



Team404 Elaboration Document

lunchmap

Team Members:

[Redacted] 80
[Redacted] 81

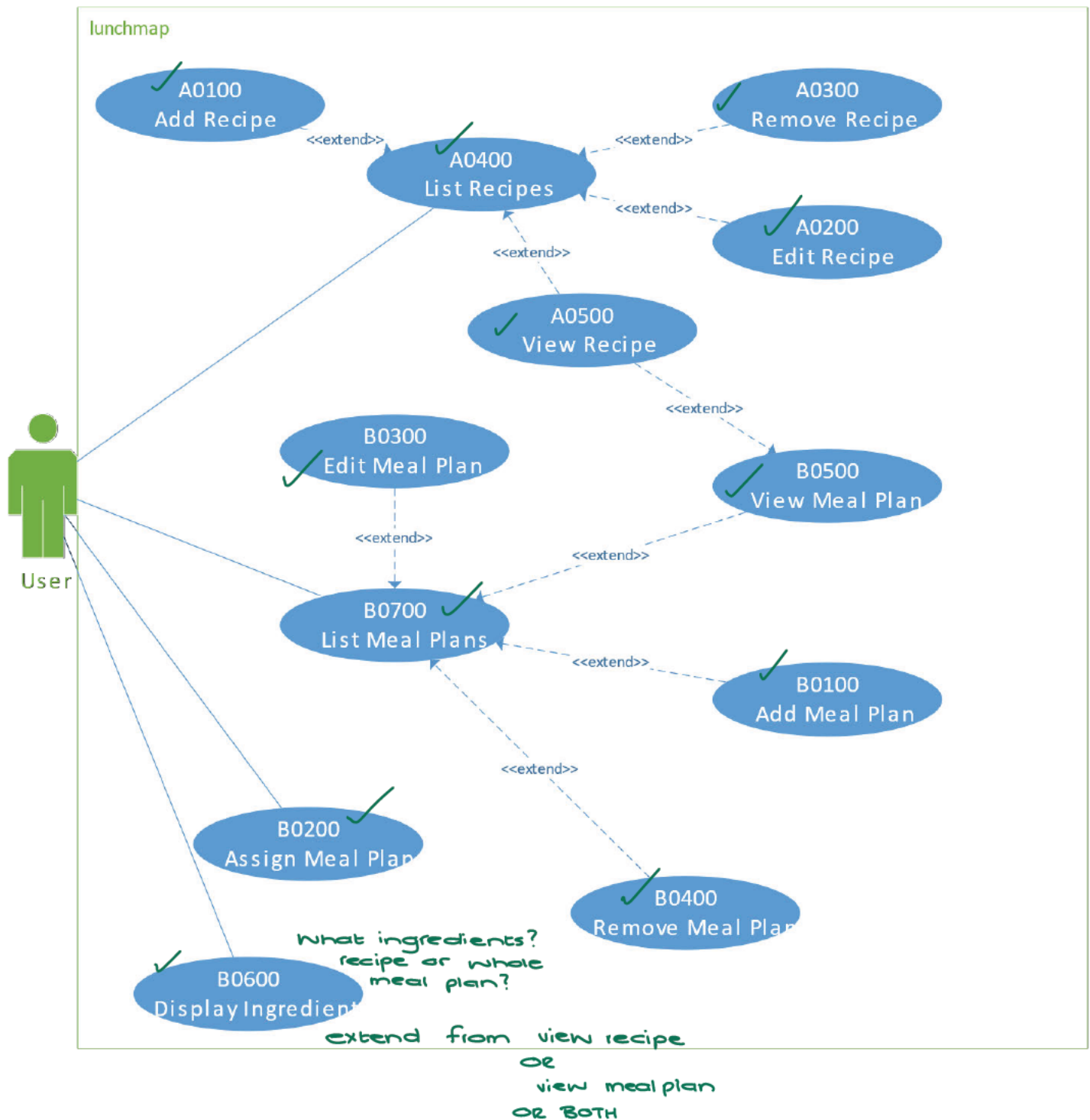
Document Date: 13 May 2022

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1 FUNCTIONAL REQUIREMENTS

1.1 Analysis Use Case Model



1.2 Use Case Glossary and Responsibilities

Team Member Responsible: [REDACTED]	
Use Case Id	Use Case Name
A0100 ✓ N	Add Recipe
A0200 ✓ N	Edit Recipe
A0300 ✓ N	Remove Recipe
B0100 ✓ N	Add Meal Plan
Queries/Reports	
A0400 ✓ N	List Recipes
A0500 ✓ N	View Recipe

Team Member Responsible: [REDACTED]	
Use Case Id	Use Case Name
B0200 ✓ N	Assign Meal Plan
B0300 ✓ N	Edit Meal Plan
B0400 ✓ N	Remove Meal Plan
Queries/Reports	
B0500 ✓ N	View Meal Plan
B0600 ✓ N	Display Ingredients
B0700 ✓ N	List Meal Plans

2 UI Prototypes

2.1 Team UI Guidelines

The UI of lunchmap will consist of a navigation bar at the bottom of the screen containing three controls that will take you to each of the main screens: Home, Recipes and Meal Plans. These navigation controls will have icons as well as text, and the current selected control will be highlighted in a different colour. Navigation throughout the application can also be made with the built-in Android navigation controls. In selected screens there will also be back and done button icons which will be positioned in the top bar of the application, both of these buttons will take the user back to the previous screen where the work will be either saved or discarded depending on the respective button chosen. The use of icons in the navigation controls makes it intuitive to navigate the application and the style of navigation should be familiar to anyone who has used modern mobile applications.

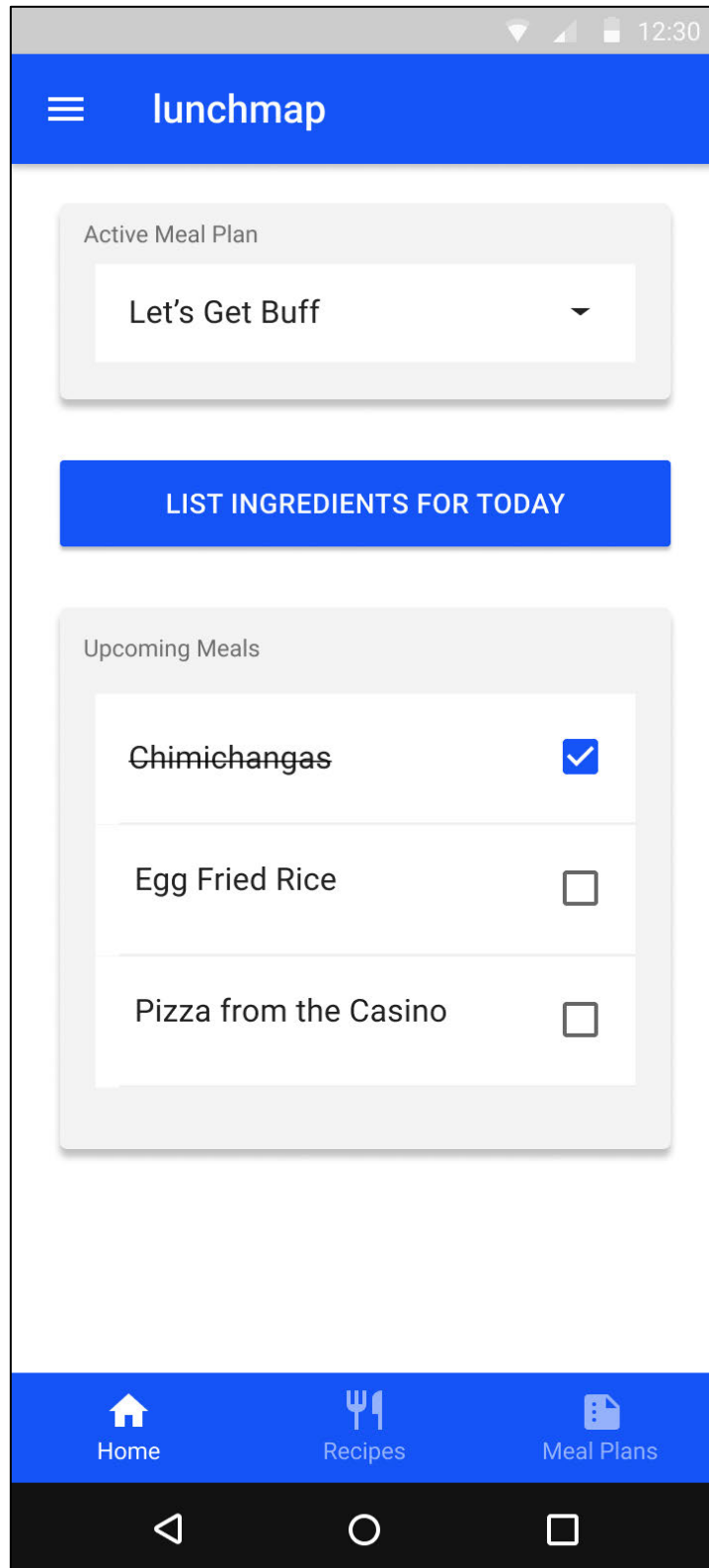
In our application, the user will be required to make a lot of text input using text fields. Where possible we will make use of combo boxes, so that when the user starts typing, they will be prompted with items that they can select from. This minimizes error and allows for more efficient input. List boxes will also be used, where for example, if they want to add a meal to a meal plan, they don't have to remember the exact name of the meal, they can instead just search through a list of items to find the correct one. We will also make use of checkboxes and radio buttons where appropriate, these will change colour when activated to give visual feedback to the user. Call to action buttons, such as Add Meal Plan or Add Recipe, will be displayed in a different colour to the rest of the UI so that it stands out to the user. The overall look and feel of the UI, will be based around Google's Material Design language. We will make extensive use of the Material Design colours and icons, as well as rounded corners, to give the application a modern look.

2.2 Team Design for

2.2.1 Login / Logout

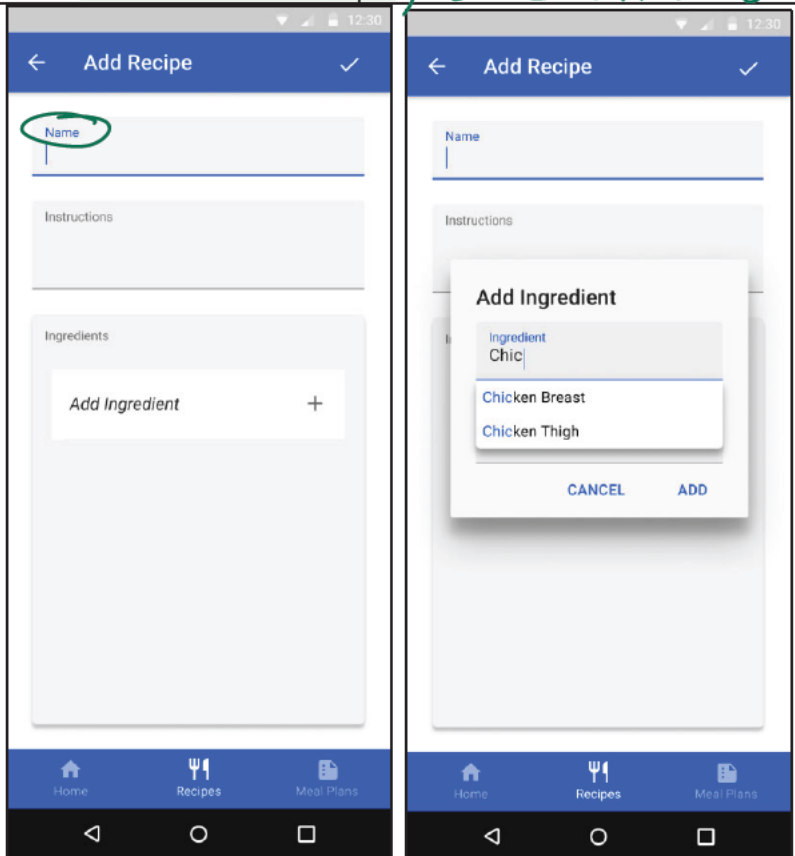
NA ✓

2.2.2 Dashboard / Landing Page / Main Page



2.3 UI Designs & Updated Analysis Use Case Narratives

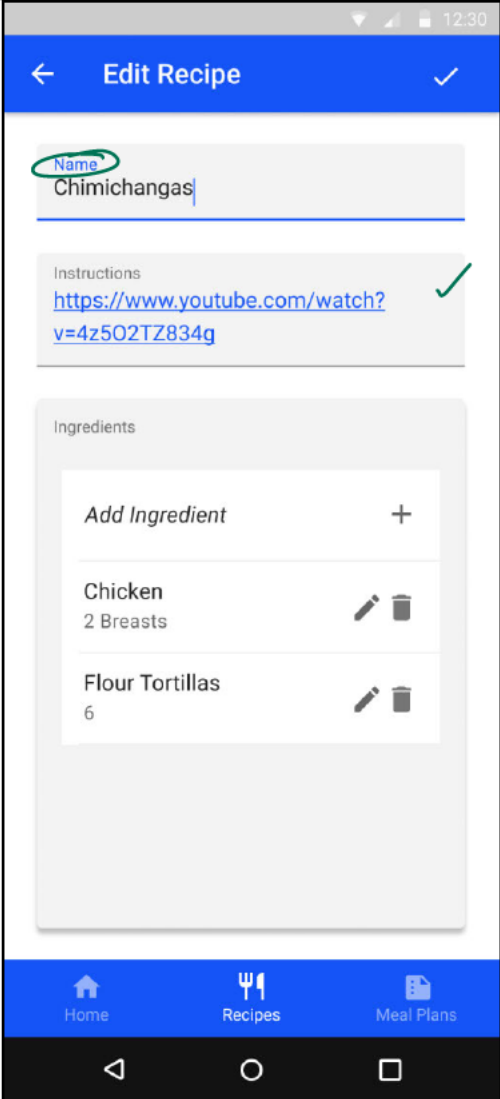
2.3.1 Designed by [REDACTED]

Use Case ID	Use Case Name
A0100	Add Recipe
Primary Business Actors	Other participating Actors
User	None
Description	The user can add a recipe they know to their bank of recipes.
Pre-Conditions	The user is busy viewing their list of recipes (A0400). ✓
Triggers	The user selects the "Add Recipe" button. ✓
Post-Conditions	A new recipe is added to the user's list of recipes. ✓
Basic Flow of Events	<ol style="list-style-type: none"> 1. The recipe creation wizard is displayed. 2. The <u>title</u> instruction, and ingredients of the desired recipe are entered by the user. ✓ 3. The user selects the tick in the upper right-hand corner of the screen to save the recipe. ✓ 4. The recipe is created by the system. ✓
Alternate Flow of events	<ol style="list-style-type: none"> 3.1 The user selects the 'back' arrow on the android toolbar 3.2 The recipe is not saved by the system and <u>the system returns to the list of recipes.</u> 3.3 Return to Basic flow #5
Initial UI design	

Be consistent with calling the attribute Name

Basic flow #5

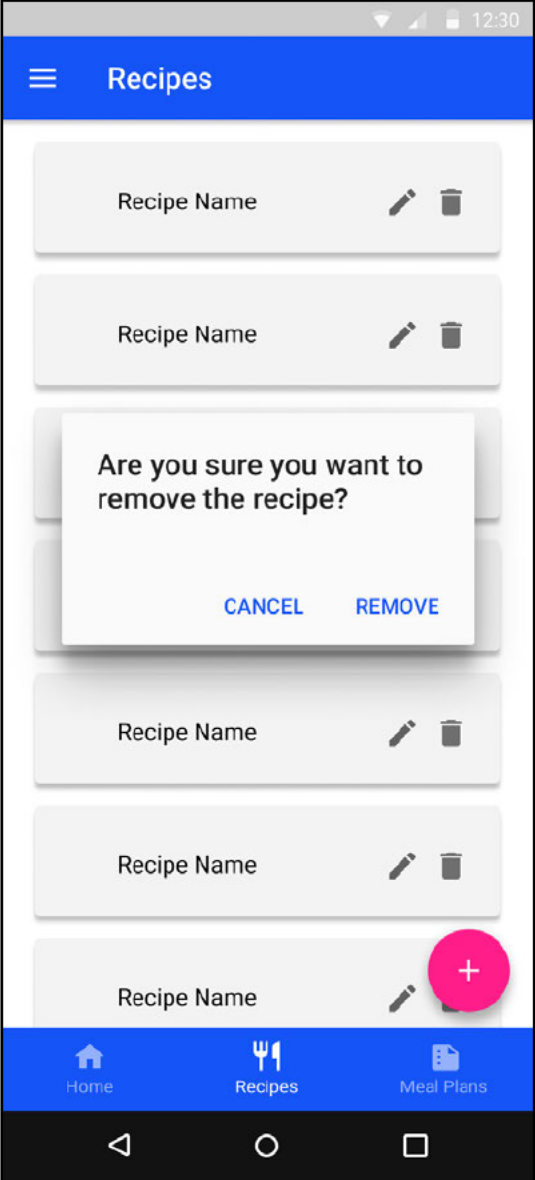
missing attributes:
Ingredient quantity

Use Case ID	Use Case Name	
A0200	Edit Recipe	
Primary Business Actors		Other participating Actors
User		None
Description	The user can alter the details of a recipe they have added. ✓	
Pre-Conditions	The user is viewing the added recipes (A0400). ✓	
Triggers	The user selects the "Edit Recipe" button next to the desired recipe. ✓	
Post-Conditions	The specified recipe has a different name and/or listed ingredients and it is listed on-screen with all the other recipes. ✓	
Basic Flow of Events	<ol style="list-style-type: none"> 1. The recipe creation wizard is displayed by the system with existing data already filled in. ✓ 2. The <u>title</u> instructions, and/or ingredients of the desired recipe are altered by the user. 3. The user selects the tick in the upper right-hand corner of the screen to save the recipe. 4. The system updates the changed details of the recipe. 	
Alternate Flow of events	<ol style="list-style-type: none"> 3.1 The user selects the 'back' arrow on the Android toolbar. 3.2 The recipe is not saved by the system and the system returns to the list of recipes. A0400 	
Initial UI design		

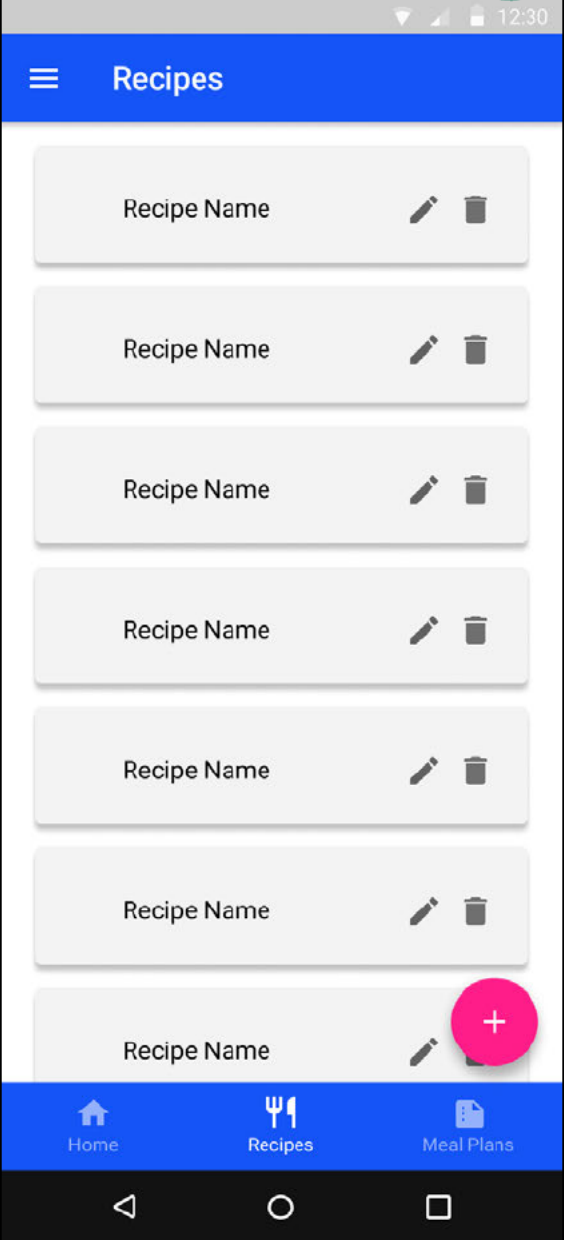
✓

✓ See A0100 comments

Name ✓
 Instructions ✓
 Ingredients ✓
 Ingredient qty ✓

Use Case ID	Use Case Name	
A0300	Remove Recipe	
Primary Business Actors		Other participating Actors
User		None
Description	The user can remove a recipe they have added from their bank of recipes. ✓	
Pre-Conditions	The user is viewing the added recipes (A0400). ✓	
Triggers	The user selects the "Remove Recipe" button next to the desired recipe. ✓	
Post-Conditions	The specified recipe has been removed and the remaining recipes are listed on-screen. ✓	
Basic Flow of Events	<ol style="list-style-type: none"> 1. A message from the system asking the user to confirm their choice appears. 2. The user accepts to finalise the removal of the recipe. ✓ 	
Alternate Flow of events	<ol style="list-style-type: none"> 2.1 The user selects 'Cancel'. 2.2 No recipes are removed by the system and all the recipes are listed on the screen. A0400 	
Initial UI design	 <p>The screenshot shows a mobile application interface titled 'Recipes'. At the top, there is a blue header bar with a hamburger menu icon and the title 'Recipes'. Below the header, there is a list of recipe items. Each item consists of a light gray rounded rectangle containing the text 'Recipe Name' followed by a pencil icon (edit) and a trash can icon (delete). A modal dialog box is displayed in the center of the screen, asking 'Are you sure you want to remove the recipe?' with two buttons: 'CANCEL' and 'REMOVE'. At the bottom of the screen, there is a blue navigation bar with three icons: a house icon labeled 'Home', a fork and knife icon labeled 'Recipes', and a document icon labeled 'Meal Plans'. A pink circular button with a white plus sign is overlaid on the bottom right of the recipe list.</p>	

See A0100 comments

Use Case ID	Use Case Name	
A0400	List Recipes	
Primary Business Actors		Other participating Actors
User		None
Description	The user can view all the recipes they have already added. ✓	
Pre-Conditions	None, but to avoid an empty list at least one recipe has to have been added by the user (A0100). ✓	
Triggers	The user selects the 'Recipes' tab. ✓	
Post-Conditions	All the added recipes are listed on the screen. ✓	
Basic Flow of Events	1. All the added recipes are listed on the screen by the system. ✓	
Alternate Flow of events	N/A Select Add → go to A100 Select Edit → go to A200 etc. ✓	
Initial UI design	 <p>(DESIGN) extends</p> <p>A0100 Add Recipe ✓ A0200 Edit Recipe ✓ A0300 Remove Recipe ✓ A0500 View Recipe ✓</p>	

Use Case ID	Use Case Name	
B0100	Add Meal Plan	
Primary Business Actors		Other participating Actors
User		None
Description	The user can generate a meal plan based on the recipes they have added by having the system randomly select recipes for each meal.	
Pre-Conditions	At least one recipe has been added by the user (A0100). ✓	
Triggers	The user selects the 'Generate Meal Plan' button. ✓	
Post-Conditions	A meal plan is added and it is listed on-screen with the other meal plans. ✓	
Basic Flow of Events	<ol style="list-style-type: none"> 1. The system asks the user if they would like a randomly generated meal plan or if they would like to manually populate it themselves. 2. The user selects the option allowing the system to randomly generate the meal plan. 3. The system randomly selects meals from the recipe bank to populate the meal plan. 4. The meal plan creation wizard is displayed by the system. 5. The user enters the name of the meal plan and changes the day details to their liking. 6. The user selects the tick in the upper right-hand corner of the screen to save the meal plan. 7. The new meal plan is added to the list of meal plans by the system. 8. Return to B0100 	
Alternate Flow of events	<ol style="list-style-type: none"> 2.1 The user selects the option of manually populating their meal plan. 2.2 Return to point 4 above. of basic flow 6.1 The user selects the 'back' arrow on the Android toolbar. 6.2 The meal plan is not saved by the system and the system returns to the list of meal plans. 	

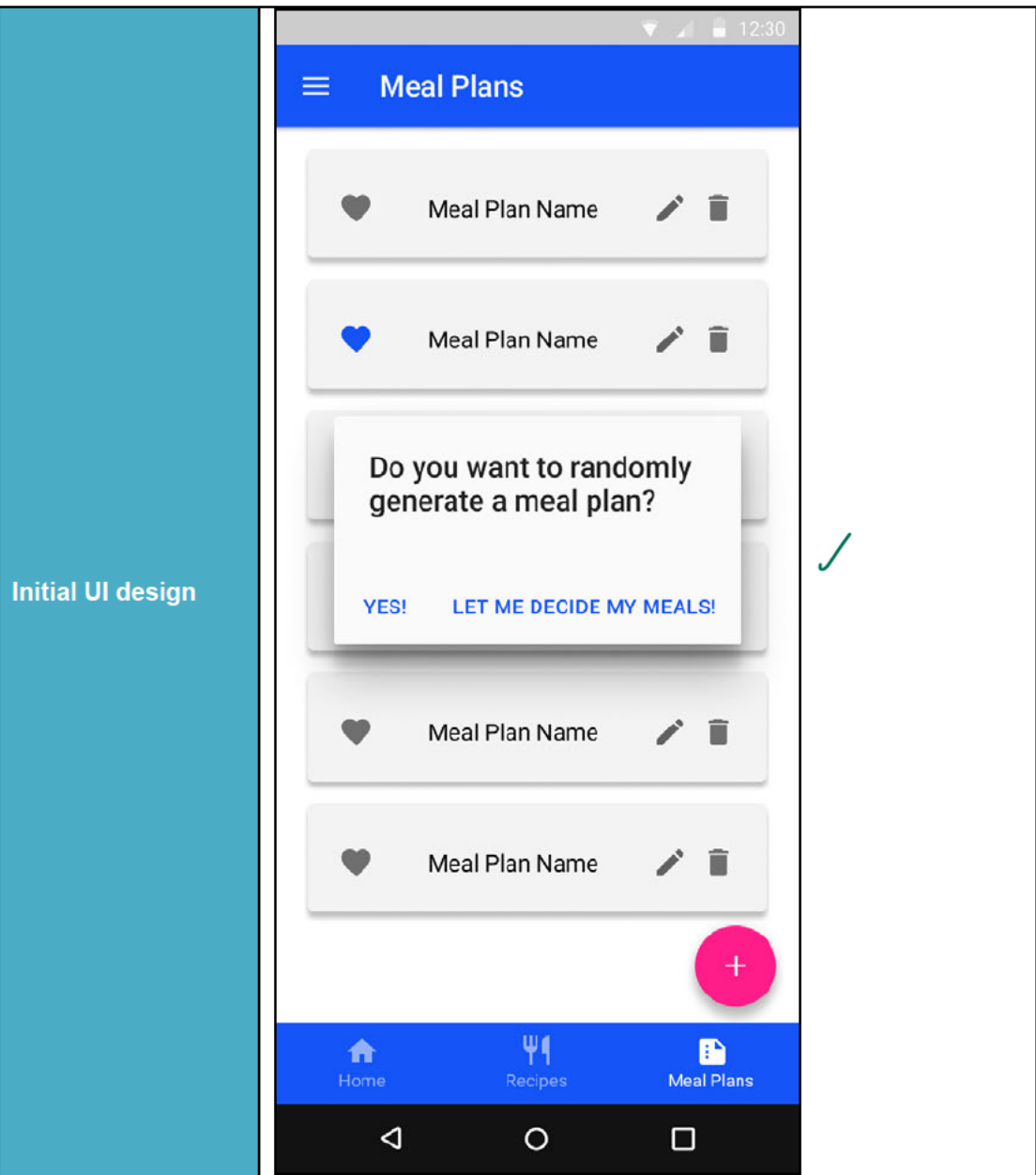
or manually selecting recipes

↳ return to basic flow #8

Attributes:

→ name ✓

→ assigned ✓



12:30

←

Generate Meal Plan

Name

Days

S

M

T

W

T

F

S

Mon, Tue, Wed, Thu

Meals per day

Set as assigned

☒

GENERATE MEAL PLAN

Home

Recipes

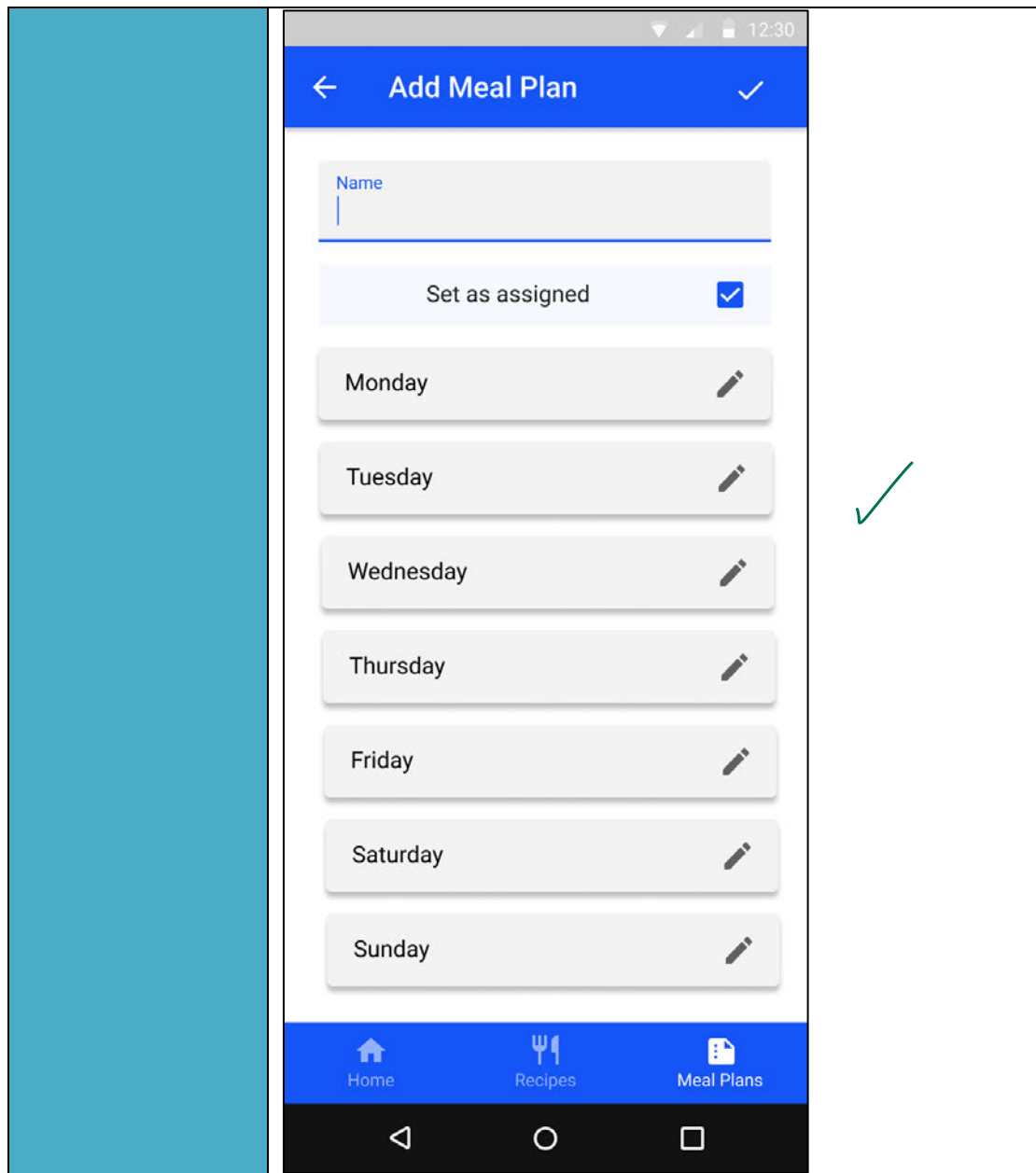
Meal Plans

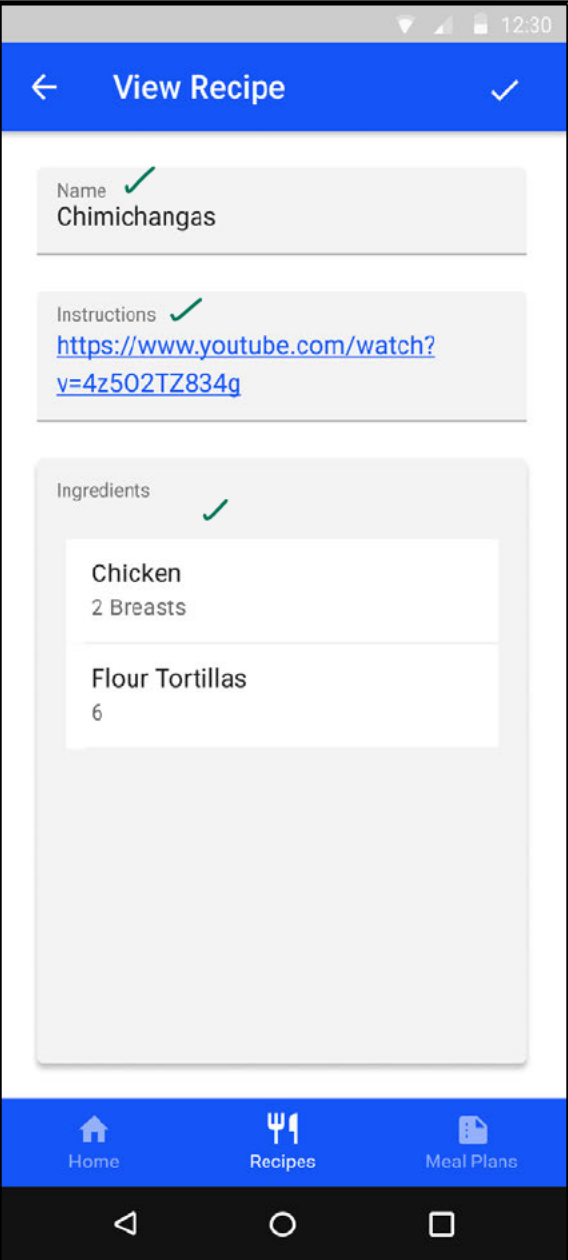
◀

○

◻

✓

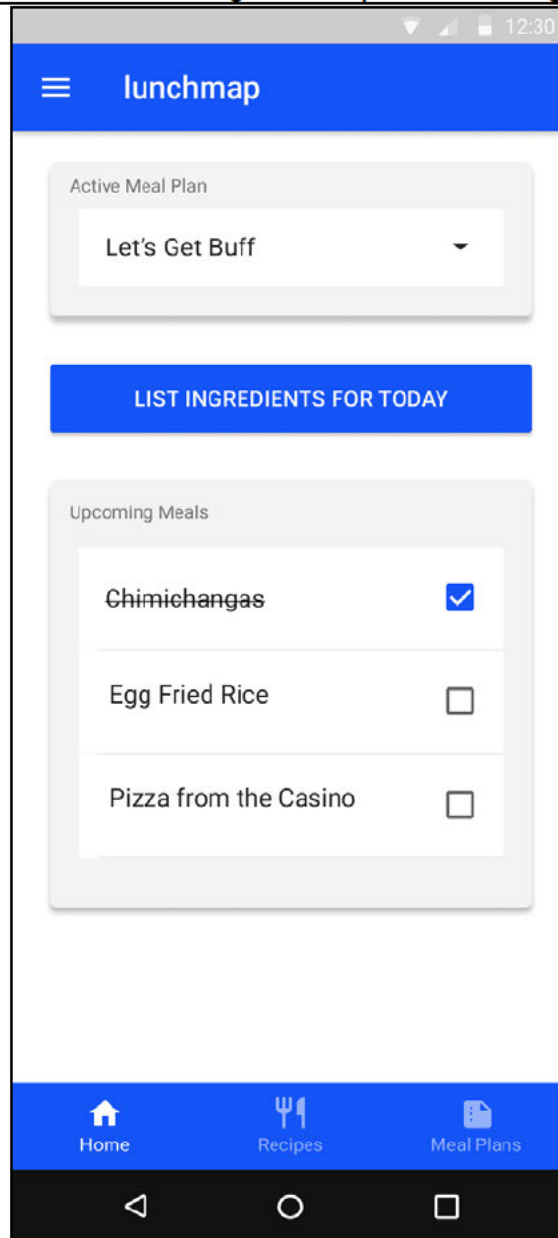


Use Case ID	Use Case Name	
A0500	View Recipe ✓	
Primary Business Actors		Other participating Actors
User		None
Description	The user can view a recipe's details. ✓	
Pre-Conditions	The user is busy viewing their list of recipes (A0400) or the user is viewing a meal plan's details (B0500). ✓ extends ✓	
Triggers	The user selects a recipe. ✓	
Post-Conditions	The selected recipe's details are displayed on-screen. ✓	
Basic Flow of Events	1. The system retrieves and displays the selected recipe's details. ✓	
Alternate Flow of events		
Initial UI design		

2.3.2 Designed by [REDACTED]

Use Case ID	Use Case Name
B0200	Assign Meal Plan ✓
Primary Business Actors	Other participating Actors
User	None
Description	The user can assign a specific generated meal plan to be the current meal plan that they are following. ✓
Pre-Conditions	At least one meal plan has been generated by the user (B0100) and the user is on the system's landing page. ✓
Triggers	The 'Assign Meal Plan' dropdown list is selected by the user. ✓
Post-Conditions	A meal plan is assigned as the current meal plan. ✓
Basic Flow of Events	<ol style="list-style-type: none"> 1. A list of available meal plans is displayed by the system. 2. The user selects the one they want to assign as the current meal plan. ✓
Alternate Flow of events	<ol style="list-style-type: none"> 2.1 The user navigates somewhere else in the system. 2.2 The assigned meal plan is not changed by the system. ✓

Initial UI design



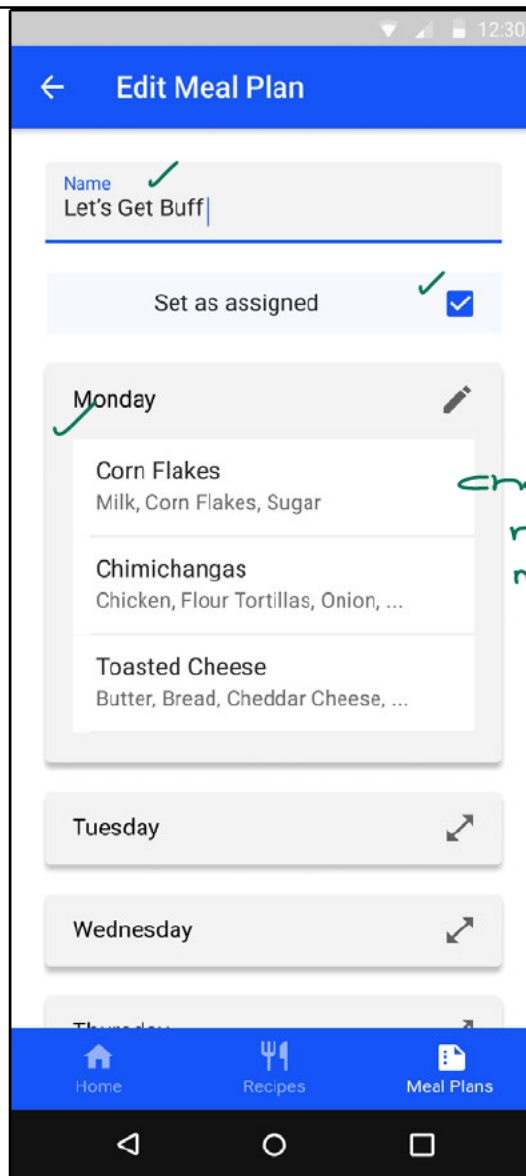
Use Case ID	Use Case Name	
B0300	Edit Meal Plan ✓	
Primary Business Actors		Other participating Actors
User		None
Description	The user can edit a meal plan in case it was not generated to their liking. ✓	
Pre-Conditions	A meal plan has been generated by the user (B0100) and the generated meal plans are listed on-screen (B0700). ✓	
Triggers	The user selects the "Edit Meal Plan" button next to the appropriate meal plan. ✓	
Post-Conditions	The specified meal plan is changed to the user's liking. ✓	
Basic Flow of Events	<ol style="list-style-type: none"> 1. The options available for the user to edit are displayed by the system. 2. The user changes the desired details. 3. The user selects the tick in the upper right-hand corner to finalise the editing of the meal plan. ✓ 	
Alternate Flow of events	<ol style="list-style-type: none"> 2.1 The user selects the 'back' button in the upper left-hand corner to (return to the list of meal plans.) 	

B0700

2.2 Return to basic flow # 4

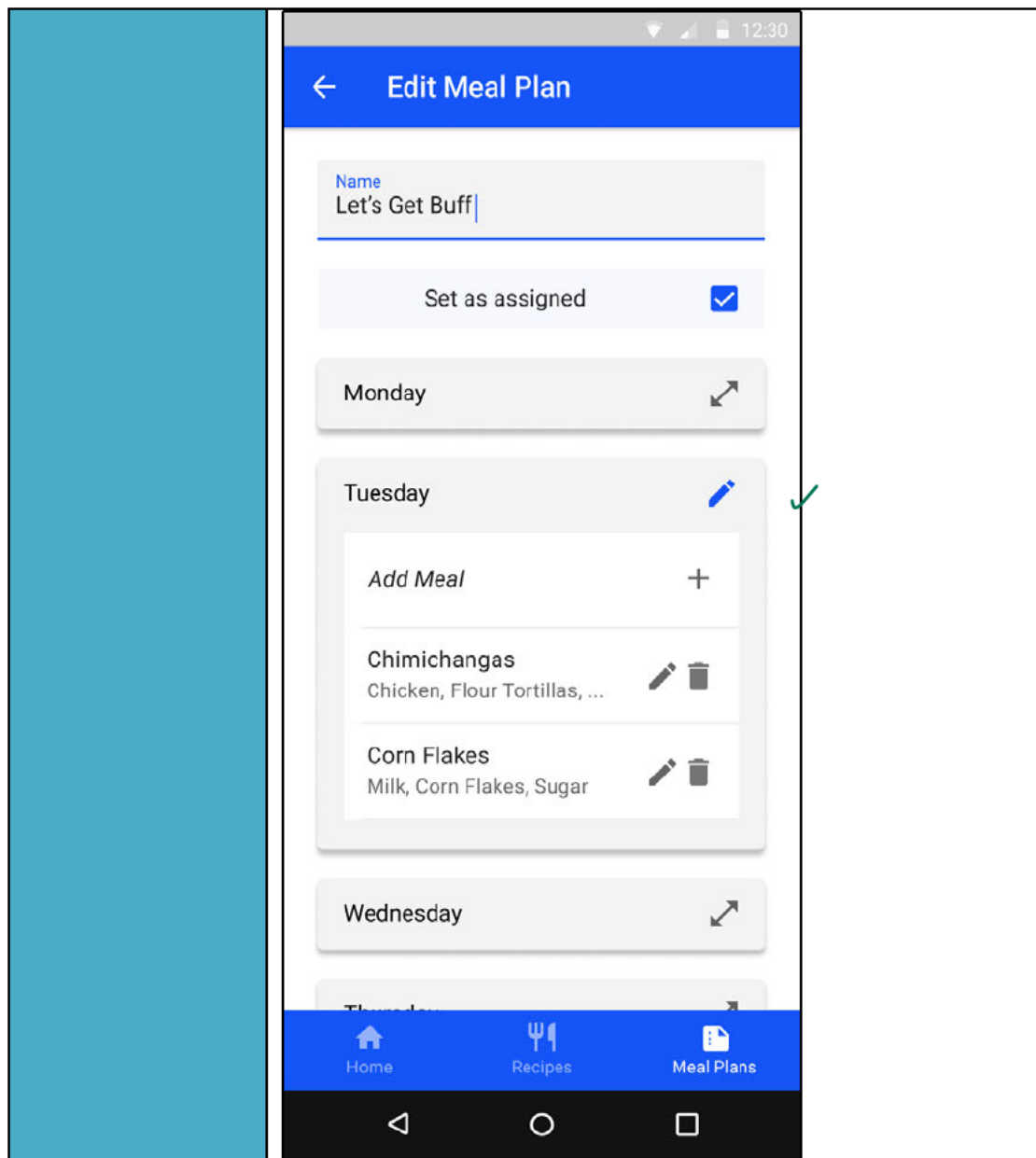
extends from B0700 ✓

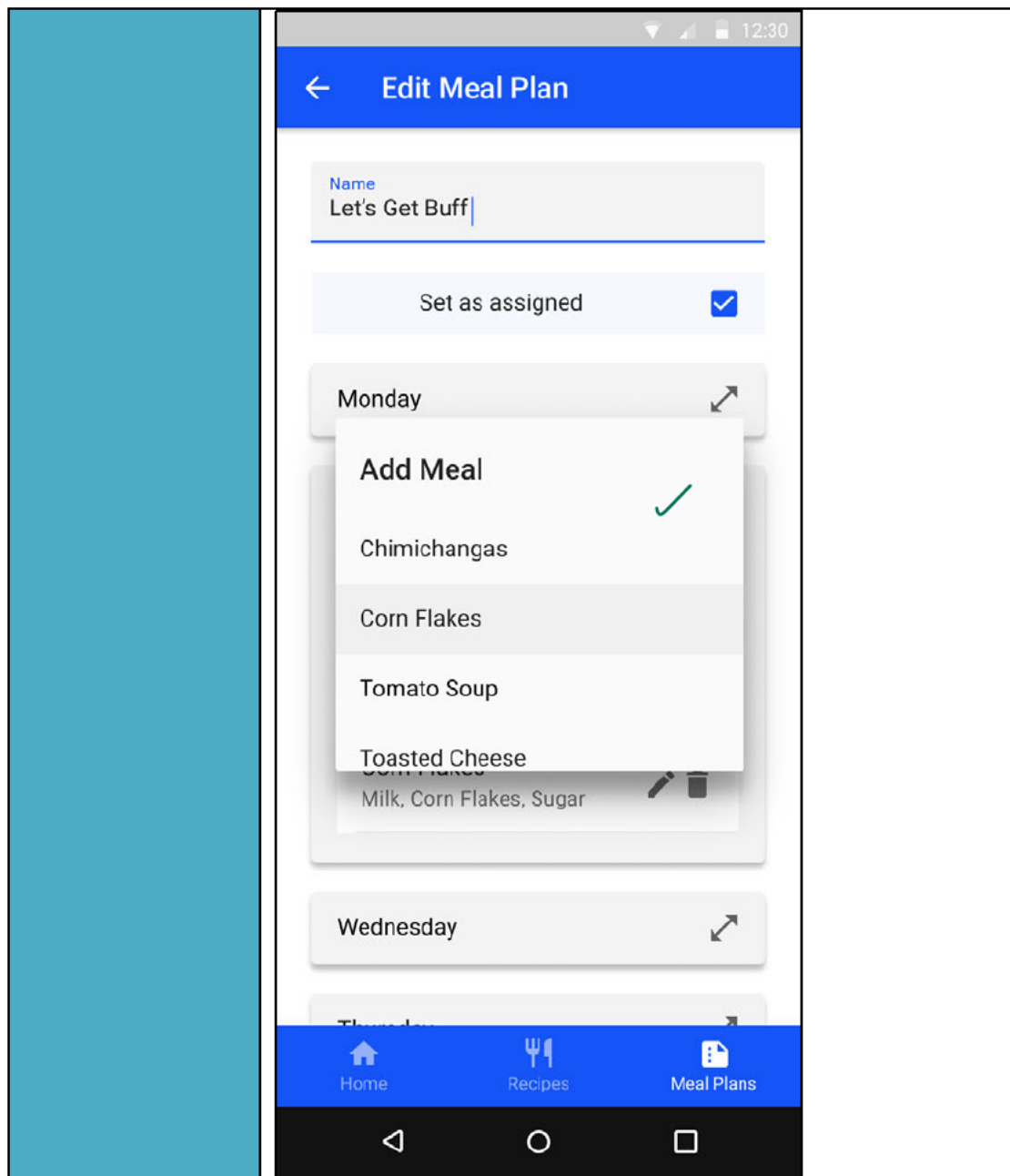
Initial UI design



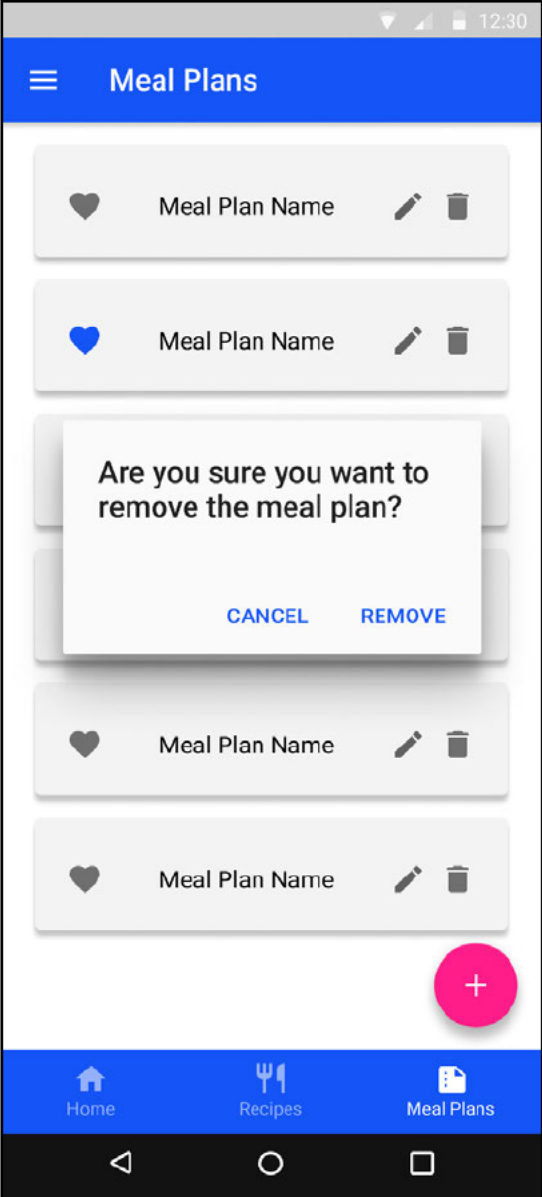
→ no tick

changing
number of
meals per
day to
more than
3?

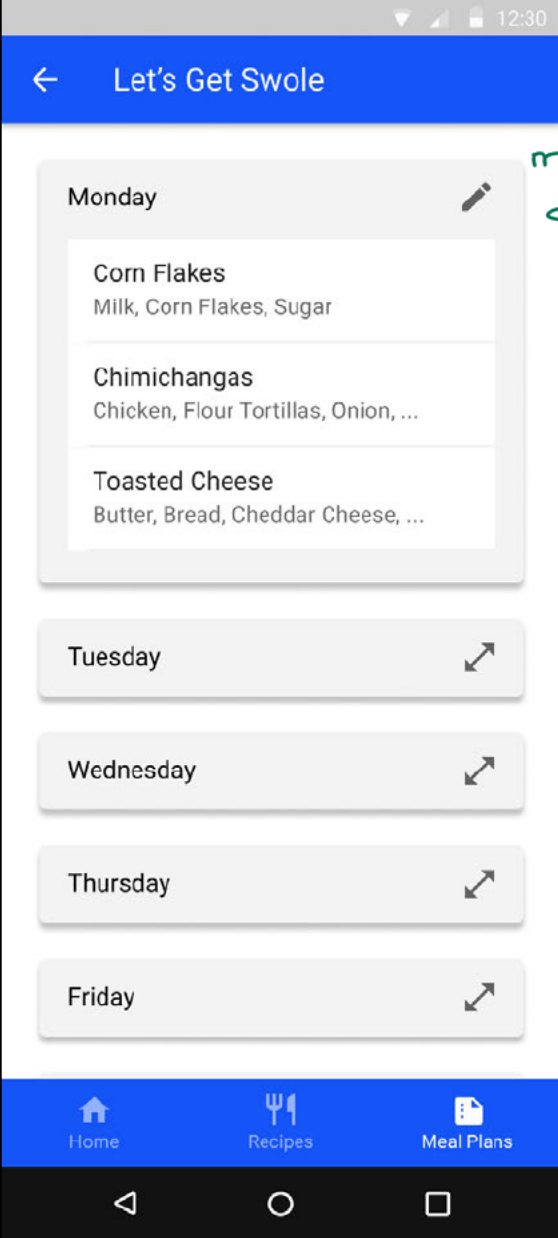


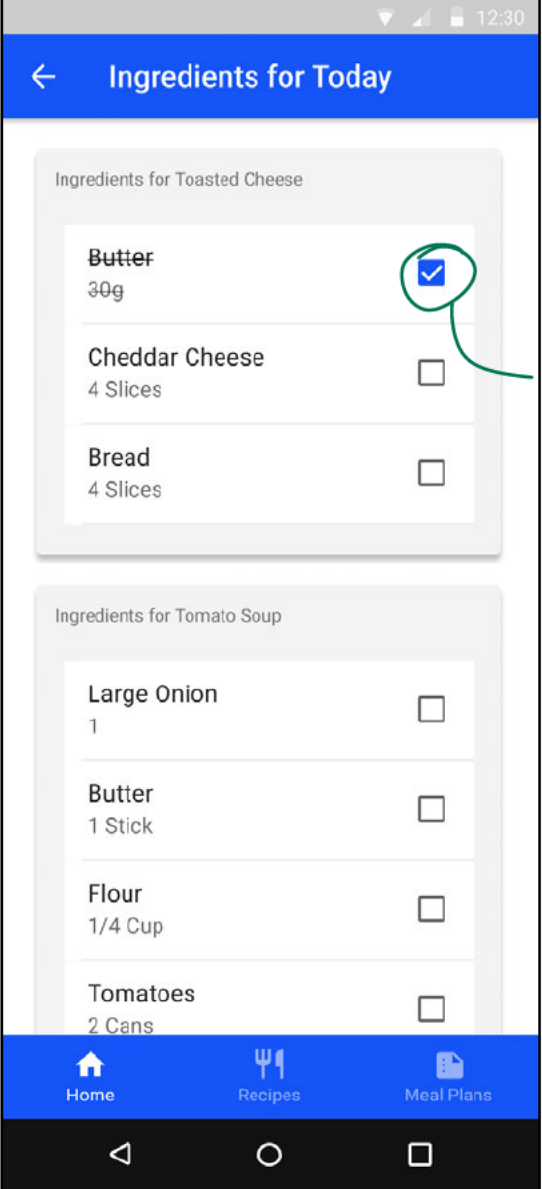


extends from list of meal plans (B0700) ✓

Use Case ID	Use Case Name	
B0400	Remove Meal Plan ✓	
Primary Business Actors		Other participating Actors
User		None
Description	The user can delete a meal plan. ✓	
Pre-Conditions	A meal plan has been generated by the user (B0100) and the generated meal plans are listed on-screen (B0700). ✓	
Triggers	The user selects the "Remove Meal Plan" button next to the desired meal plan. ✓	
Post-Conditions	The specified meal plan is deleted and the remaining meal plans are listed on-screen (B0700). ✓	
Basic Flow of Events	<ol style="list-style-type: none"> 1. A message from the system asking the user to confirm their choice appears. 2. The user accepts to finalise the deletion of the meal plan. 3. The system deletes the specified meal plan. ✓ 4. <i>Return to B0700</i> 	
Alternate Flow of events	<ol style="list-style-type: none"> 2.1 The user selects "Cancel". 2.2 The meal plan is not deleted by the system. 2.3 <i>Return to basic flow # 4</i> 	
Initial UI design		

extend to B0500 (recipe)
from B0700

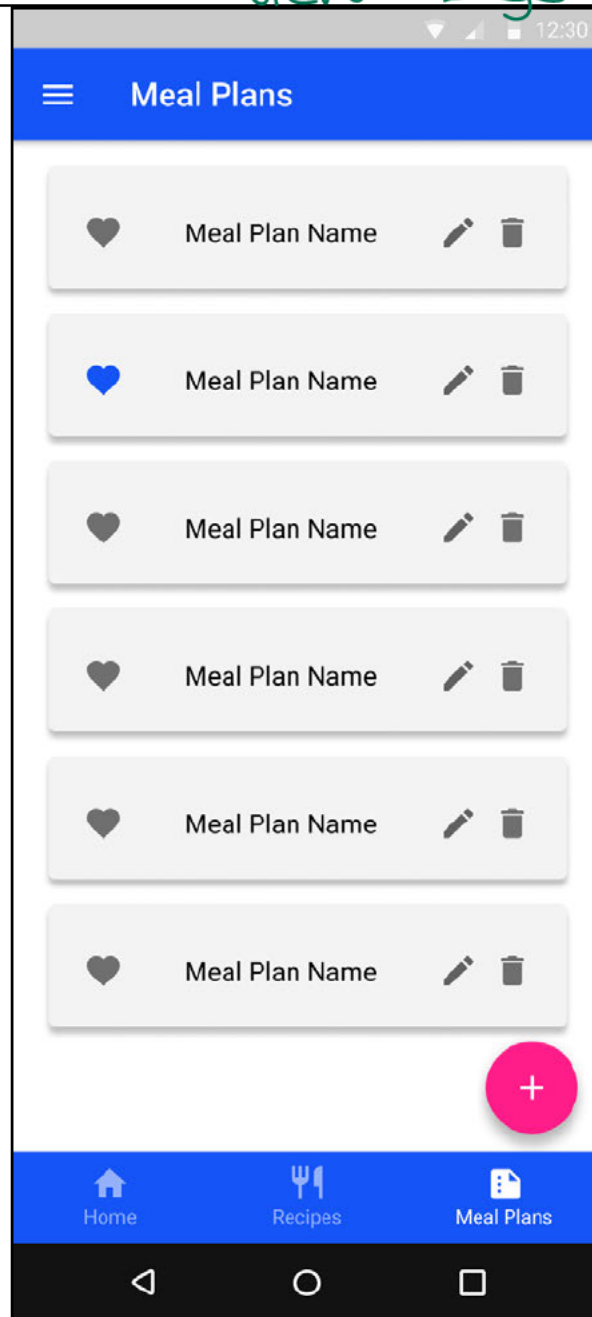
Use Case ID	Use Case Name	
B0500	View Meal Plan ✓	
Primary Business Actors		Other participating Actors
User		None
Description	A generated meal plan and all the recipes it contains can be viewed. ✓	
Pre-Conditions	A meal plan has been generated by the user (B0100). ✓ # user on B0100 screen	
Triggers	The user selects a specific meal plan from the list of available plans.	
Post-Conditions	The details of the specific meal plan are displayed on the screen. ✓	
Basic Flow of Events	1. The details for the selected meal plan are displayed on the screen by the system.	
Alternate Flow of events		
Initial UI design		
	missing attributes: assigned	

Use Case ID	Use Case Name	
B0600	Display Ingredients ✓	
Primary Business Actors		Other participating Actors
User		None
Description	The ingredients needed to make all the recipes in a meal plan for a specific day can be put into a list for the user to use when shopping. ✓	
Pre-Conditions	The user is on the landing page of the system and a meal plan has been assigned (B0200). ✓	
Triggers	The user selects the 'Display Ingredients' button. ✓	
Post-Conditions	A list of the required ingredients is displayed on the screen. ✓	
Basic Flow of Events	1. All the ingredients required for the associated meal plan are listed on-screen by the system. ✓	
Alternate Flow of events		
Initial UI design		
	<p>Name ✓ Quantity ✓ unit ✓</p> <p>I have/don't have boolean is not being stored</p>	

Extends to Edit B0300 ✓
 (DESIGN) View B0500 ✓
 Add B0100 ✓
 Remove B0400 ✓

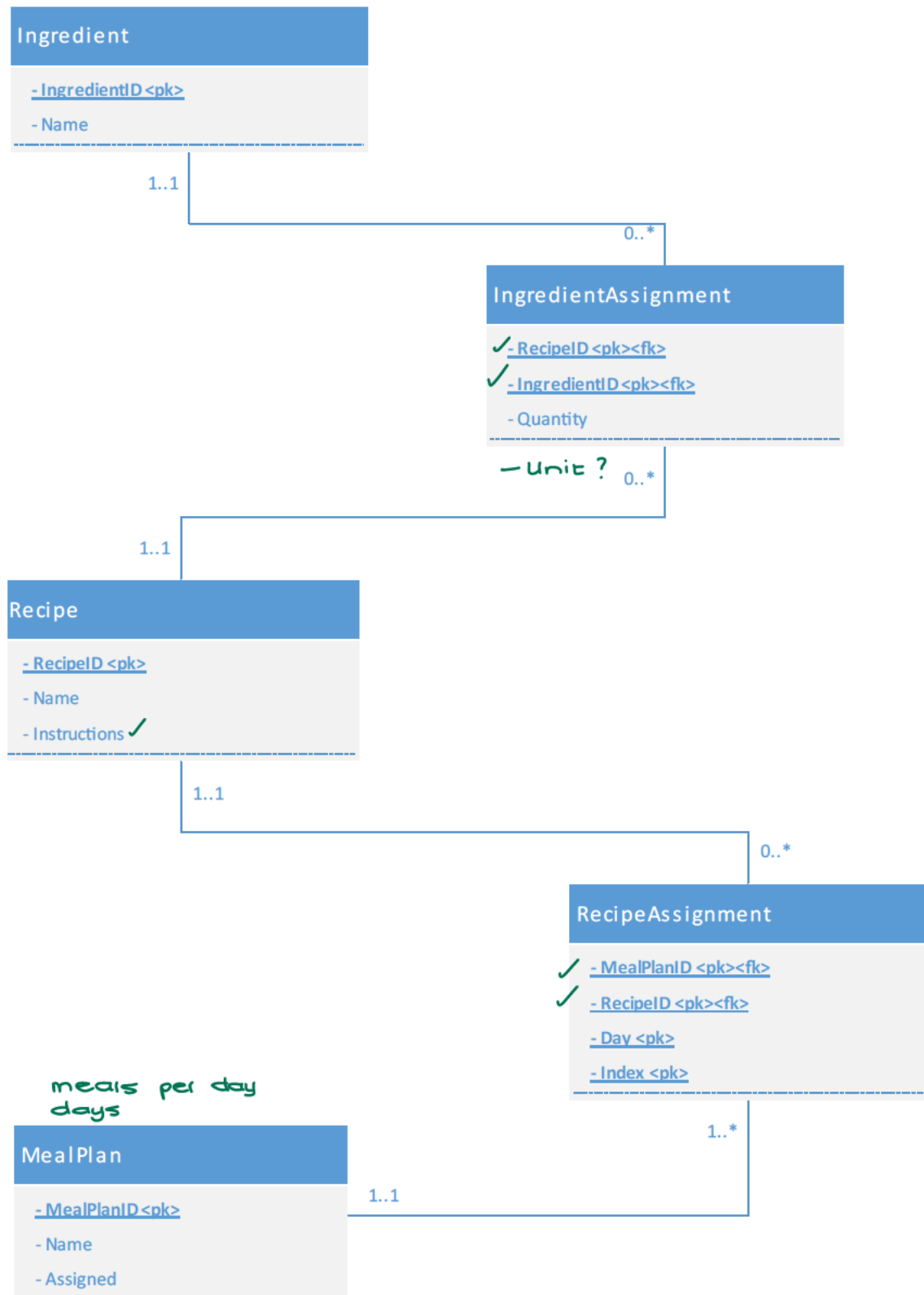
Use Case ID	Use Case Name
B0700	List Meal Plans ✓
Primary Business Actors	Other participating Actors
User	None
Description	A list of all the user's created meal plans are shown on the screen. ✓
Pre-Conditions	None, however an empty screen will be shown if no meal plans have been generated (B0100). ✓
Triggers	The user selects the 'Meal Plans' button. ✓
Post-Conditions	A list of the user's created meal plans is displayed on the screen. ✓
Basic Flow of Events	1. A list of all the user's created meal plans is shown on the screen by the system. ✓
Alternate Flow of events	Select Edit → go to B0300 View → go to B0500 etc.

Initial UI design



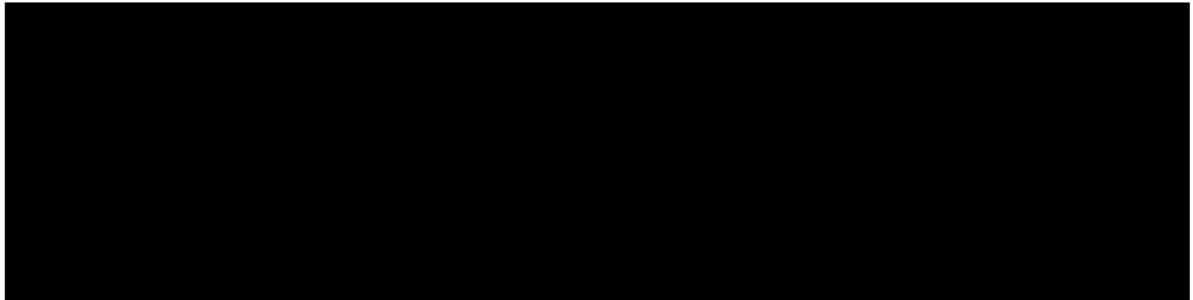
3 DATA REQUIREMENTS

Implementation Ready Class Diagram



Module code: WRRV301

We,



hereby declare that this submission is our own, original work.

We further declare that:

1. No part of this submission has been copied from another person/group,
2. We did / did not work with another person/group on this submission,
3. We acknowledged all consulted sources in the text and submitted a list of references, and
4. Parts without references are entirely our own work
5. That we have all equally contribute to the work or as indicated in the contribution % above.

(Delete any of the above if not applicable)

We understand that, should this declaration be false, we may be charged with academic



