SWEN325 - App Description

Individual Project
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'The Kai King'

'The Kai King' 'The Kai King' brings kids who have left home closer to their families by allowing family members to share individual meal creations and vote on the top chef (Kai King) of the family each night.
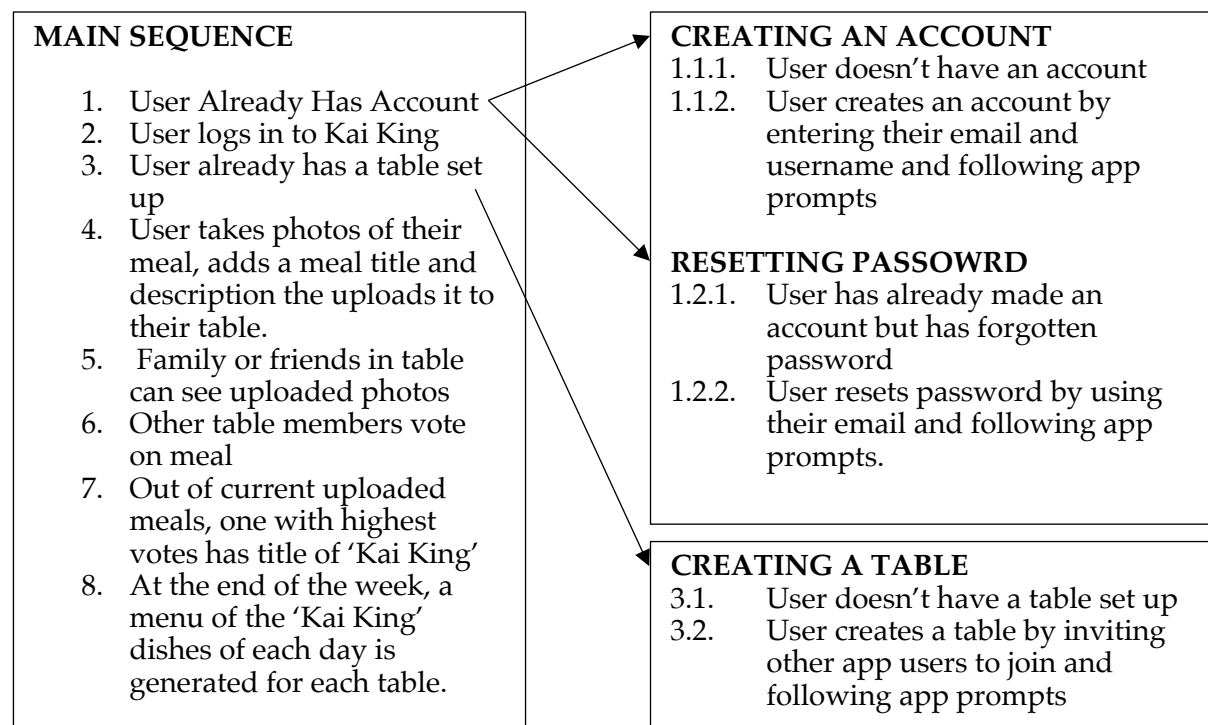
1.   The Problem

When I lived at home with my younger brother and Dad, dinner time was always a time where we would come together as a family. Over the preparation of ingredients and frying of falafel, we would share stories and really talk to one another for perhaps the only time that day. Food was used as a median and excuse to bring us together, and when I return home, a home cooked meal always unites us again.

Now that my younger brother and I have both moved out of home, I've found that the moments of connection between my brother, Dad, and I have become more scarce. Despite the distance that now separates us, I would like to still be able to experience the same evening bonding over meals, even if we can't all be at the same table.

2.   The Solution

By combining the popularity of cooking shows such as Master Chef, My Kitchen Rules, and The Great British Bake Off with the global trend of food photography on social media, 'The Kai King' connects families across the globe.

2.1 - Sequence Diagram

MAIN SEQUENCE

1. User Already Has Account
2. User logs in to Kai King
3. User already has a table set up
4. User takes photos of their meal, adds a meal title and description the uploads it to their table.
5. Family or friends in table can see uploaded photos
6. Other table members vote on meal
7. Out of current uploaded meals, one with highest votes has title of 'Kai King'
8. At the end of the week, a menu of the 'Kai King' dishes of each day is generated for each table.

CREATING AN ACCOUNT
1.1.1.   User doesn't have an account
1.1.2.   User creates an account by entering their email and username and following app prompts

RESETTING PASSOWRD
1.2.1.   User has already made an account but has forgotten password
1.2.2.   User resets password by using their email and following app prompts.

CREATING A TABLE
3.1.   User doesn't have a table set up
3.2.   User creates a table by inviting other app users to join and following app prompts

2.2 – App Features

Based off MOSCOW Prioritisation (Hatton, 2008).

Category	Must Have	Should Have	Could Have	Won't Have
Login Feature	User can login with existing account User can create an account Secure password storing Forgotten password feature			Connect with friends on FB who are also on the app upon login
Photo Uploading	Upload multiple photos as part of a meal	Upload a caption with photos Upload a meal name with photos	Use image recognition to suggest names for meals	If offline, saves your post for later
Interact with other users	Ability to search for users Create a 'table' (group) of app users; can name table and invite other diners. Ability to leave a table Share photos within your table (selected group of people)	A winner of each table (highest ranked) Ability to remove someone from the table View other people's profiles	Customizable table upon creation (photo, etc) Weekly menu generated of top meals Share result of the night or menu on FB	'Friends' feature where only your friends can ask you to join a table to avoid excessive invites
Interact with others photos	Ability to share photos with others on the app User can like other people's meals Cumulative likes of photos can be seen. Photo with the most likes is visually indicated.	Vote on a meal our of 5 stars Comment on photos		
Personal records	Record of all your uploads in your profile	Uploads are sorted by table Privacy settings as to what other people can see	View your menus of the week for each table (top dishes of each day)	

3.   Time Estimation

3.1 – Timeline

WEEK 1 (08/07 – 14/07)	**GOAL:** Base work *or something better* 4 hours = App Description 2 hours = Implementation Starter 3 hours = Wireframes done of App design 2 hours = Set up with Iconic
WEEK 2 (15/07 – 21/07) *BASIC GROUP MAKING AND PHOTO UPLOADING APP (Slack + Instagram)*	**GOAL:** Version 1 *or something better* 3 hours = login, password reset, password storing, create new account 4 hours = create 'tables' or groups by searching for other users and inviting them to join the group 3 hours = can upload photos with comments, photo titles, and photo descriptions to share within a table
WEEK 3 (22/07 – 28/07) *PERSONALISE IT INTO 'THE KAI KING'*	**GOAL:** Version 2 *or something better* 3 hour = account page; displaying all tables, creating settings screen. 3 hour = viewing other people's accounts and restricting what others can see of your own account settings 1 hour = add voting feature to photos in a table. 2 hours = 'Kai King' trophy and menu generation. 2 hour = table features; able to leave a table, removing people from table, seeing who is the current Kai King
WEEK 4 (29/07 – 04/08)	**GOAL:** Extra Shiny Features/Polishing layout/back-up time 10 hours = TBC (depends on prev. weeks)
WEEK 5 (05/08 – 11/08)	**GOAL:** Code tiding 10 hours = TBC (depends on prev. weeks)

In summary, I am estimating it would take me 10-11 hours per week to implement this app to a standard I am happy with. Over four weeks, this is roughly **45 hours**.

4.   Reference List

Hatton, S. (2008). Choosing the Right Prioritisation Method. *19th Australian Conference on Software Engineering (aswec 2008)*. doi:10.1109/aswec.2008.4483241