

A My Recipes app

Introduction:

A my recipes app is a website where user can find different food recipes.

User can share their delicious recipes to the world by adding them on this website with images of such recipe.

This website will help end user to prepare delicious food by following the recipes.

List of Features:

- 1) Menu of existing recipes.
- 2) User can see all recipes.
- 3) About Us information page and Contact Us for reach us address.
- 4) Can Select from Menu to see Menu Dish Details.
- 5) Redirected to home if URL does not match.

These are the basic features of the recipe website which could be extended.

User can logins as a admin or users in order to proceed.


Admin has a privilege to delete recipes only he can authentic data.

User can add new recipe, upload a photo of end-product, or choose recipes from menu to view.

Market survey:

React recipe box: React recipe box have features like: CRUD operations support. Adding new recipe, editing current recipe, and deleting by the end users. It also provides list of existing recipes for end users to view. Some of these features are similar to my Recipes app website features.

Design and Prototyping:

| Your Project Group | Design Artifacts |
|---|--|
|  | <ul style="list-style-type: none">• How do we express early design ideas?<ul style="list-style-type: none">– No software coding at this stage• Key notions<ul style="list-style-type: none">– Make it fast!!!– Allow lots of flexibility for radically different designs– Make it cheap– Promote valuable feedback |

Prototype Dimensions:

- 1. Representation
 - How is the design depicted or represented?
 - Can be just textual description or can be visuals and diagrams
 - 2. Scope
 - Is it just the interface (mock-up) or does it include some computational component?
 - 3. Executability
 - Can the prototype be “run”?
 - If coding, there will be periods when it can’t
 - 4. Maturation
 - What are the stages of the product as it comes along?
- Revolutionary - Throw out old one
Evolutionary - Keep changing previous design

Terminology:

- Low-fidelity prototype
 - Far from final form of system, such as paper, drawings, etc.
- High-fidelity prototype
 - Close to final form of system, much more realistic to actual application
- Horizontal prototype
 - Very broad, does or shows much of the interface, but does this in a shallow manner
- Vertical prototype
 - Fewer features or aspects of the interface simulated, but done in great detail

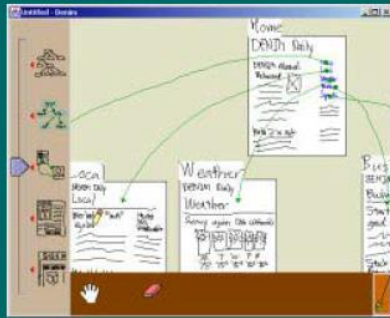
Storyboarding:

- Pencil and paper simulation or walkthrough of system look and functionality
 - Use sequence of diagrams/drawings
 - Show key snap shots
 - Quick & easy



Prototyping tool:

- Denim



- Good features

- Easy to develop & modify screens
- Supports type of interface you are developing
- Supports variety I/O devices
- Easy to link screens and modify links
- Allows calling external procedures & program
- Allows importing text, graphics, other media
- Easy to learn and use
- Good support from vendor

References:

- 1) <https://google.com>
- 2) <https://codepen.io/freeCodeCamp/>
- 3) <https://learn.freecodecamp.org/>