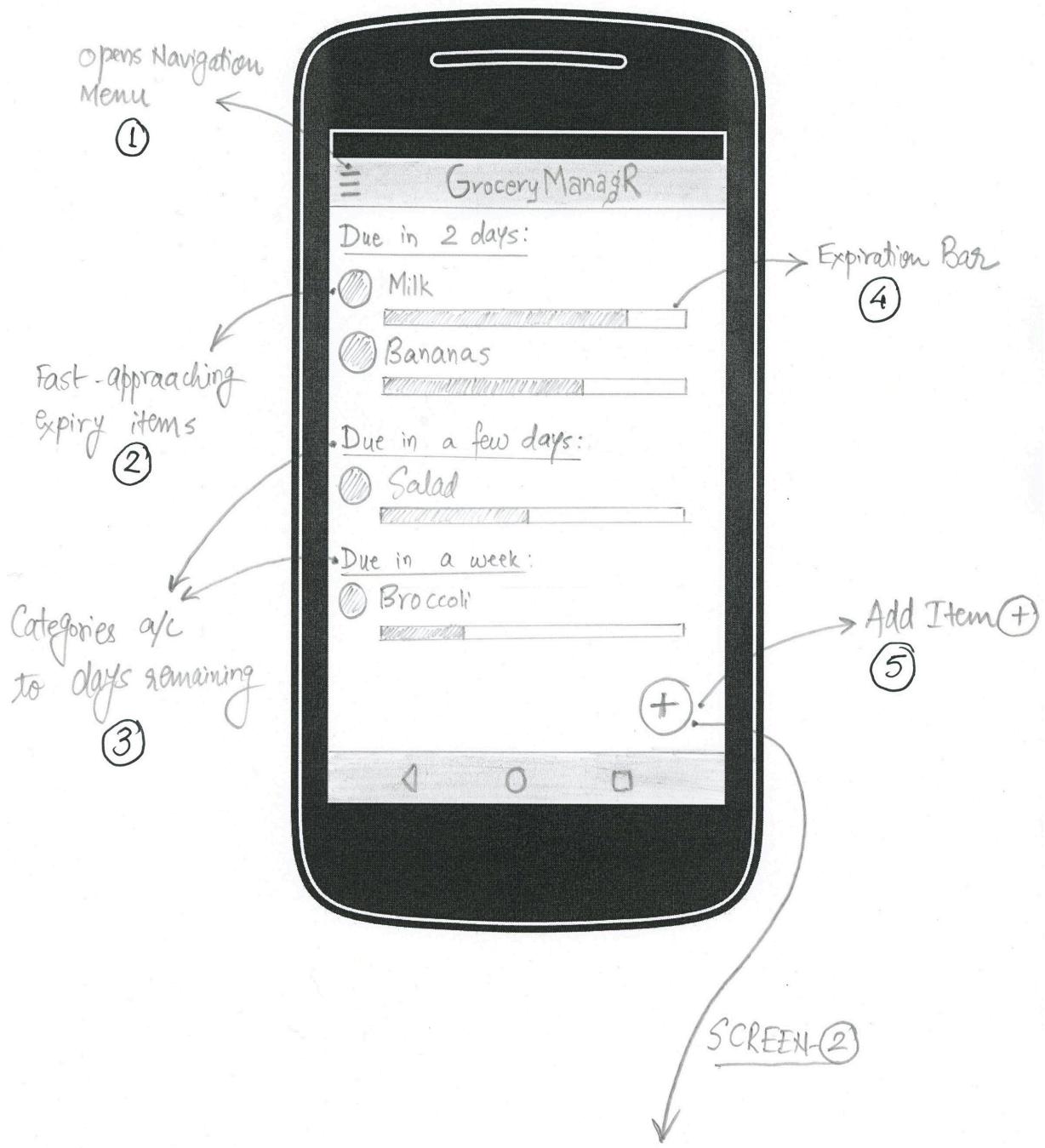
- I. Alex is a student at SF State. As he lives in the dormitories, where the apartment is shared between four people, he often brings the groceries and keeps in the refrigerator. But as the refrigerator hosts items of four people in the house, Alex's stuff gets pushed in the back and he forgets about the grocery items. A week later, he finds the items had gone all bad. He installs the GroceryManagR! app from Play Store. Now, whenever Alex brings groceries home, he inputs items in the app and the app notifies him at regular intervals about the items about to expire.
- II. Natalie is a software engineer at XYZ Inc. She works 8 hours a day, so she doesn't have time to cook every day. She likes pasta and makes it in bulk which usually lasts 3 days if kept frozen. Sometimes, she goes with fellow co-workers after office to eat dinner and have fun. In the process, after coming back home, she does not remember the frozen pasta. It goes to waste. Now, Natalie installs GroceryManagR! as a surety measure. She inputs pasta and sets the reminder for each day. The app sends notifications to her about the pasta. In this way, she avoids wasting pasta which she likes so much.
- III. Marc, who is a student at a community college in the city of San Francisco really likes to organize stuff. He loves creating shopping list beforehand, so that he doesn't waste his time pondering on what to buy at a grocery store. His friend, Alex, tells him about a cool grocery managing app that not only notifies him about the groceries about to perish but also lets him make shopping list the app itself. Being meticulous about organizing stuff, Marc finds it very interesting that an app is there to take care of everything about groceries. The app not only reminds him of the items that are going to perish, but also give him insights on what items he should consider buying next time he visits a grocery store.

4. UI Design Overview:

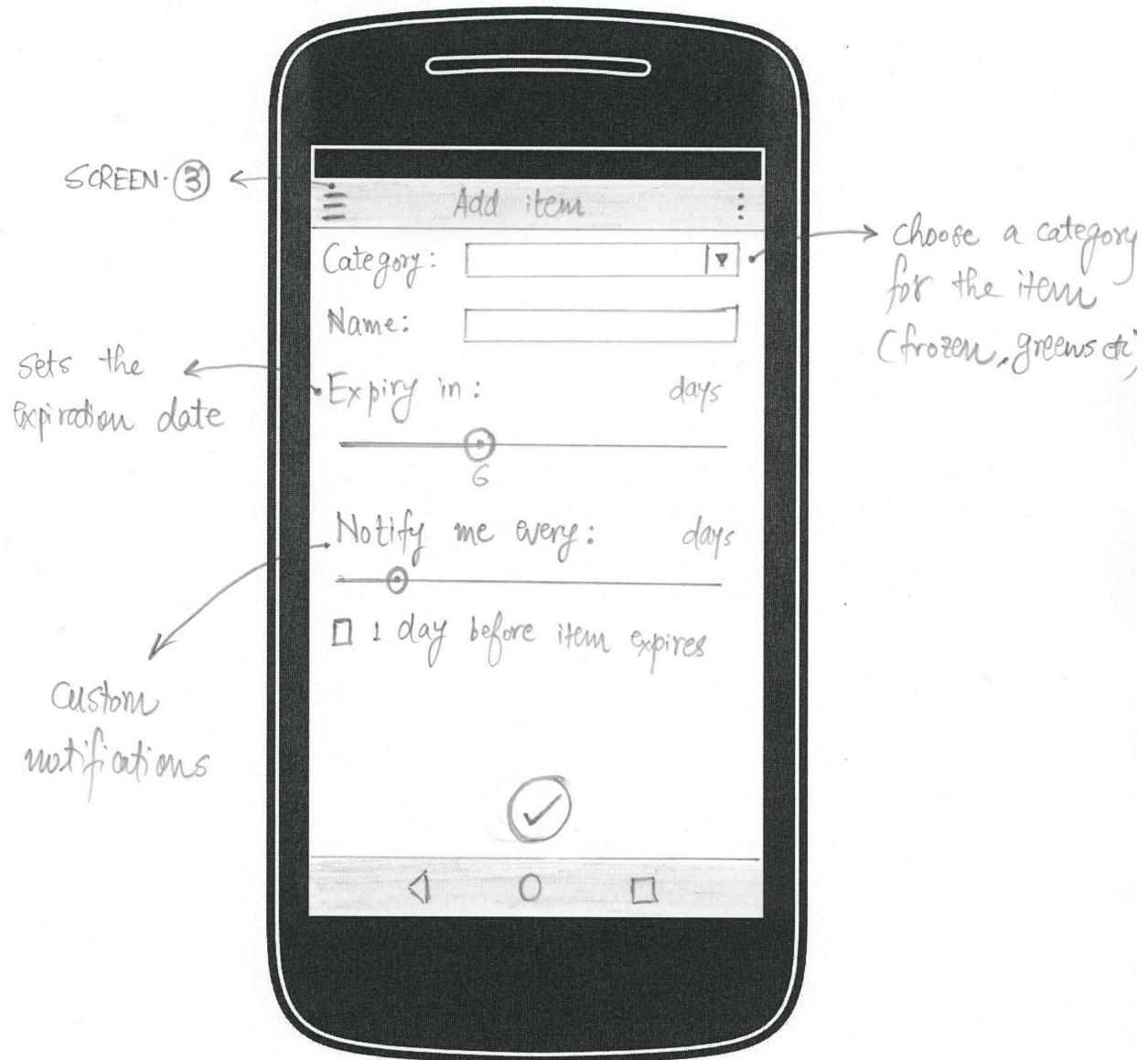
Here are the screenshots of the initial design of the app.



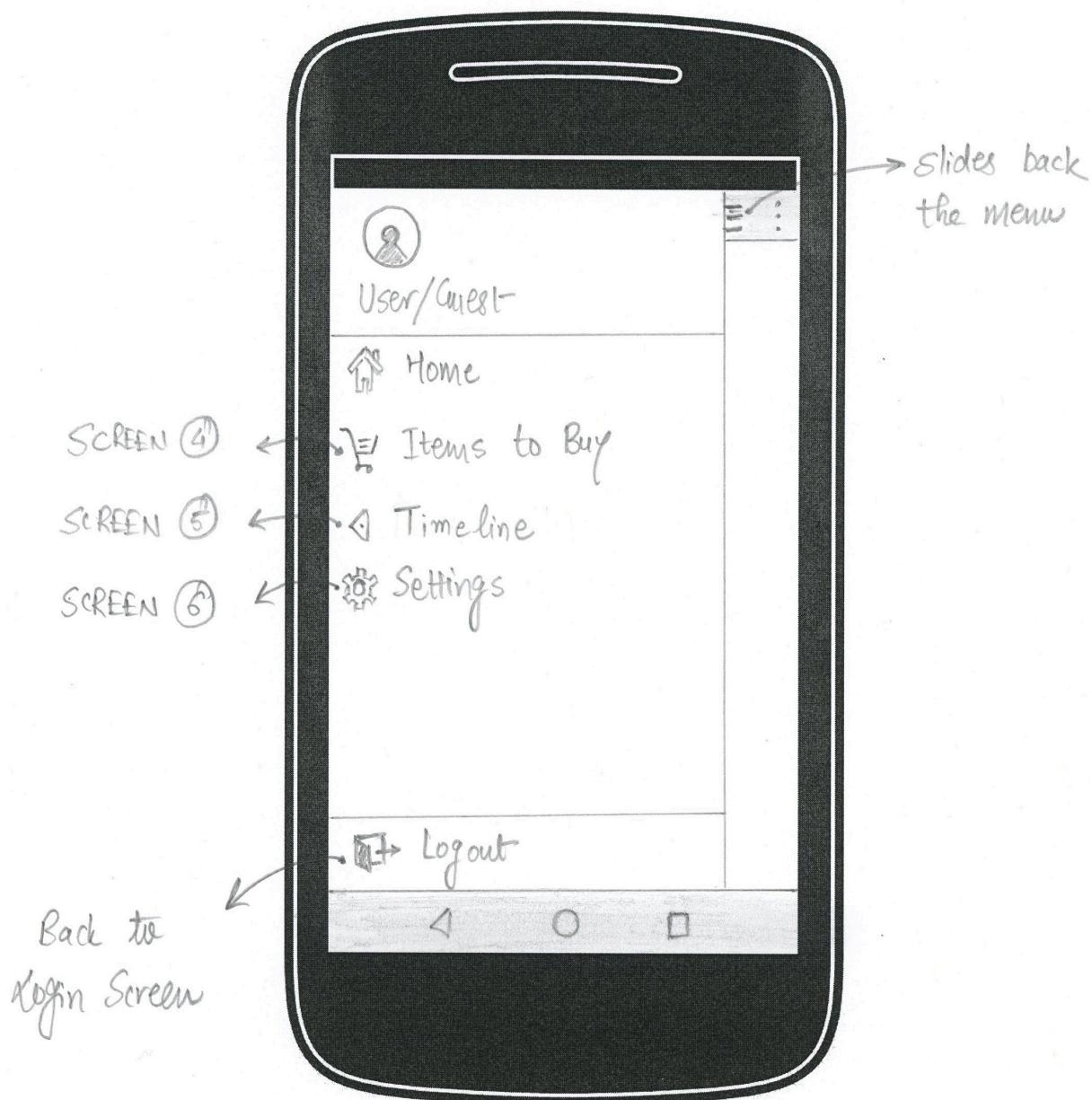
SCREEN ①



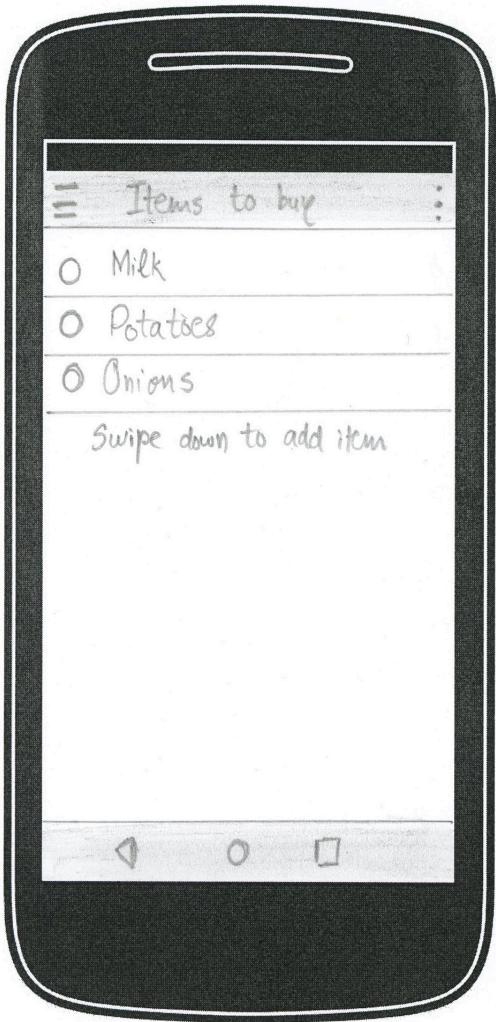
SCREEN-②



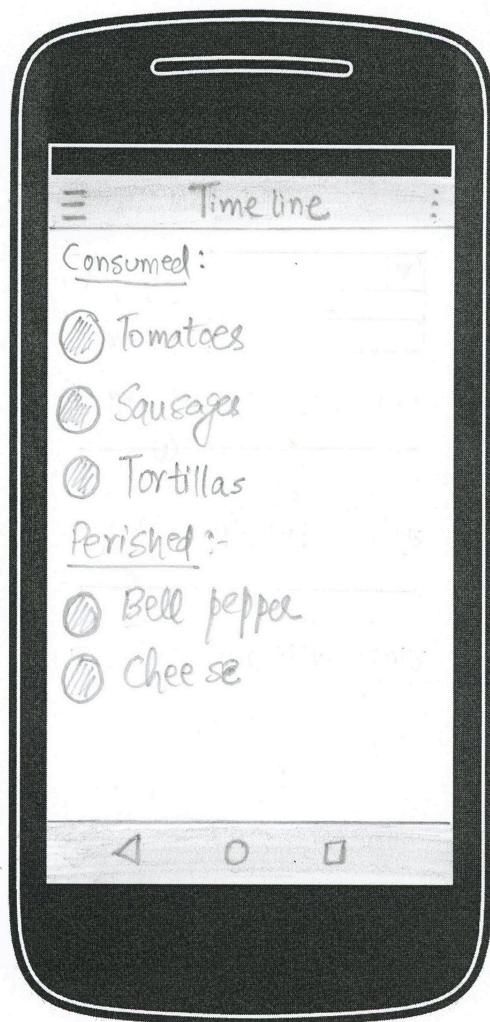
SCREEN -③



SCREEN ④



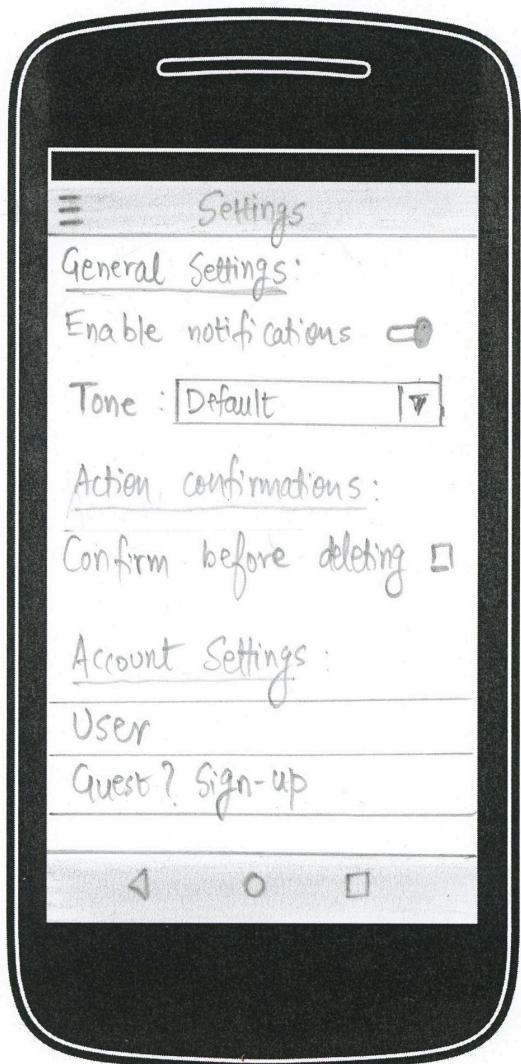
SCREEN ⑤



- Adding items to shopping list to buy in the next visit to the grocery store.

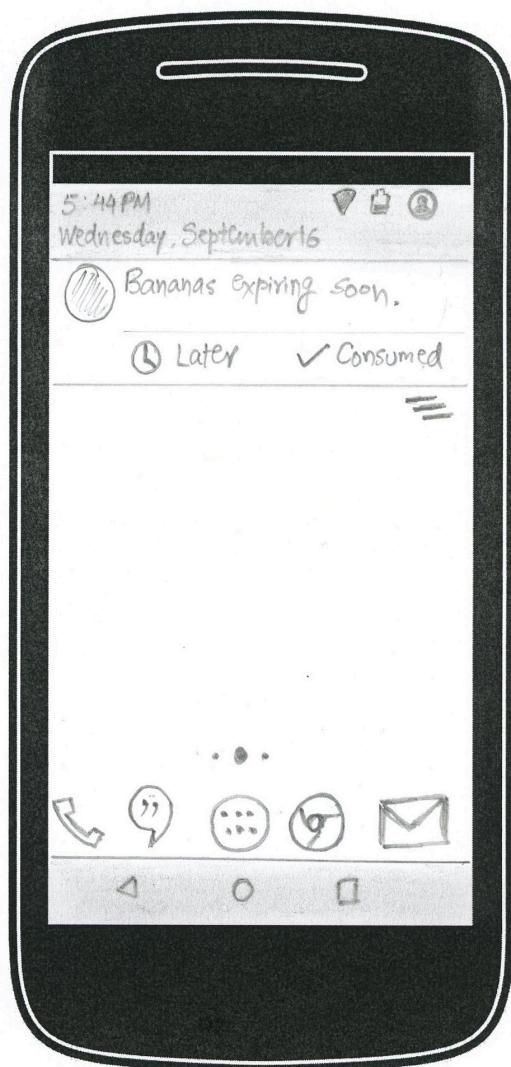
- Shows the items consumed by the user as well as the perished items.

SCREEN ⑥



Settings screen

SCREEN ⑦



Notification Screen