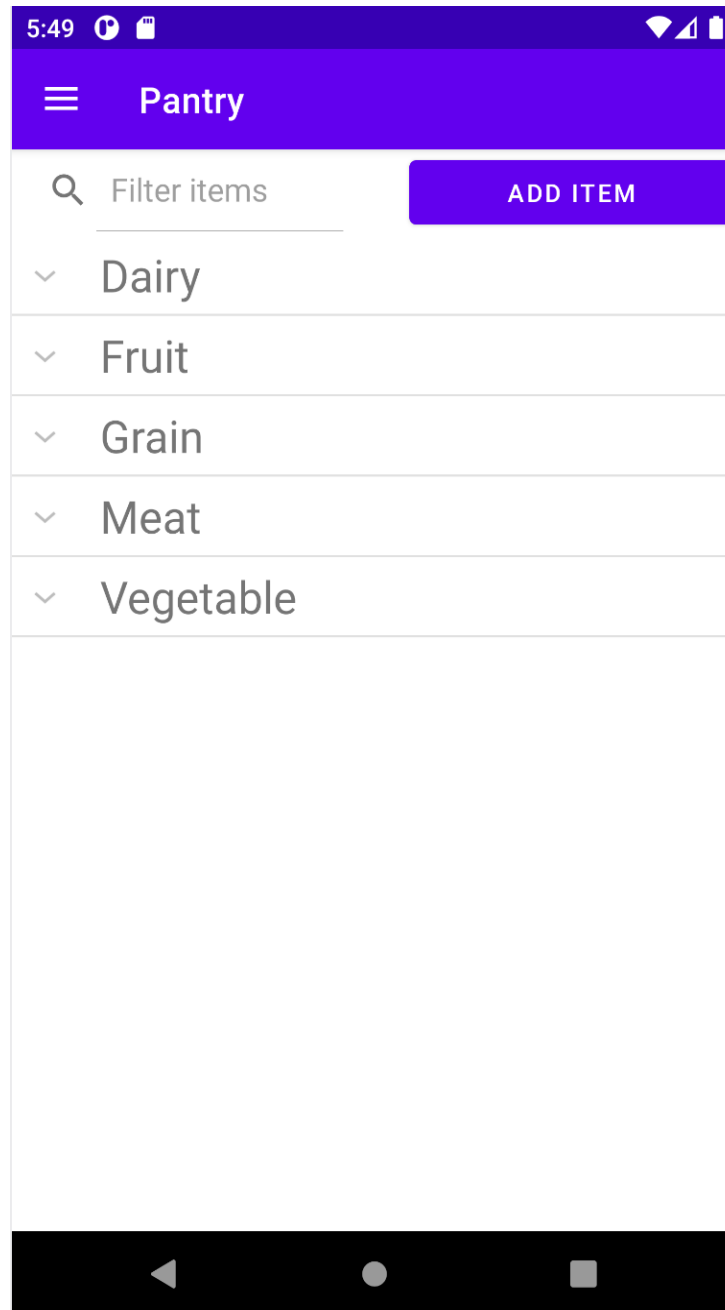


## **Pantry User Guide**

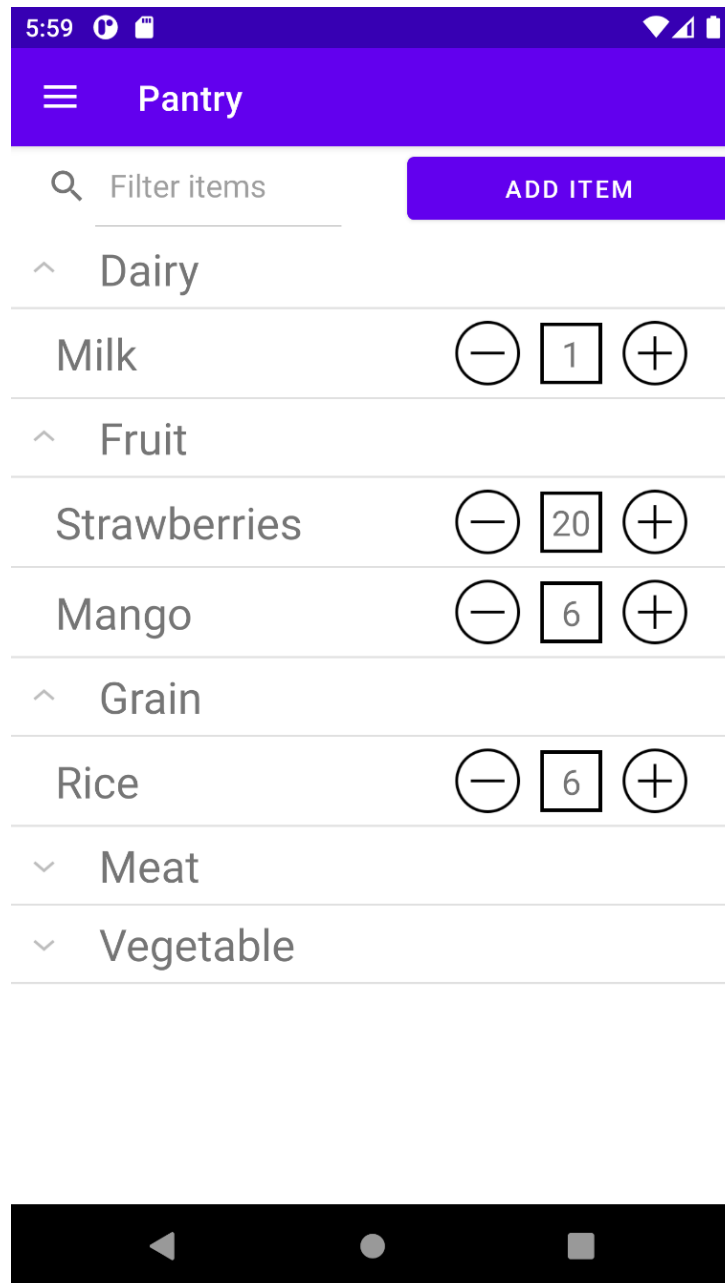
**Cole Pendergraft, Colton Lobdell, Piper Sheldon Young, Ethan Pressley, Joe Cates**

## First Opening Pantry

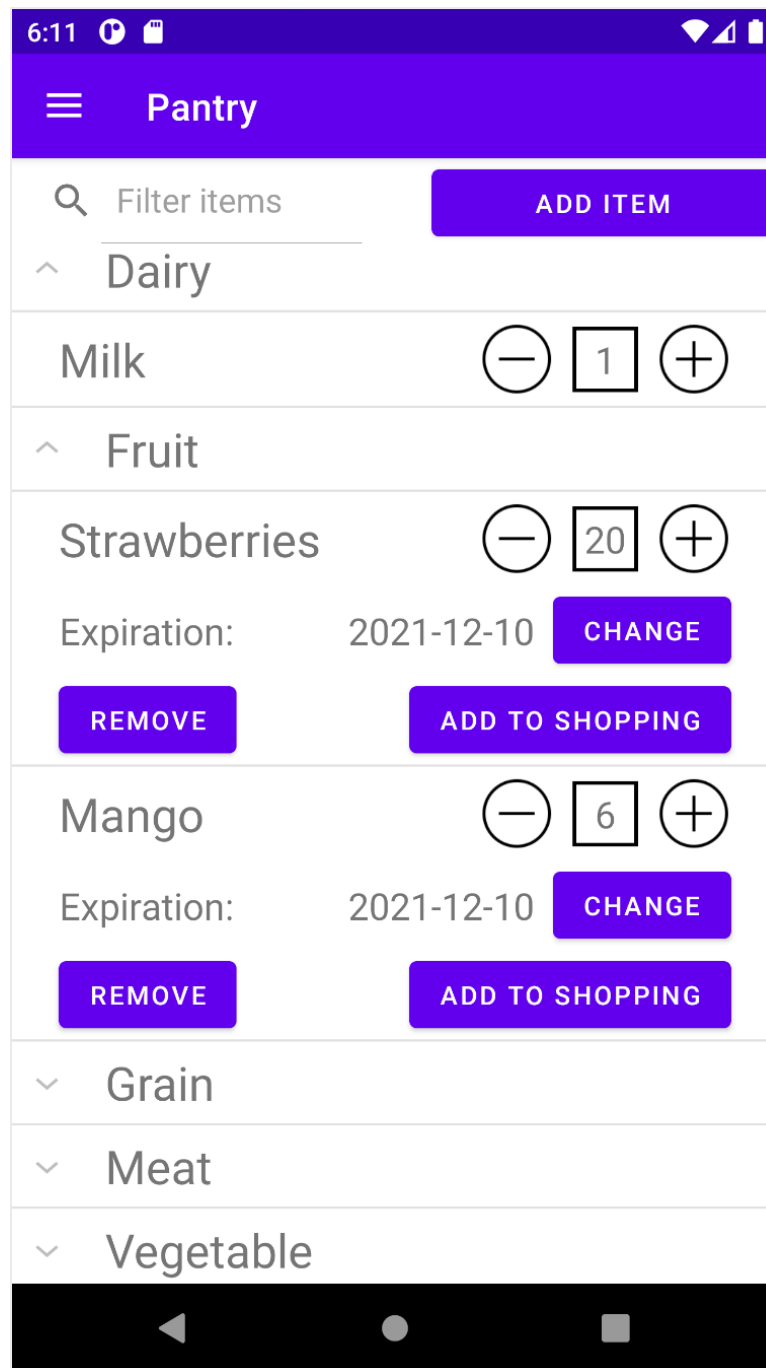
Upon first launching Pantry the user will be navigated to the Pantry List display which acts as the centerpiece of the entire application. Here users will have access to the items that they have added into their Pantry List. Presently this list is populated with some default entries for the purpose of display and demonstration.



All categories in the Pantry List display can be clicked on in order to expand them and display elements associated with the categories. Pressing either the "+" or "-" button next to each food item enables the user to manually alter the current quantity of said item in the Pantry List.

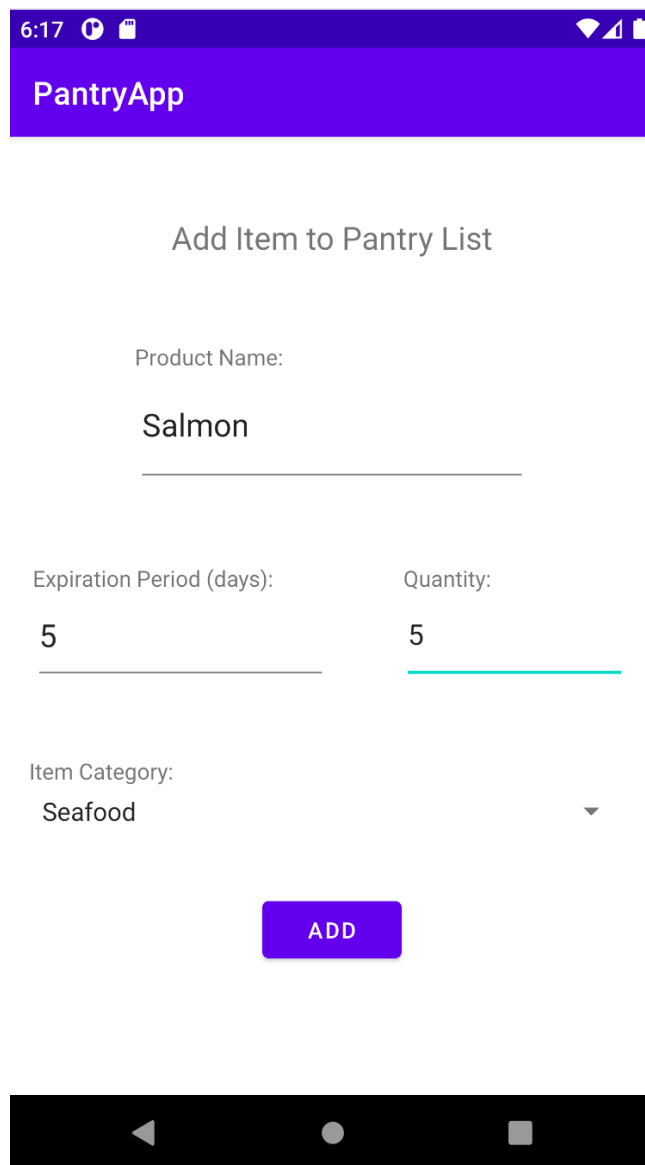


Each item within these categories can also be clicked on to display relevant information such as expiration date, as well as provide features such as the ability to remove an item from the list, alter the current expiration date, or send the item over to the user Shopping List, a feature which will be discussed further on.



## Adding Items to the Pantry List

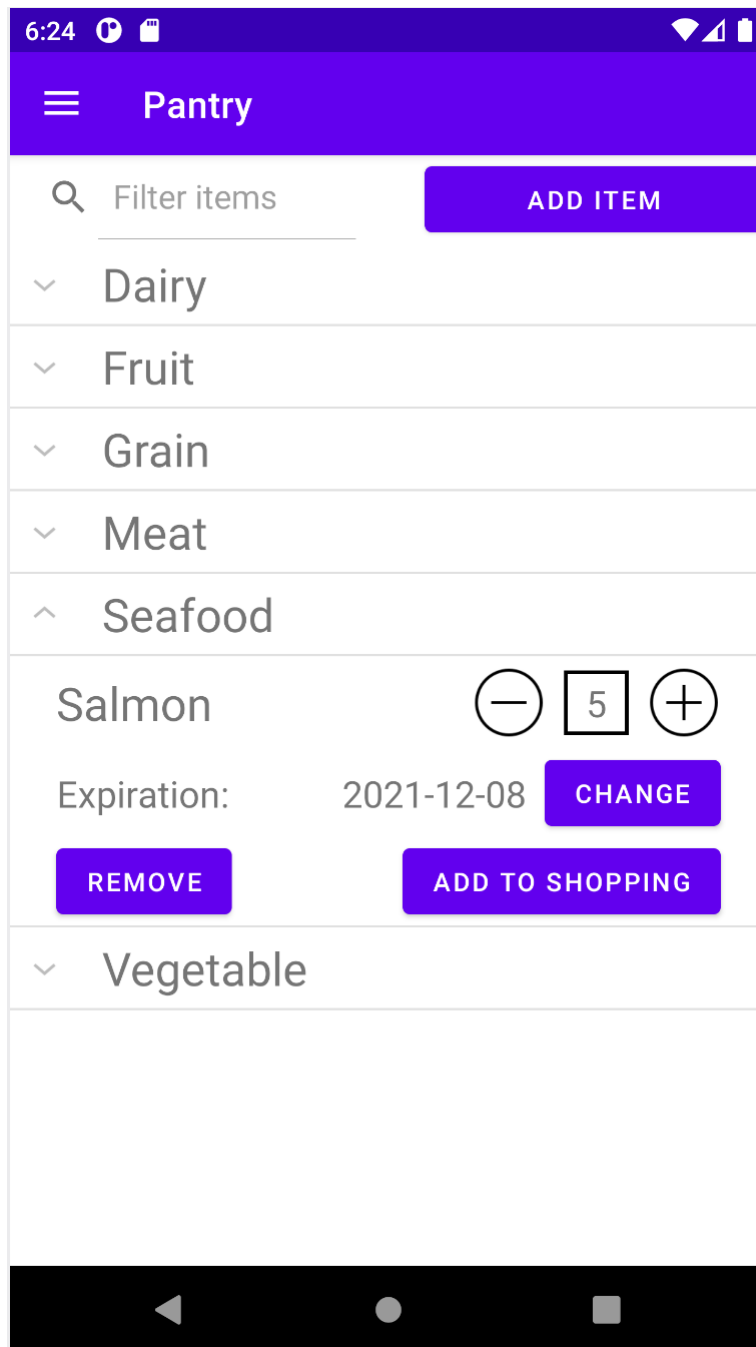
In a full-production version of this application the Pantry List display will initially be completely empty, and it will be required that users add elements into this list using the “Add Item” button in the top right of the screen. The menu opened from this button enables the user to create an “Item Profile” that holds the item name, the item quantity, the item category, and, perhaps most importantly, the item expiration period. It is important to note that this expiration period is *not* a date. Rather, it is a number that represents the shelf life of the item in question, and this value will be used in order to allow for automated processes that will be discussed later in this document.



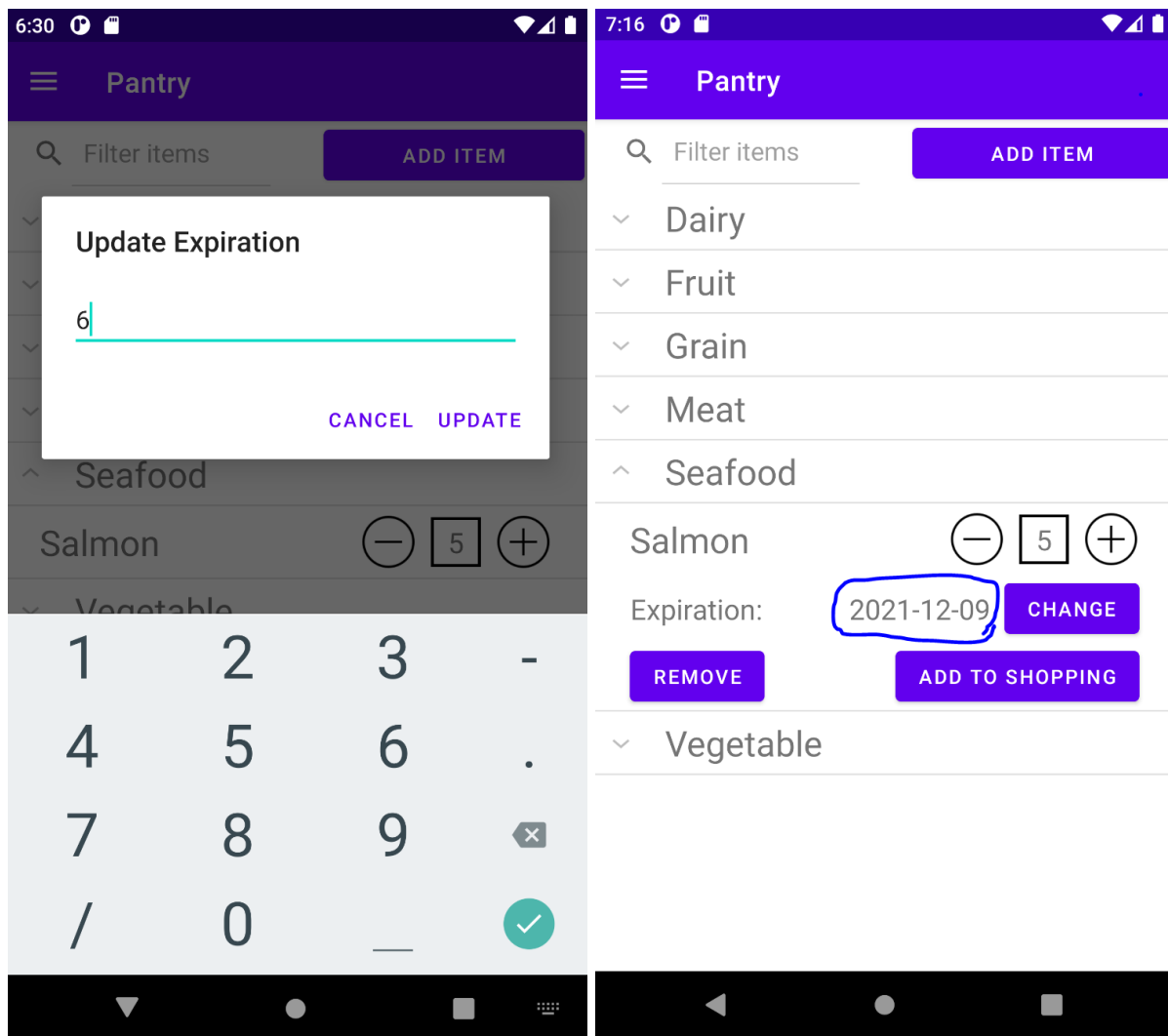
The screenshot displays the 'PantryApp' interface on a mobile device. At the top, a purple header bar contains the app name 'PantryApp'. Below this, the title 'Add Item to Pantry List' is centered. The form consists of several input fields: 'Product Name' with the value 'Salmon', 'Expiration Period (days)' with the value '5', and 'Quantity' with the value '5'. Below these is a dropdown menu for 'Item Category' currently set to 'Seafood'. A purple 'ADD' button is positioned at the bottom of the form. The device's status bar at the top shows the time as 6:17 and various icons. The bottom of the screen features a black navigation bar with standard Android navigation icons.

Field	Value
Product Name	Salmon
Expiration Period (days)	5
Quantity	5
Item Category	Seafood

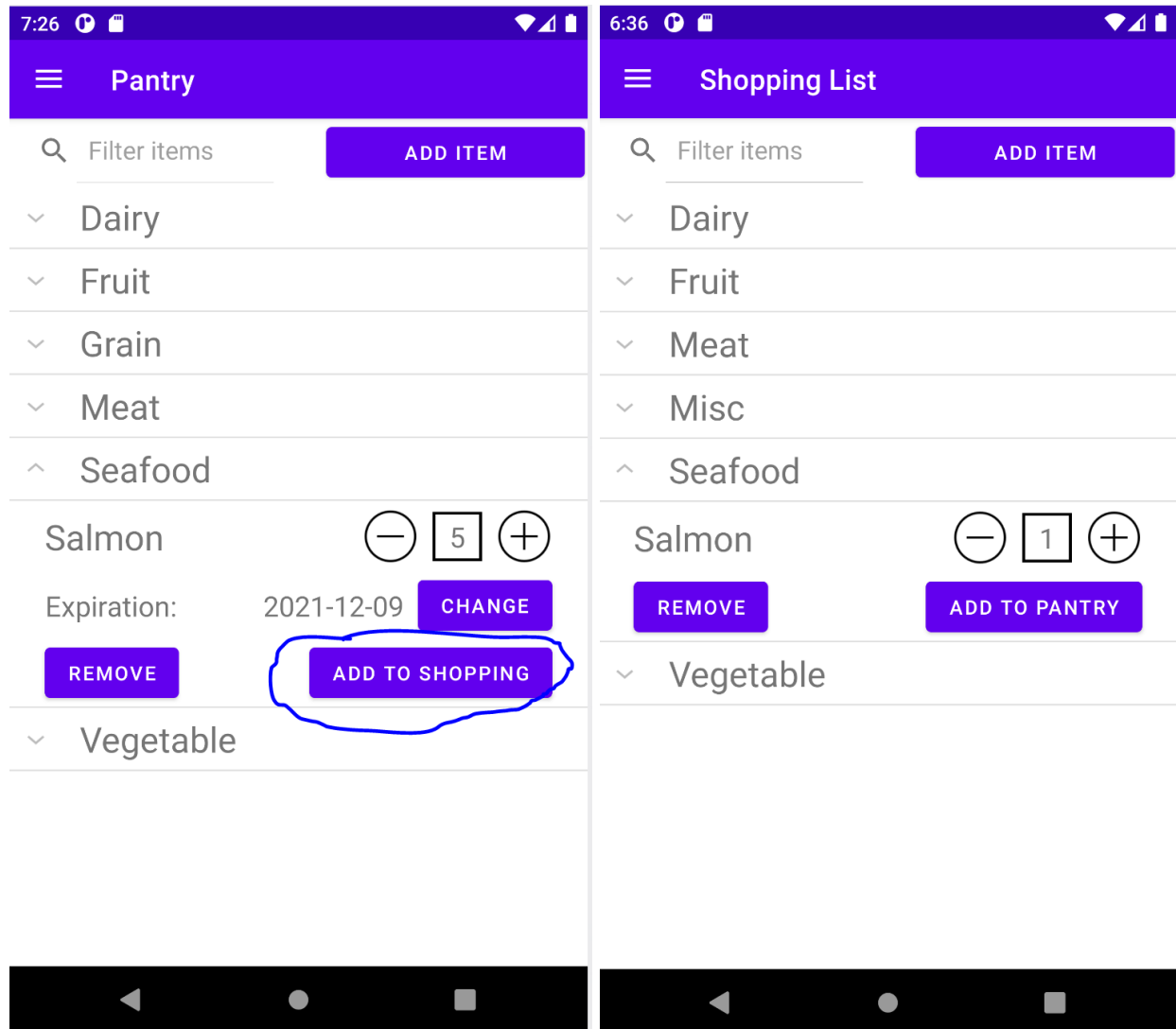
Selecting the “Add” button from this menu causes two things to happen: 1. The item in question will be added into the Pantry List display in the category specified and 2. An item profile will be created for the item in question, storing the expiry period, name, and category information.



If the user would like to, they may adjust the expiry date at any point by selecting the button labeled “Change” next to the item date. Doing so will open up a window requesting a new expiry period. Once again, this field is seeking a number representing the number of days the item can sit on a shelf. Presently, the Salmon just entered into the list is set to expire on December 8, as it was given a shelf-life period of 5 days and the day of entry was December 3. However the user can select the “Change” button and update that shelf life period to, say, 6 days, and this date will update to December 9 in concordance with the new expiry period.



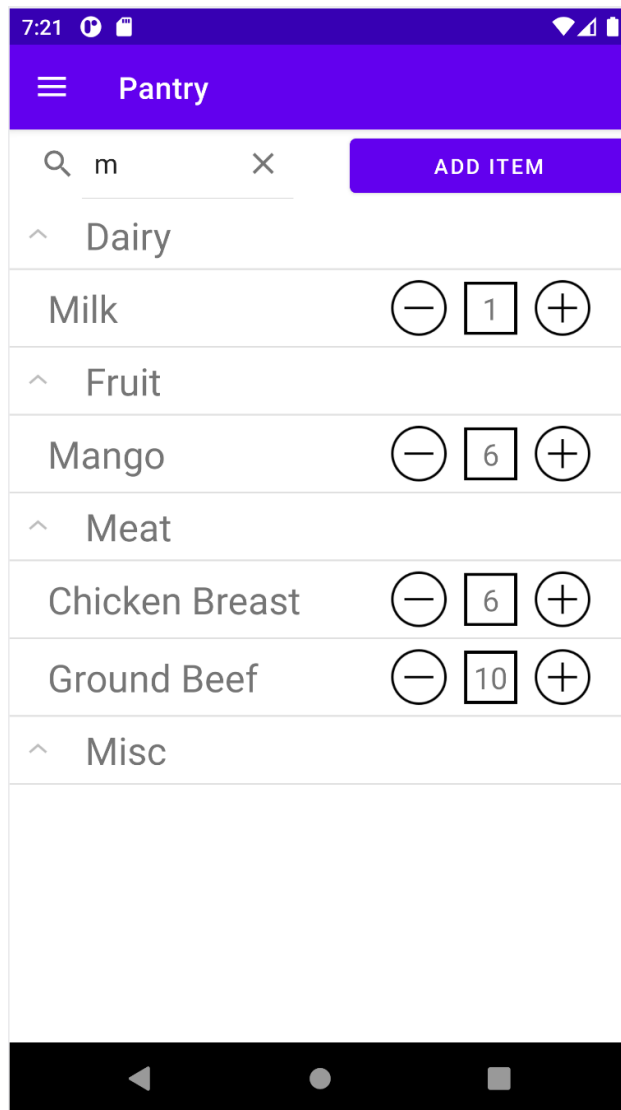
If the user chooses to select the “Add to Shopping” button, a copy of the item will be created in the Shopping List display with a quantity of 1. This item will *not* be removed from the current Pantry List. If the user would like to remove an item from either list they need only select the “Remove” button attached to each item. This remove feature will not delete the item profile, just simply remove the item being displayed. The item profile is stored in the backend of the system and can never truly be deleted.





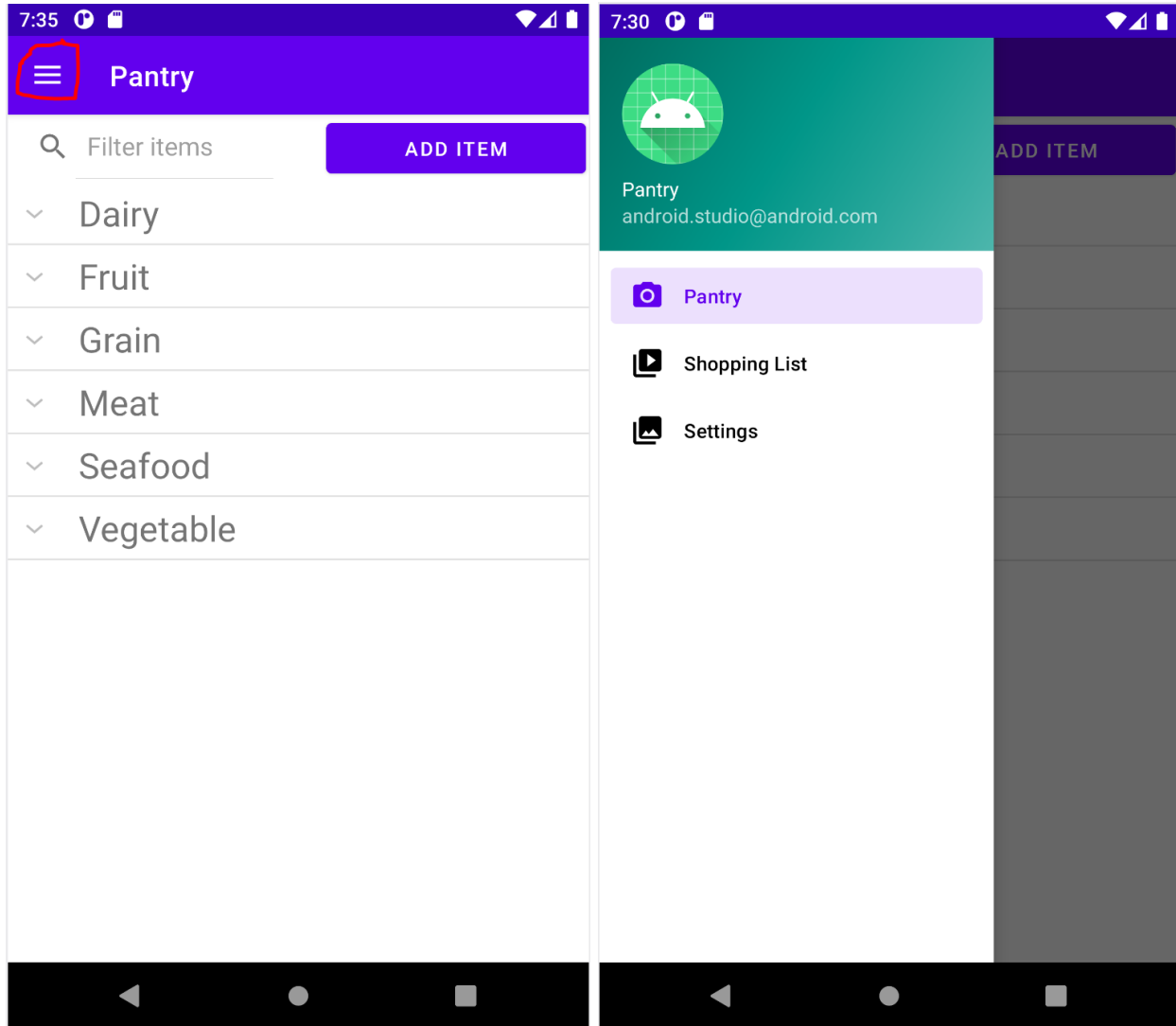
## Filtering the Pantry/Shopping List

The following information pertains to both the Shopping List and the Pantry List as the filtering functionality is identical for both. Using the search bar in the top left corner of the screen will enable users to filter the items displayed in the list. This bar will search for both categories similar to the search query as well as distinct items similar to the search query. For example, searching the letter "m" will return not just the categories "Meat" and "Misc", but also the food items "Mango" stored in the "Fruit" category and "Milk" stored in the "Dairy" category. This search field is not case-sensitive and will also automatically expand returned categories.



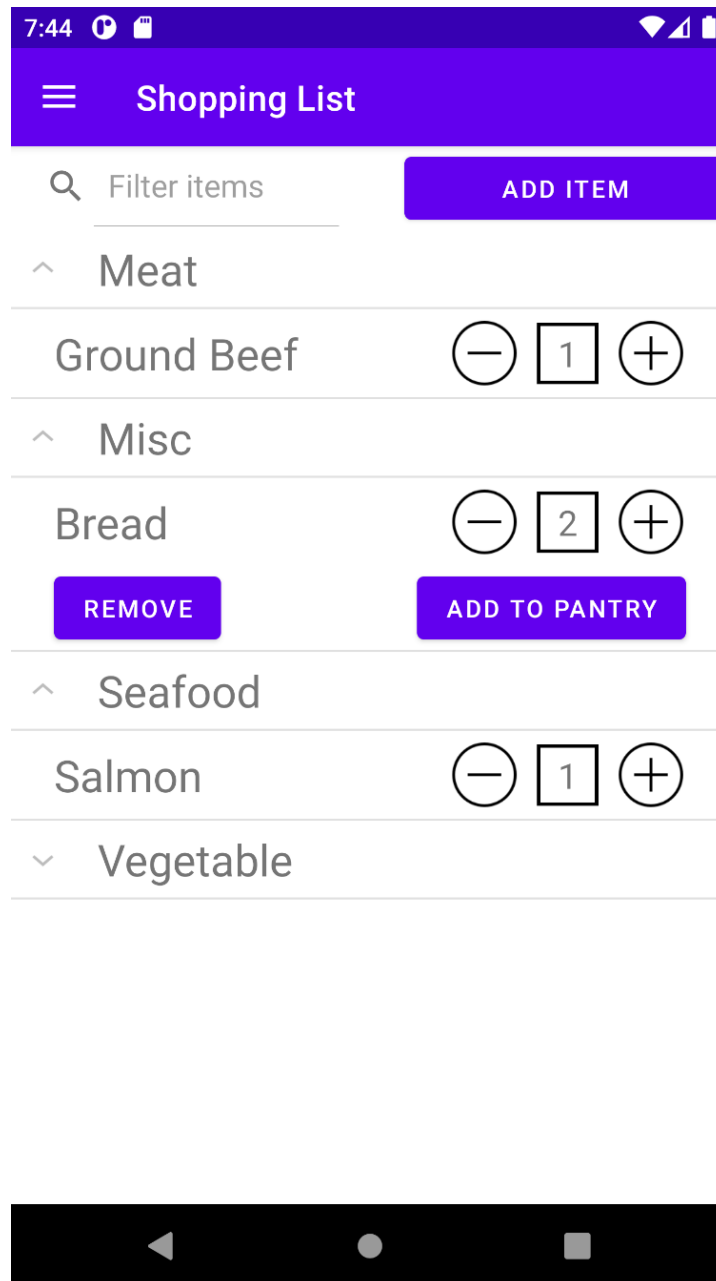
## Navigating the Application

In order to navigate to other views of the application the user need only select the button in the very top left corner of the page, the icon that looks like three parallel horizontal lines. Selecting this will open a navigation drawer on the left side of the screen that enables navigating to other views. For now let's navigate to the Shopping List view and cover the differences between the Shopping List and the Pantry List.

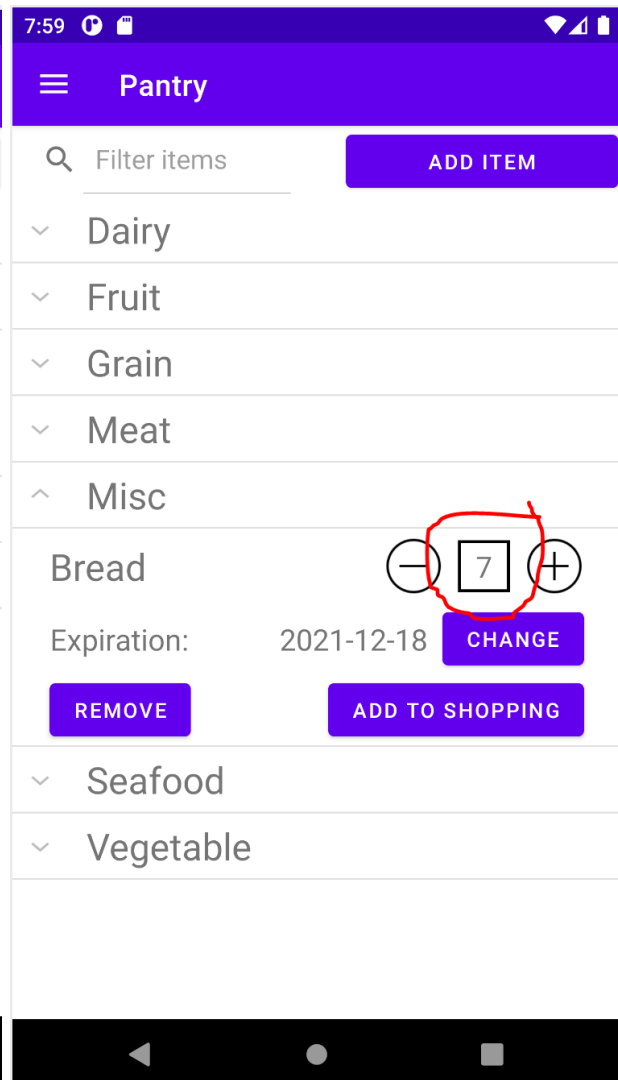
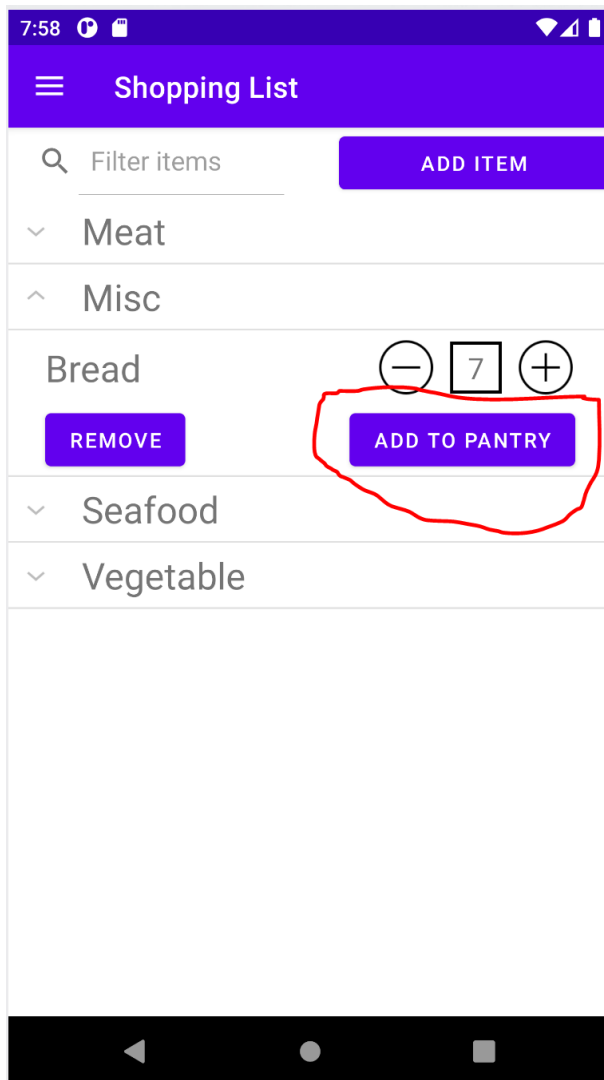


## The Shopping List - An Overview

The Shopping List is the location where the user can find items that have expired and need to be repurchased or items that the user would like to purchase in the future. The Shopping List display itself is nearly identical to the Pantry List, where categories are displayed on the screen and selecting a category displays the relevant items in said category. Clicking on the food item itself is slightly different, however, as the Shopping List does not need to store date information, so these food items only have buttons attached for removal and transitioning the item to the Pantry List.



Selecting the “Remove” button does exactly what it seems, the item is removed from the Shopping List. If the item in question is not already in the Pantry List, selecting the “Add to Pantry” button will add the item in question to the Pantry List, this time with the quantity specified next to the item rather than just a quantity of 1.



## Adding Items to Shopping List

Adding items to the shopping list takes a bit of a different form, as the “Item Profile” for each food item should have already been created, but there is a special case if this is not true. Pressing the “Add Item” button opens up another menu requesting the user to enter an item name and an associated quantity, and clicking the “Add” button will do one of two things. If an item profile already exists for the item trying to be added, as it should with any item that has already been added to the Pantry List, then the item will be simply entered into the Shopping List with the associated quantity as shown below.

The image displays two side-by-side screenshots of the PantryApp interface, illustrating the process of adding items to a shopping list.

**Left Screenshot (PantryApp):** This screen shows the "Add Item to Grocery List" form. It features a header bar with the title "PantryApp". Below the header, the text "Add Item to Grocery List" is displayed. The form includes two input fields: "Product Name:" with the value "Milk" and "Quantity:" with the value "10". A blue "ADD" button is located at the bottom of the form.

**Right Screenshot (Shopping List):** This screen shows the "Shopping List" interface. It features a header bar with the title "Shopping List" and a hamburger menu icon. Below the header, there is a search bar labeled "Filter items" and a blue "ADD ITEM" button. The main content area displays a list of categories: "Dairy", "Meat", "Misc", "Seafood", and "Vegetable". The "Dairy" category is expanded, showing a list of items. The first item is "Milk", which has a quantity of "10" displayed next to it. Below the item name, there are two buttons: "REMOVE" and "ADD TO PANTRY".

However, if the item being added has never had a profile created before, then selecting the “Add” button will bring up a secondary window requesting that the user add the information necessary to create a profile for the item.

The image displays two side-by-side screenshots of the PantryApp interface, showing the process of adding a new item to a grocery list.

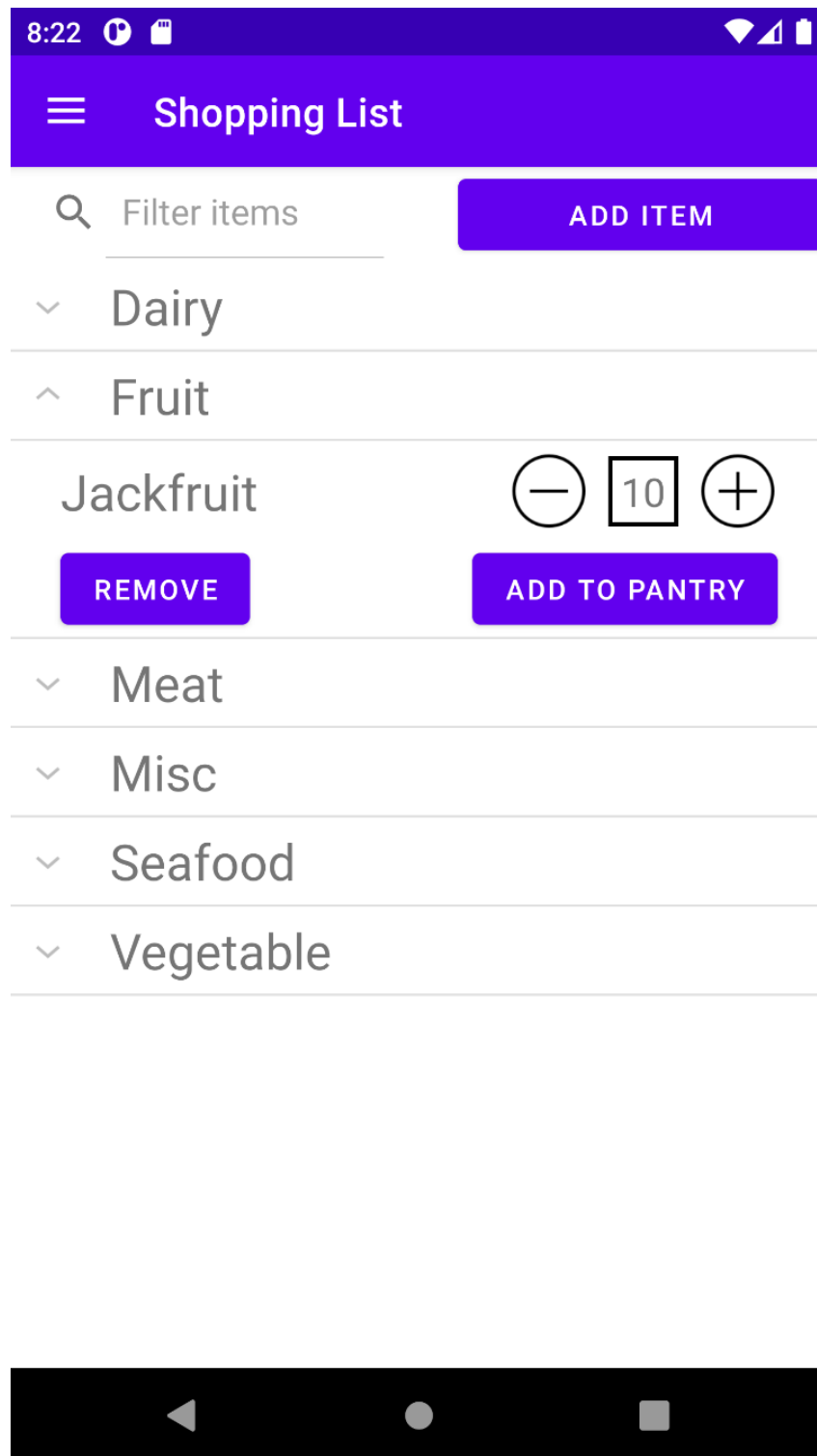
**Left Screenshot (Initial Add Screen):**

- Title Bar:** PantryApp
- Header:** Add Item to Grocery List
- Form Fields:**
  - Product Name:** Jackfruit
  - Quantity:** 10
- Action:** ADD button

**Right Screenshot (Profile Creation Screen):**

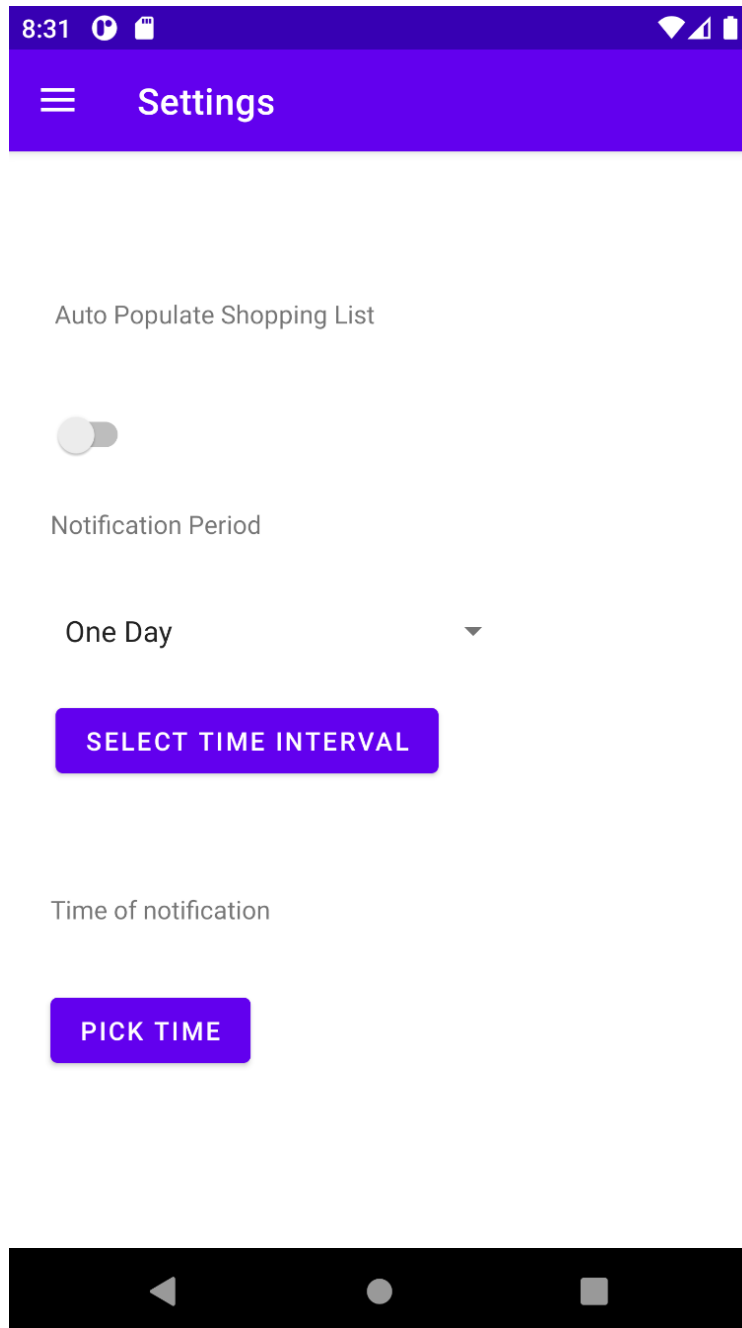
- Title Bar:** PantryApp
- Message:** It seems you have not created a profile for this item, please fill out the following fields.
- Form Fields:**
  - Product Name:** Jackfruit
  - Expiration Period (days):** 10
  - Item Category:** Fruit (dropdown menu)
  - Quantity:** 10
- Action:** ADD button

Pressing the “Add” button on this new page, after adding the relevant information, will both create an item profile for the item in question as well as add said item into the Shopping List.



## The Settings Page

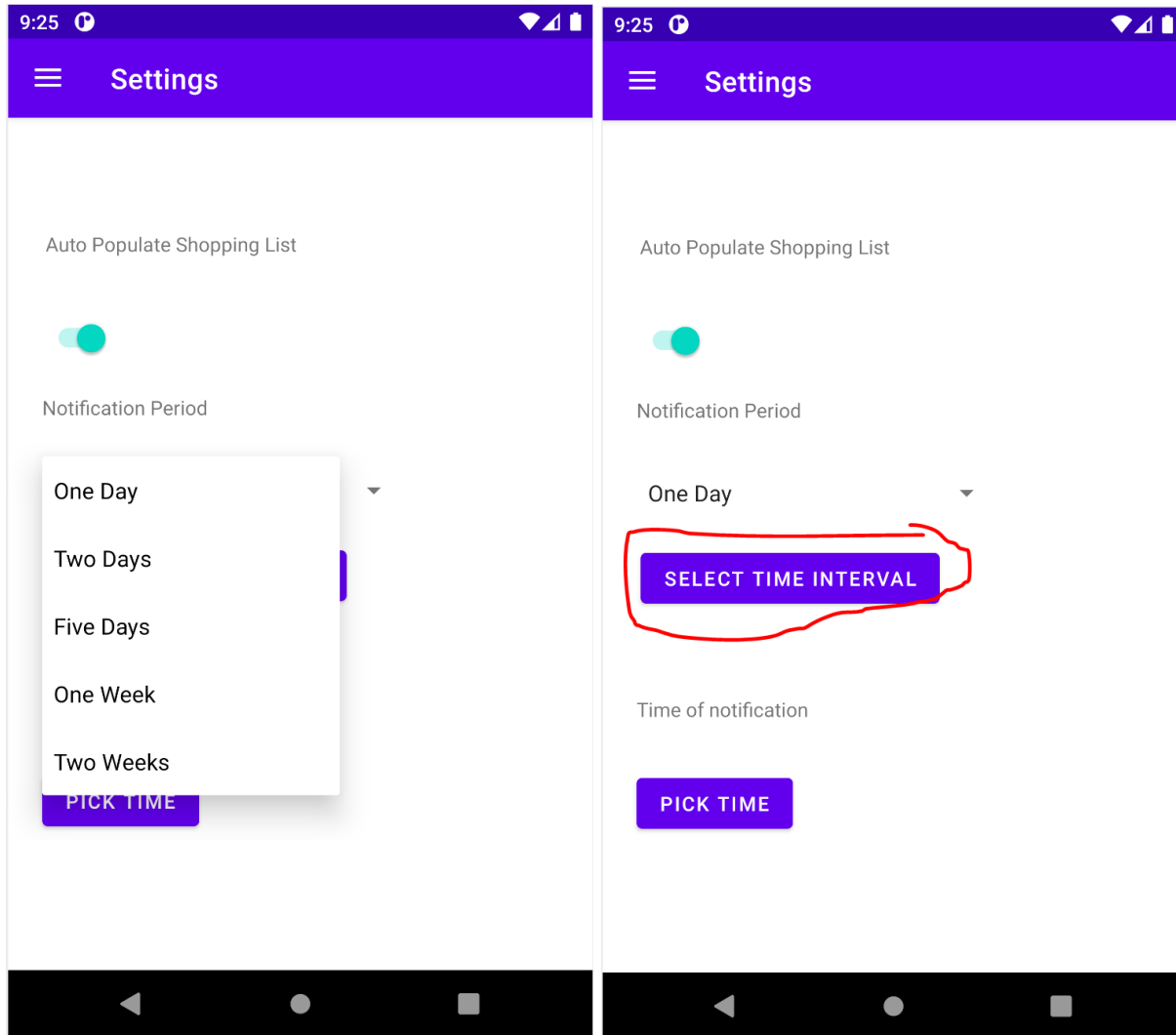
The final page of the application is the settings page, where the user has the option to disable or enable Shopping List Auto-Population and schedule when they would like to receive notifications from the application. The auto-population feature will be covered last as it relies on the functionality of Notification Scheduling to work.



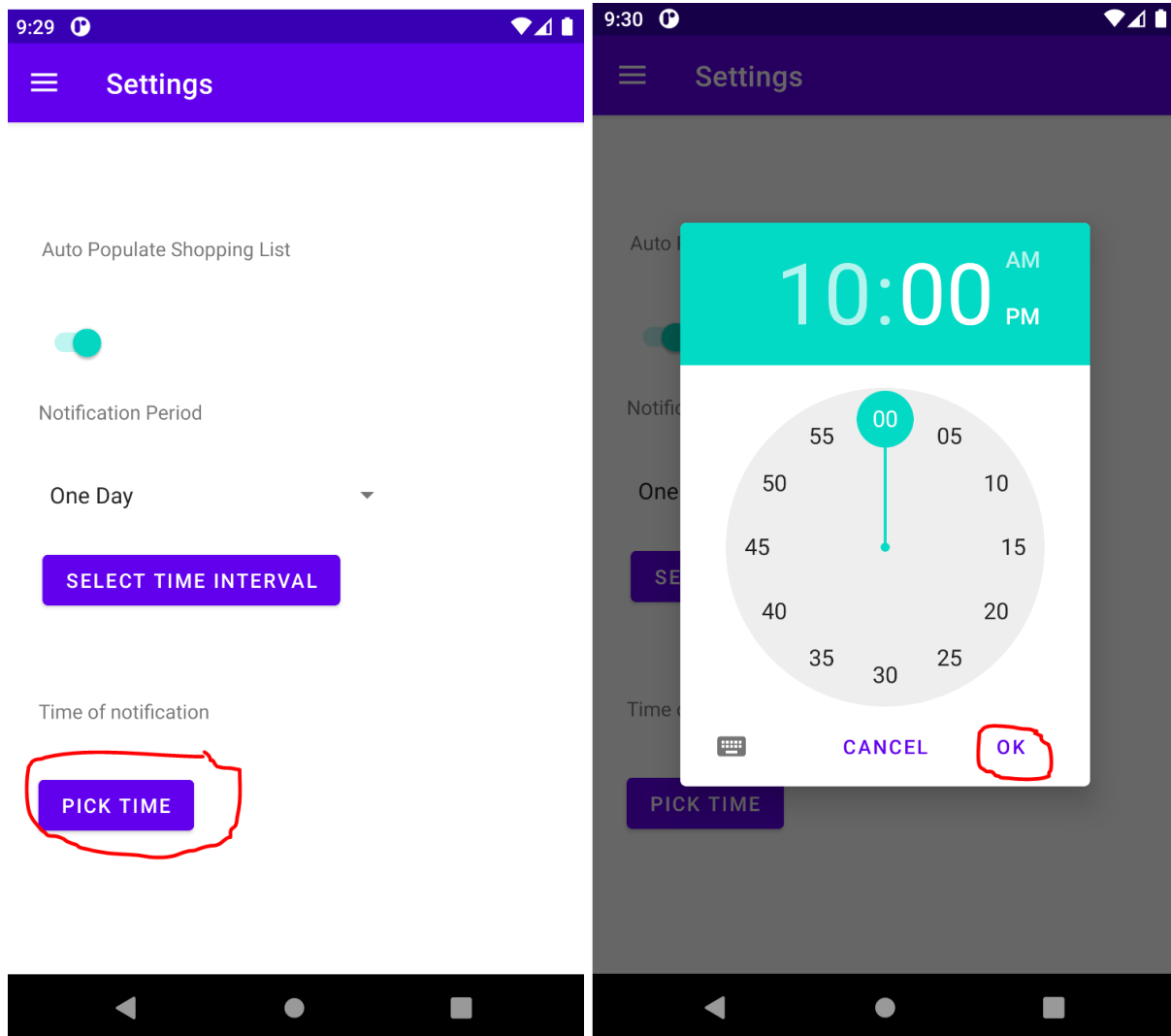


## Notification Scheduling

The “Notification Period” setting enables the user to determine how far in advance they should be notified of an item’s impending expiration. To do so, click on the drop down menu and select one of the options. After doing so, simply tap on the “Select Time Interval” button, and the system will update to the selected notification period, and notify the user x days in advance of an items’ expiry depending on the selected period.



The user also has the option to schedule a time in which notifications will be sent to the phone by selecting the “Pick Time” button. Doing so opens up a clock widget that the user can use to schedule a specific time, and pressing the “OK” button will set this time in the system.



## Auto-Population and Notifications

The Auto-Population function is designed with restaurants and other cyclical food-buying organizations in mind, as it automatically adds items in the Pantry List to the Shopping List if the items' expiration date matches the current date. This feature and the notification system are both difficult to demonstrate in static images, so in order to test the functionality the user is encouraged to do the following: Turn on Auto-Population, and add one item into the Pantry List with a best-by period of 1 day. Add a second, different item into the Pantry list with a best-by period of 2 days. Use the settings menu to set the notification period to one day, and the user can set the notification time for whenever they'd like. The following day at the scheduled time, the user will 1. Receive a notification that one of the items is going to expire in one day and 2. The item that initially had a best by period of 1 day will now have its quantity in the Pantry List set to 0, and will be added to the Shopping List with a quantity matching the initial quantity. The notification will look something like the image below.

