Group Project Description

CSE3310-002

***Study Buddy Studios*** (Group 4)

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Sous-Chef

An executive chef runs the kitchen while the sous-chef fills in as the perfect support to make sure all the ingredients and food are prepared. Our vision for this project is that this relationship will transfer over to the relationship between the user and the app. The user/customer becomes the executive chef, deciding which ingredients they want to use or finding what dishes they want to make while the app, Sous-Chef, goes out and finds the dishes that can be made from the user’s chosen ingredients. The user may utilize this app in order to widen their options from numerous dishes, ease the process of finding the right ingredients, and to help maintain their diet. Our app, Sous-Chef, hopes to improve efficiency of finding ingredients, food organization, and dependability for the greatest satisfaction for our customers.

Another problem this app tries to solve during these times is to limit or prevent the chance of spreading COVID-19. Instead of possibly getting the coronavirus by going to a grocery store, customers may use this app to have ingredients delivered right to their doorstep. In addition to providing safety to our customers, Sous-Chef also helps users stay organized with their diet using its schedule feature to plan out meals for the week. We believe this will better prepare users for cooking activities and suggest new meals they can try out.

The functions of the app include the following:

1. **Ingredient Finder:** Type in a plate you want, and the app pulls up ingredients you need.
2. **Cart:** Stores ingredients on a shopping list.
3. **Food Pantry:** Have a virtual pantry to keep up what ingredients you have.
4. **Meal Finder:** Look for plates with ingredients you already have in your pantry.
5. **Meal Prep:** Provides a calendar for users to track their meals for the week.
6. **Categories:** Users are able to search for categories of plates they desire.

Our group will be using a free API provided by Google and possibly from Jsoup. There is also an open source engine that we can utilize as a search engine for ingredients that users may request. We may also a database from Google, however it is not officially decided yet.

# **Bios**

**Javier Gamez:**

Experienced with over 3 years of programming starting from senior year in high school. Proficient in C++ and fluent in Java and C/C#. Joined the UTA Rover Team in the 2019 Fall Semester and continued for the entire school year. Has gained software development experience, specifically with embedded systems, while working in the Rover Team learning how to work well in a team and with other engineers. Also has worked on personal projects using the Unity game engine and is able to adapt and learn new technology quickly. Currently has no experience in Android Studio.

**Roger Chapa:**

Roger has always owned android products, so he is familiar with how the OS works, but he has never actually developed an Android application. As far as experience goes, Roger is somewhat familiar with the Java language as he has taken a semester of Java at TCC. In that Java class it teaches the basics of how to code and write programs, but nothing in regard to app development in Android Studio. Roger has had some experience in game development for 2D games using the Unity Engine and can see some similarities in Android Studio from Unity.

**Hunter Flory:**

Hunter brings experience with several programming languages, knowledge of programs used for image manipulation/graphic design, the ability to quickly brainstorm and implement solutions, and a commitment to getting the project done within scope and feature complete. Hunter’s experience with programming languages include Java, Python, C++, C, and C#. Hunter has also used development environments such as Visual Studios, NetBeans, and IntelliJ, along with text editors such as Vim and Notepad++. His experience with these languages and environments will prove useful in adapting to Android Studios and will offer flexibility with the approach to the project.

**Suman Poudel:**

I am Suman Raman Poudel. My major is Software Engineer. I am really excited with this Fundamental of Software Engineering since the class name matched with my major. Another reason, I am excited with this class because of cool teammates in my teams and I am confident that I will learn so many things from my group. I do not have any experience with the Android Studio. I have some experience in Java since I took 1310, C, and C++ too from class 1320 and 1325, respectively. I have learned some basic Python too.

**Maria Elena Maldonado:**

Maria is a relatively novice programmer with limited experience in C, C++, and Python. Although she has no previous experience using Android studio, Java or in Android development, she is a quick learner and will invest extra time if needed to keep up with the group.

**Meghana Guntaka:**

Meghana is a Computer Science major and has experience in C, C++, and MATLAB. Having taken four coding courses, she has attained skills in a variety of coding concepts from fundamentals taught in pre-requisite CSE 1320, to complex topics covered in prerequisite CSE 1325. She is currently taking a class on operating systems. Recently, she has delved more into high-level coding which focuses on the user experience and user interface. This will be extremely useful in app development as it is very important to ensure the smoothest and easiest experience for consumers, regardless if it requires highly complex code.