**Project Legacy**

**Project Description**

BartenderMe is an iOS application designed to be utilized by any user at or above the legal drinking age. The purpose of BartenderMe is as follows: you can find drinks based on whatever alcohol is available. Upon opening the application there will be key features such as a scan button, so the user will be able to scan the bottle’s barcode to view the available mixed drink options. The app will show an image of what the drink looks like, the ingredients needed, and the steps on how to prepare the drink. If the user is not in possession of any kind of alcohol, upon opening the application, there will be a list of the 6 main alcohol types. The user can then select an alcohol type and is directed to another page with a list of brands of that specific alcohol. Once the brand is selected, there will be a list of mixed drinks that can be made from that specific alcohol. Clicking a drink will take you to the same individual drink page that is described above. Other key features will allow the user to search for a drink with the search bar and a favorites tab for saving the user’s drink choice.

**Initial Expectations**

Our expectation is to have a simple and easy to use app that allows the user to browse different alcohol types and choose specific bottles and then display mix drinks that are made with that bottle. Another option is for the user to scan most hard alcohol bottles and provide that user with possible mix drinks and the ingredients needed to create that drink. Additional features such as favorites and search features will also be implemented.

**Current State of the Project**

Currently we have implemented a search bar and are now doing research on how to program the functionality of the search bar to navigate the app. We should have the scan feature finished soon and have gathered the barcode numbers for liter and 1.75 bottles so when those numbers match the number of the bottle it will be taken to that page, just working on the backend of this feature. We recently added a button that takes you to a page with our social media links that we plan to create to advertise and promote our app. There will also be an email link that allows users to send drink suggestions. We also are adding more pages that we didn't get to in the first semester of the project.

1. Finish barcode scanners functionality
2. Research on search bar feature
3. Added feature with social media links
4. Communicating overall design ideas and development progress
5. Added email link for suggestions

**Remaining Areas of Concern**

Some of our remaining areas of concern are some of the main features of our application which we are currently working on, we are working on the situation with the barcode scanner so when we get a specific bar code it either takes you to the page of that alcohol type or prompts “This specific bottle isn’t available yet”. Also a concern is since our team is separated now due to on campus classes being closed, making sure to communicate regularly  and work together on the project.

**Activities and Time Logs**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Documentation/  design | Research | Design and Coding | Testing and Integration | Total Time |
| Bailey Olson | 8 hours | 30 hours | 36 hours | 8 hours | 82 Hours |

**Technical Lessons Learned**

1. ios app
2. Xcode
3. Swift
4. Coding within a team
5. Development of an application
6. Github
7. Youtube Tutorials
8. Web Tutorials
9. Zoom meetings

**Managerial Lessons Learned**

We are still communicating design ideas as we go, trying to figure out what works best. Now that school is closed we are going to try to stay on a weekly schedule where we either call or facetime and communicate what we are going to work on in the coming week and what needs to get done along with problems we are running into. We also still  have our Github which allows us to work on our separate Xcode projects and then upload them to our repository that we can later download and drag and drop all of the pages that we have created into one big project.

1. Team work
2. Dividing tasks
3. Communication

**Recommendations to Future Projects**

Recommendations to future projects would be to pick a programming language you are familiar with. It would be less of a learning curve to overcome making it easier to develop more features within the application.