



Table of Contents

1. [Project Information](#)
2. [Project Contacts](#)
3. [Project Summary](#)
4. [Project Background](#)
5. [Project Objectives](#)
6. [Project Methodology](#)
 - a. [The Project Approach Summary](#)
 - b. [Work Breakdown and Task Time Estimates](#)
 - c. [Project Deliverables](#)
7. [Risk Management](#)
 - a. [Risk Management Plan](#)
 - b. [Risk Register](#)
8. [Conclusion](#)

Project Information

Name of the Organization: long walk_inc

Project Title: Recipe Builder

Project Summary: Create an app that allows a person to enter a set of ingredients and it creates a list of possible recipes using just those ingredients.

Project Time-frame: January, 27 2017 - May, 10 2017

Prepared by: Sergio Garcia

Attached Documentation: N/A

Project Contacts:

Name	Title	Number	Email	Role
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Stanley Ung	UI Engineer	3233655977	stanleyung167@gmail.com	Frontend

*Note: title does not mean the person does that and that alone, that is however their main focus but they contribute to many parts of the whole project

Project Summary

The purpose is to help an individual find a recipe using ingredients they currently have in their presence or simply the ingredients they want to use. We will be creating an app that will assist individuals in finding a recipe they can use to cook with limited ingredients. We will have a vast database of recipes a person can navigate through which will be parsed from multiple recipe websites and we eventually users will be able to submit their own recipes. A person can then enter a list of their ingredients, our app will search for each ingredient in the database of recipes and when it finds a recipe that has each ingredient it will output the results. It will also have a filter to show recipes that include at least some of the ingredients. The entire team will be working on different aspects of the project, ranging from the menu design to the entire backend database and net code. We will be working at Starbucks, CSULB library, and in our free time to make the app as fluid as possible. It will take at least the entirety of two semesters, comprised of approximately four months each. It will cost at least 1000 man hours to complete and roughly the price of two semesters multiplied by a six man team.

Project Background

The problem we are trying to solve is the problem everyone faces when they want to cook at home. Where do I start? I have pepper, olive oil, turkey bacon, and mangos so what can I make with this that I may like? This is the problem we are trying to solve, we take that list of ingredients and provide a person with a list of potential recipes that include those ingredients and those ingredients alone. This allows the person to make a meal without having to run to the store, and saving them a bit of time. This also allows people to use ingredients they haven't used and can save them from wasting food and wasting money. Going into a bit of detail about the way the app potentially handles certain ingredients, it may be possible to omit certain ingredients, such as spices from the search in order to bring a larger amount of results (still a work in progress).

This solution stems from previous attempts to try to find a recipe but realizing that half the ingredients required are not in the kitchen. Any attempt to find a recipe with the ingredients already present took just as long as going to the store would have taken.

Project Objectives

- Objective 1 - Help people find recipes with only the ingredients that they have entered into the application.
- Objective 2 - Help people from wasting unused ingredients and/or ingredients that seem useless (ie Beets).
- Objective 3 - Streamline the time and effort it takes to find a recipe.

Project Methodology

1.) The Project Approach Summary

- The team will approach the project from the viewpoint of the average joe looking to make a meal at home.
- Broken up into two groups that are heavily overlapping
 - Frontend
 - UI
 - Logo/Splash Screen
 - Design
 - Flow
 - Parsing of information
 - Backend
 - DB
 - Code
 - Android
 - Account information
- Tools
 - Android studio
 - Apache/Derby
 - server
 - Database
 - Github
 - Pushing and cloning repositories for updating work
 - Google Drive
 - used for documents that we do not want to be made public on github
 - used for extreme collaboration on google sheets, and google docs
- There will be incremental updates using Agile methodology

2.) Work Breakdown and Task Time Estimates

ID	Task Name	Description	Start	Finish	Duration
1	Proposal	Document for project	9/1/2016	9/13/2016	12d

2	Stories	Project hypotheticals	9/14/2016	9/22/2016	7d
3	Use Cases	Features and design	9/23/2016	9/27/2016	4d
4	Coding	Java and android	1/27/2017	4/27/2016	3m
5	Database	Writing tables for users and recipes	1/27/2017	2/27/2016	1m
6	Testing	Write test code for testing multiple scenarios	11/15/2016	4/15/2017	5m
7	Debugging	Fix problems during testing	11/15/2016	5/13/2017	6m

3.) Project Deliverables

Deliverable	Description	Estimated Delivery
Project proposal	A small description of what we hope to achieve with our application and why we chose to make it.	9/13/2016
Use Cases	Set of descriptions that outline the design of application based on the way it will be used by users	
Project slideshow	Similar to an investor presentation aimed at showcasing what our app is and what it does.	
Input/Output Class Tree	Rules for what happens when a user has input and	

GROUP C PROJECT PROPOSAL

	what is the expected output	
Android UI and Layout	The user interface that will cater to those who want a simple navigational system that they can utilize while cooking.	
Technical Specifications	Set of requirements that our product must meet or exceed	
Testing Plan	Rules and guidelines for how best to test the application by using outside sources to simulate real world behaviors	
Application account creation	Offer users the chance to create an account to save any recipes they may want to take advantage of in the future as well as possibly save the ingredients they currently have.	
Application input of ingredients	Allow users to put their ingredients on a list in the app using simple buttons	
Application database	Allow users to store information in their phone and perhaps on our	

GROUP C PROJECT PROPOSAL

	servers. Document the database uml diagram.	
Application search	Functional search bar to look through database of recipes without requiring input of ingredients.	
Final submission	Final version of functional database	

Project Risk Management

1.) Risk Management Plan

The biggest risk here is deviating from the simplicity of our application and trying to tack on features that may be confusing. Our target audience ranges from young people learning to cook to older people who just want something quick and easy. In order to bring our app to such a large audience we must try to make it as easy and simple to navigate. In order to keep ourselves from doing this, every feature that makes its way through will have to be okayed by the entire team.

2.) Risk Register

Risk: Unintuitive UI

Counter: Use Bootstrap or other framework that is simple and looks good

Risk: Unattractive design

Counter: Possibly hire an artist or someone with knowledge of design

Risk: Database problems

Counter: Test multiple times

Risk: Incompatible with older android models

Counter: Look at current android software share and focus on the largest market

Conclusion

We are trying to create an app that caters to a need everyone has at one point felt. That feeling of desperation because you only have a few ingredients you can use to cook a meal and you don't know how to properly utilize them. We hope to achieve this by creating an intuitive application for Android and possibly Apple that will aim at giving the user multiple recipes they can then use the few ingredients they have. We hope to limit the opportunity for risk to occur by simply sticking to the current features and only tackling more if our current model works flawlessly.