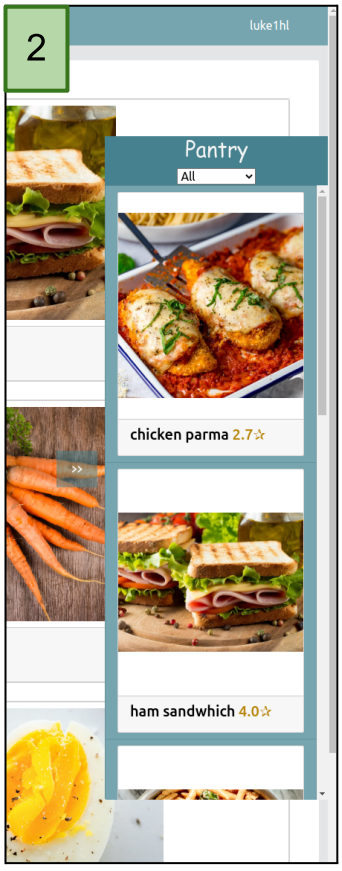
Luke Horner-Long S3 Tech report (pantry feature)

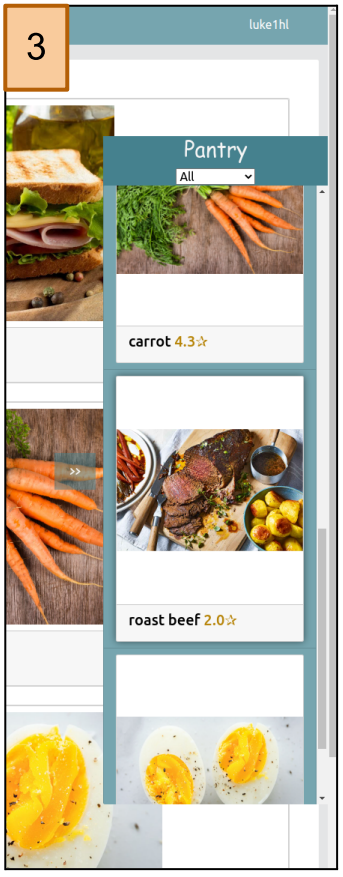
1. Explore page - add to pantry
2. Pantry pop-out
3. Pantry scroll
4. Home page - hidden pantry
5. Post view - delete from pantry
6. Pantry filter
7. Pantry filter

1

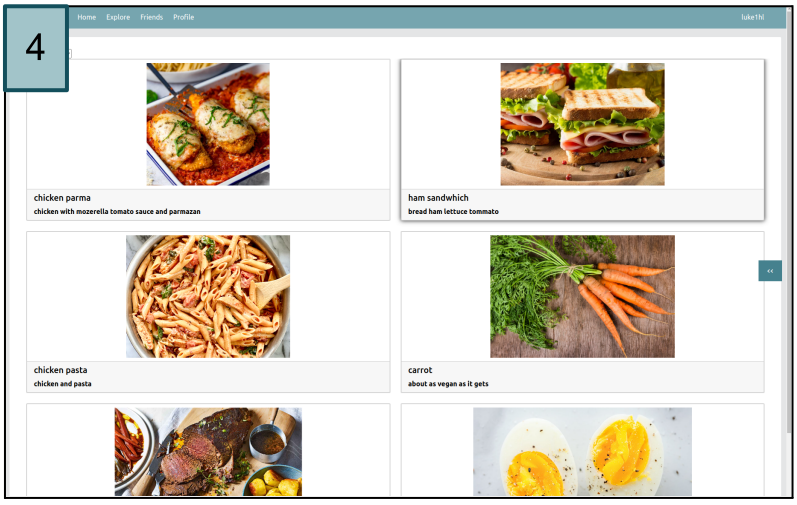
2



3



4



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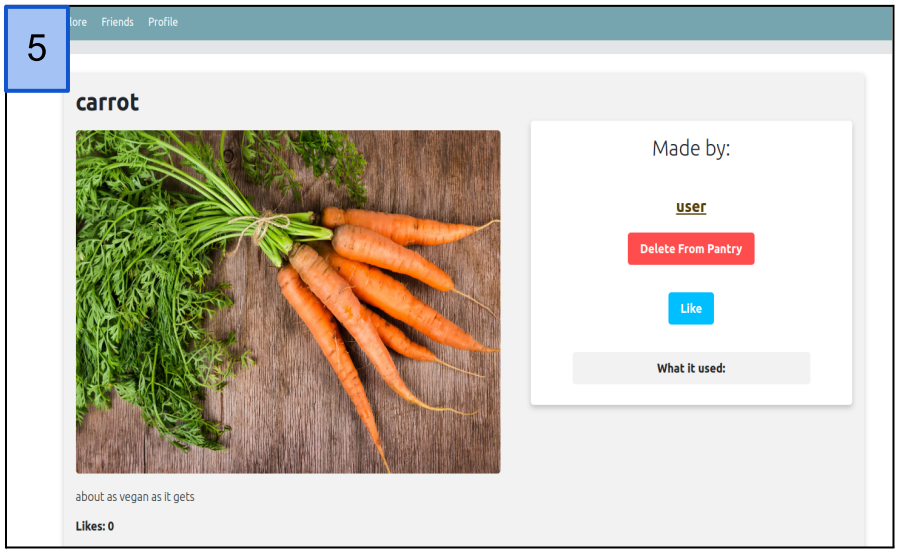
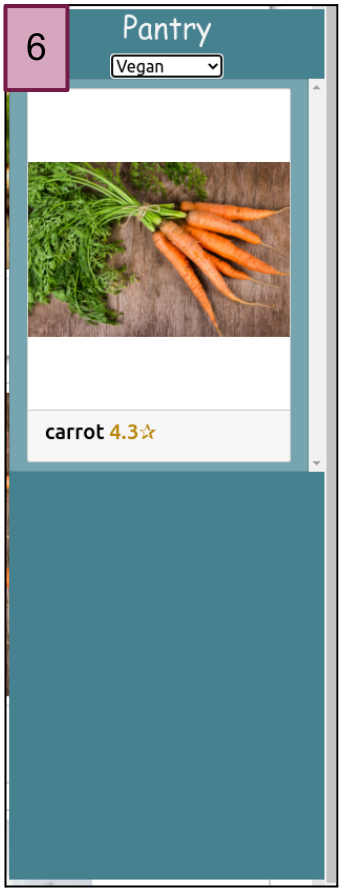
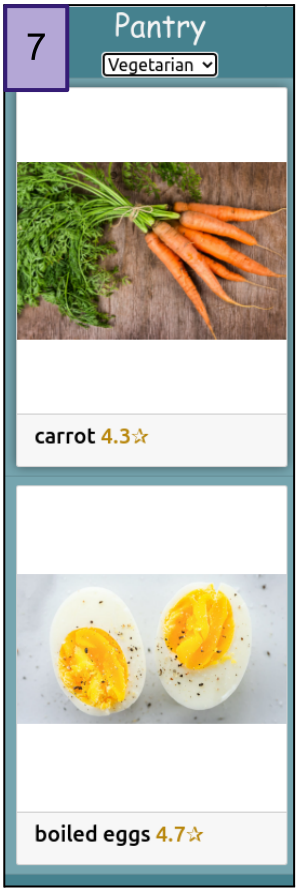


6



7



The pantry feature is an entity which acts as a popout on the homepage. It is integrated with the backend of the explore page where a user can like or dislike a post (figure 1). The liked posts are added to the user's pantry and the disliked ones are ignored. It is also possible to remove the posts from the pantry through the post page (figure 5). The pantry is a way for a user to revisit posts they might be interested in.

List display and dietary tag filter

(https://git.cs.bham.ac.uk/team-projects-2022-23/team18-22/-/commit/80da644f6941d7a8d11d270bc0eb900405340e68)

Firstly What needed to be developed with the pantry was the list display. This was done through looking at the list of all posts and filtering them with the list of pantry posts(which contained id and timestamps) so that the only posts displayed in the pantry were those in that particular user's pantry array. We also wanted the pantry to be able to be filtered much like the home page (this can be seen in figures 6 and 7). I ran into some issues over this as pantry posts and normal posts are different classes and pantry posts don't contain dietary tags. I then had to come up with a different function to filter the posts in the list without affecting the posts on the home page. I ended up by doing the same dietary tag filter that is used on the home page but then doing a further filter that matched the ids in the user pantry with those on the home page only keeping what was in both.

Average Ratings

(https://git.cs.bham.ac.uk/team-projects-2022-23/team18-22/-/commit/52029490c97a57c59fa2ba277389461cef5a3ed6)

We wanted the user to be able to see a decent amount of information in the pantry but not overload them. We decided a title a picture and a rating would be enough. So I created a function that created a score by averaging out the Simplicity, Shelf Life and affordability and displaying it next to the title. (see figures 2,3,6 and 7)

Pantry aesthetics

(https://git.cs.bham.ac.uk/team-projects-2022-23/team18-22/-/commit/26ccc15eff918d1fa4b8c069cd5faa703118d167)
(https://git.cs.bham.ac.uk/team-projects-2022-23/team18-22/-/commit/da0f97a94df2b62f94bee78b816a35079ff61eb0)
(https://git.cs.bham.ac.uk/team-projects-2022-23/team18-22/-/commit/c1ac4ab26fb3f0d3f4bdbfd6fa983ee93dfe6d1d)

Being a key feature of SCRAN the pantry needs to look good. So I spent a lot of time working on the aesthetics. The major issue faced was the always having the pantry in the centre of the screen as well as not having the width of the window extend when the entity was toggled off screen. I tested lots of different types of positioning in the CSS file as well as a way to make sure it always stays 70% of the window size so as to not look weird when a user changes the size of their window or it's used on mobile. In addition to this I added a scroll wheel (figure 3) so that if the user's pantry has too many items the user can just scroll through them. Finally the button that toggles the pantry is very important. In the first stages of development it didn't move or even change the direction of arrows. To make it easier for the user to understand I made it a solid colour when toggled off and a slightly translucent colour when not so it didn't cover posts on the home page(see figure 2 and figure 4). I also made the arrows switch direction.

There are more commits however i've included the most relevant*