

CS 4720 - F17 - Final Project Proposal

Device Name: Albemarle Platform: Android

Name: Cristopher Serrano Computing ID: cas5tu

Name: David Clark Computing ID: dc7hk

App Name: Bite Builder

Project Description:

Our app, Bite Builder, will provide a place to organize what a user will eat during the week along with monitor what a user should buy in the grocery store in order to make the meals. The app will create meals that are what a user should shopped for at the grocery store so a user utilizes all the ingredients and does not have to let them go to waste. Along with planning your meals, it will keep track of your weekly calorie, protein, fat, and carbohydrate intake.

What we propose to do is create an app that will do the following:

- The system shall allow a user to make up a week-long meal plan
- The system shall allow a user to tell you what food you should buy in the grocery store
- The system shall allow a user to have and create meal recipes
- The system shall allow a user to add recipes to their favorite list and have a collection of their favorite recipes
- The system shall email users to remind them to add meals to their week long recipes

We plan to incorporate the following features:

- Camera – to add to the food recipes.
- We will use SQLite as our backend to store the meals for the week
- We will use Firebase to hold our meal recipes
- Data storage using key/value pair storage - We will store the user's id and their password for easy log in
- Web service to take in nutrition info from restaurants if you eat out or something

Wireframe Description:

Our wireframe shows the basic layout we are envisioning for our app. After the launch screen appears, the user will start creating their own profile through a series of different activities asking them questions about what they want their diet to be. Once the profile is created, each activity within the app will be blank at first and hold information on what each screen does along with point to where the user needs to go to begin creating their meal plan.

User in order to get started click the new button which is indicated by an arrow in the meal plan activity. Once they have clicked on NEW, they will have a selection of meals to choose from for the week. Once the meals are chosen, the user will be directed back into the meal plan and each activity will be populated with the information corresponding with the meals chosen. In the grocery activity page, there will be a list of ingredients need to make the meals for the week. Favorites will only contain the meals that a user has marked, otherwise will remain empty.