NOVA SCHOOL OF SCIENCE & TECHNOLOGY

Interação Pessoa-Máquina

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Brew Station

Stage 4: Computational Prototype

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URL

https://brewstation.pages.dev/

source code: https://github.com/Pedro-Carlos/IPM-Project

Startup Instructions

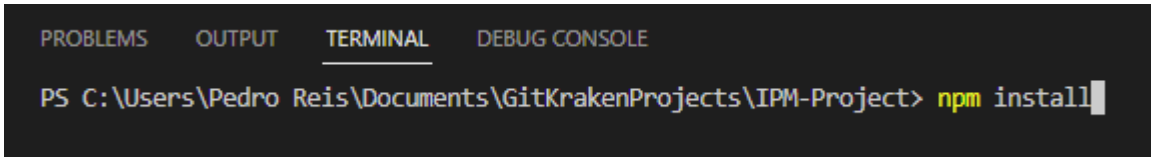
Url

The url given is already working properly, there is no need to do any startup.

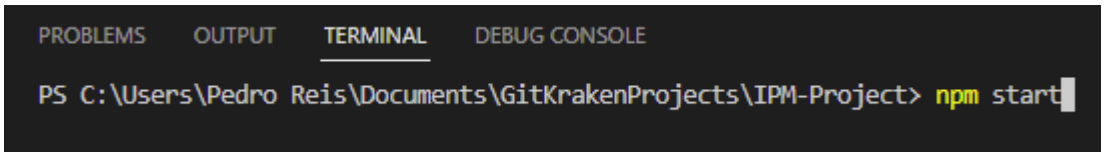
Github

Preconditions: Node.js installed

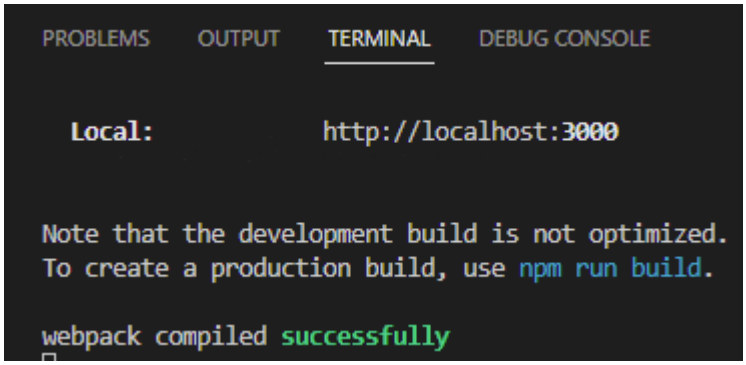
First download the zip from github, or clone the repository into your favorite IDE. After that, open your terminal and go into the project folder (example: IPM-Project folder). Then, run the following command: npm install.



After that, do: npm start.



And the page should be automatically opened in your browser but if not, just use the following link: http://localhost:3000



Briefing

This application is intended for users who want to start brewing beer or just have interest in homemade beer. On the website the user will be presented with several recipes, events where they can taste new recipes, compete with other users, and share beers made by them and homemade beers available for purchase/sell in the application marketplace.

Using this application users can control their inventory to check if they have enough ingredients to make a specific type of beer as well as their stock in beers. Recipes have a description step-by-step to help the user with the process along with a comment section where the user can see other users' opinions about the recipe.

The user will be able to search for any beer or recipe based on its ingredients, style, alcohol level and time of preparation (if the user is searching for a recipe). There is also the option to create events based on a specific type of beer where the users can share their recipes and beers or compete with other users. When searching for available events the users can filter their search for local, event type (contest or beer tasting) and style of beer.

Scenarios

Scenario number 1: The brewer

A brewer **wants to brew a new beer**. First he searches for a recipe of the beer style he is interested in, to use it as a base. After that, he verifies if he has enough ingredients in his inventory.

Task description: Find a recipe for a Simple Citra IPA. Verify that you have all the required ingredients.

Scenario number 2: The taster

A user (beer enthusiast or brewer) **searches for an event** to try a new style of beer in order to check whether he likes it or not, and to buy or brew it after.

Task description: Find a beer-tasting event in your area and reserve a spot.

Scenario number 3: The shopper

A user (beer enthusiast or brewer) wants to **buy a beer** according to his taste. He searches for an ingredient, alcohol level or style that he wants his beer to have. According to the user's

taste, If he is already registered and has money in his account, he can buy a beer from the several options available.

Task description: You want to drink a Simple Citrus IPA. You look at the recipe, but then decide that it's too difficult for you, as you are only a beginner in brewing. So instead you want to order it for you and your friend.

Link to the project stage 4 report

Check out this website to access all the project reports and to learn more about BrewStation: https://pedro-carlos.github.io/

Description of the Computational Prototype

Implementation

BrewStation was implemented using *React*, a Javascript library for building user interfaces, with *bootstrap* framework and also *leaflet* library for the map.

Limitations

Due to the scope of this project, some functionalities have not been implemented properly. These include:

- **Creating recipes** is not implemented.
- **Adapting recipes** is an additional function that this version does not support.
- **Sign in / Sign up** is not implemented.
- **Confirmation** when reserving a spot on an event could not be implemented even though we tried, it was something that was pointed out during the reviews of the prototype at stage 3.
- **Checking inventory** is not implemented as we wished because we could not access the inventory due to the lack of a backend since we just simulate the backend. It was supposed to compare the recipe ingredients with the inventory and say which

ingredients were missing or if the user had all the ingredients. We ended up with the button to check inventory just redirecting to the inventory.