



Functional Specification

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Document Control

Version Number	Modified By	Date	Section(s) Modified	Comments
1.0	A.Gangotra & S.Thorpe	25/01/2014	All	Created
1.1	J. Oatley	05/04/2014	All	Formatted according to company guidelines.

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1 Introduction

1.1 The Product

The product is an interactive, healthy, budget-meal cookbook for students. It allows the user to search for a recipe of their choice, then displays step by step instructions accompanied by:

- Images/graphics of various stages in the recipe
- Text instructions
- Embedded instructional videos of cooking techniques required
- Audio files containing cooking instructions and techniques to provide accessibility for blind or partially sighted users
- Graphics for user generated logos or diagrams

The cookbook will be a Windows based product developed in Java where the user will be able to:

- Control their progress through the interactive recipe via a button strip
- Access a main menu with file browser upon loading the application
- Start, stop and pause the video and audio elements via the button strip
- Exit the slideshow and return to the main menu at any point
- Access recipes both locally and remotely via HTTP from the main menu
- Make notes on recipes
- Share recipes, with pinned notes, via social networking
- Switch between slides using a slide strip
- Access all functions of the GUI from the mouse and keyboard
- View preparation time, general meal cost and ease of preparation

The user will be able to access additional features comprising of:

- A menu planner allowing the user to arrange and cook multiple courses for 'n' guests
- Measurement unit conversion tables (e.g. ounces to grams)
- A shopping list function
- Multiple programmable timers
- An online store of additional recipe suits/packages (slideshows) and cooking supplies

The application will be able to extract recipes from a pre prepared external source.

2 Market Research

2.1 The Market

A small survey was run. The intended content is aimed at healthy eating for students, thus the survey looked to find how interested students are in eating healthier and on budget. From the survey 100% of the participants were interesting in eating healthier and

on a budget to varying degrees, cementing the intended concept into the project plan. The results also showed that 77% of students would prefer an interactive cookbook program over a regular cookbook or web resource and were willing to pay for it.

The feedback was positive and further supported the initial plan.

3 Future Iterations

3.1 Plans for Future Iterations

Later versions of the application may be extended upon with the following features:

- Android support
- Expanded recipe search capabilities allowing the user to find recipes using filters, such as filter by: cost, preparation time, calories, ingredients required, ingredients owned and price.
- Touch integration