Foodstabook

MVP

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1 Introduction

1.1 Project Summary:

Deciding what we want to eat is a process we all go through almost every day. Often couples, families, and groups of friends work together to decide what to order for lunch or dinner. This process isn’t always so quick or easy and people often use a smartphone app to help them. Foodstabook is a social media app with features to help you decide on your next great meal idea.

This document outlines the scope and features of the Minimal Viable Product (MVP). This MVP will be designed, constructed and deployed by mid December, 2022. Additional features may be added which do not require significant alteration to the features of MVP. The product will be deployed as an Android app.

1.2 Project Scope:

Registered users limited to age 14 and up in the United States. American English language used in the system. American standard weights and measurements. Released as an Android app in the Google Playstore.

2 Product Features

Features of the Minimum Viable Product (MVP) are listed and described below. Core features, which are required features not special to this app are listed in the next section. Future product expansion features are listed after the core features section.

2.1 Food Suggestion Tool:

Helps users decide on what they want to eat based on suggestions generated by the tool. Interactive feature uses both user input, and other data to present a series of suggestions given as food photos with descriptions.

2.2 Post Photos

Show off your latest food photos with your friends and others in your area on the app. Include a caption to name the food and share where you got it from and how much you liked it.

2.3 Add Friends

Add friends by search users by email or username. Users photo posts will show in your newsfeed.

2.4 News Feed

Scroll the latest posts of food photos from friends and others in your area.

2.5 Search Posts

Use a keyword style search to find photo posts of food, or search posts by username.

3 Core Features

3.1 User Accounts:

Includes guest accounts, (i.e. non-registered or not logged-in users), registered user accounts, and admin accounts with special privileges for maintaining the app. Account creation includes username and password selection, and email verification. Passwords and usernames can be recovered if lost or forgotten. Passwords can be changed by account holders. Users can request their accounts and associated data be deleted from the system. Admin accounts have special privileges such as blocking and deleting accounts.

3.2 Logging

Events in the system are logged by the system. Records are kept in short-term storage for 30-days for debugging, and system monitoring Events older than 30 days are moved into a separate data store for longer term storage. System records events such as normal app usage, account loggins, loggouts, password changes, security events, and use of app features. Error events are recorded to help with debugging efforts.

3.3 Data Store

Secure, remote data stores are used by the system to store public and private information. Database transactions of important or sensitive information must adhere to the ***A.C.I.D*** set properties, [ref. a]. Passwords authenticity is checked by using a one-way hash function, (no storing of plain-text passwords in the system.)

3.4 Error Handling

The probability of the system crashing must be kept to an absolute minimum. All errors should generate an understandable message in the UI/UX layer, create an error log in the data store, and leave the system in a stable state. Avoid any undefined or limbo state from occurring. Errors in business logic, such as errors arising from the MVP features should never crash the system. [Ref b.]

4 References

[a] ACID properties:
https://www.ibm.com/docs/en/cics-ts/5.4?topic=processing-acid-properties-transactions

[b] Error handling:
https://www.futuremind.com/blog/error-handling-mobile-app-development