

# **Mozzarella - webeC Project**

Marius Küng (maris.kueng@students.fhnw.ch)

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# 1 Introduction



### 1.1 Motivation

**Mozzarella** is a collaborative shopping-/what's in your fridge list app. Mozzarella aims to help the user keep track of what groceries he has in his fridge, which of these he should consume and what he needs to buy soon. Because of shared lists it's able to keep track of an entire household.

The idea originates from the problem that a family has several fridges, freezers and kitchen cabinets with loads of stuff in it. It's super easy to loose track of what's already at home and should be consumed next. Otherwise you throw away way to much groceries.

With this you can easily save money and help the environment by not throwing away food.

### 1.2 Features (v1)

In the first version the following features will be implemented:

- **Shared lists** with unlimited users. Invite everyone you want. For example a you can manage lists for *at home*, *weekend bbq*, or the *birthday party*.
- **Item entries** in every lists. Each item has a title, a piece counter (*how many apples do I have?*), and an overview of all pieces (*1 £ 3 pound pack of ground meat*)
- **Due-date notifications** which inform you easily which items you should consume next.

### 1.3 v2

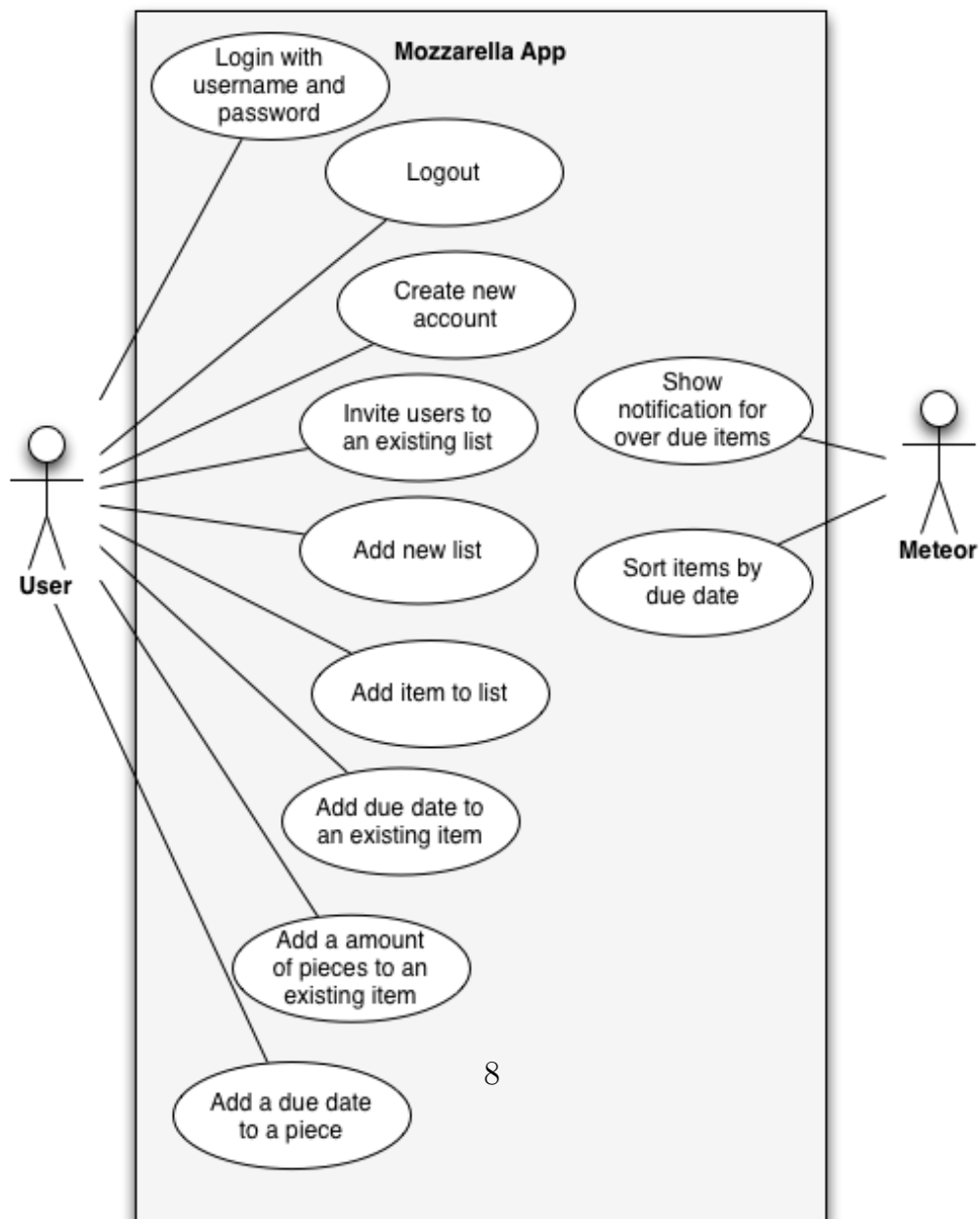
Future improvements:

- **Item notifications** If a user makes a CRUD-action on items in a shared list all other users are getting notified about the recent changes.



## 2 Requirements

### 2.1 Usecase Overview





### 2.1.1 Usecase: Login with username and password

Use Case	Login with username and password
<b>Description</b>	Allows user to login with his username + password
<b>Actors</b>	User
<b>Preconditions</b>	Not logged in
<b>Basic Flow</b>	User fills in username + password, clicks login
<b>Alt. Flow</b>	None
<b>Postconditions</b>	<i>User is logged in (has session token)</i>
<b>Notes</b>	-

### 2.1.2 Usecase: Logout

Use Case	Logout
<b>Description</b>	Logout user from running current session.
<b>Actors</b>	User
<b>Preconditions</b>	Logged in
<b>Basic Flow</b>	User clicks logout button.
<b>Alt. Flow</b>	-
<b>Postconditions</b>	<i>User is logged out (session token removed)</i>
<b>Notes</b>	-

### 2.1.3 Usecase: Create new account

Use Case	Create new account
<b>Description</b>	A user creates a new account.
<b>Actors</b>	User
<b>Preconditions</b>	User doesn't have an account yet.
<b>Basic Flow</b>	User clicks "create new account" button.
<b>Alt. Flow</b>	User tries to login but no existing account was found.

## 2 Requirements

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Use Case	Create new account
Postconditions	UC: Login
Notes	-

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### 2.1.4 Usecase: Add new list

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Use Case	Add new list
Description	A user creates a new list.
Actors	User
Preconditions	UC: Login
Basic Flow	User clicks “add new list” button.
Alt. Flow	-
Postconditions	List is now added and visible to the user
Notes	-

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### 2.1.5 Usecase: Invite user to existing list

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Use Case	Invite user to existing list
Description	User shares a list with other users.
Actors	User
Preconditions	The invited user exists (username).
Basic Flow	User clicks the “share list” button, enters username.
Alt. Flow	-
Postconditions	List is now shared.
Notes	-

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### 2.1.6 Usecase: Add item to list

## 2 Requirements

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Use Case	Add item to list
<b>Description</b>	A user adds a new item to an existing list.
<b>Actors</b>	User
<b>Preconditions</b>	UC: Login, UC: Add new list
<b>Basic Flow</b>	User fills in the “new item” input field and submits it.
<b>Alt. Flow</b>	User adds a <b>due date</b> and a <b>piece amount</b> to the new item.
<b>Postconditions</b>	Item is now added to the existing list and visible to the user.
<b>Notes</b>	-

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### 2.1.7 Usecase: Add due date to an existing item

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Use Case	Add due date to an existing item
<b>Description</b>	A user adds a due date to an existing item.
<b>Actors</b>	User
<b>Preconditions</b>	UC: Login, UC: Add new item
<b>Basic Flow</b>	User clicks the “add due date (clock)” button.
<b>Alt. Flow</b>	User double clicks the current due date and changes it.
<b>Postconditions</b>	-
<b>Notes</b>	Due date can be null.

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### 2.1.8 Usecase: Add amount of pieces to an existing item

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Use Case	Add amount of pieces to an existing item
<b>Description</b>	A user adds an amount of pieces to an existing item.
<b>Actors</b>	User
<b>Preconditions</b>	UC: Login, UC: Add new item
<b>Basic Flow</b>	User clicks on the arrows on the amount element.
<b>Alt. Flow</b>	If no amount is given, 1 is the default amount.
<b>Postconditions</b>	-

## 2 Requirements

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Use Case	Add amount of pieces to an existing item
Notes	A piece is automatically added with a reference to its item.

### 2.1.9 Usecase: Add due date to a piece

Use Case	Add due date to a piece
Description	A user adds a due date to a piece of an item.
Actors	User
Preconditions	UC: Login, UC: Add new item
Basic Flow	User opens item view and changes due date.
Alt. Flow	-
Postconditions	-
Notes	-

### 2.1.10 Usecase: Show notifications for over due items

Use Case	Show notifications for over due items
Description	The app shows the user which items are over due.
Actors	Meteor (Backend)
Preconditions	UC: Add new item
Basic Flow	Meteor adds all over due items to a generated list.
Alt. Flow	Meteor shows the amount in over due list title.
Postconditions	-
Notes	-

### 2.1.11 Usecase: Sort items by due date

Use Case	Sort items by due date
Description	The app sorts all items in each list by its due date.

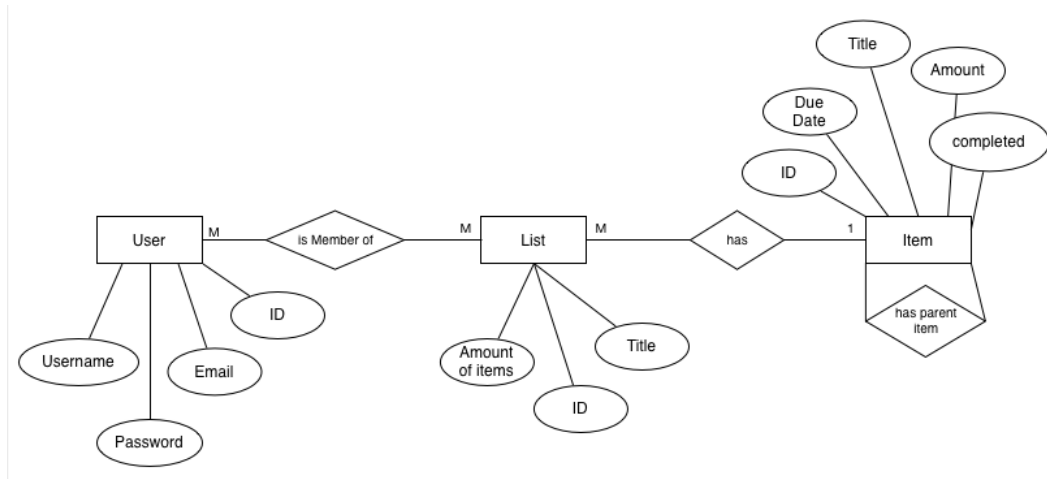
## 2 Requirements

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Use Case	Sort items by due date
<b>Actors</b>	Meteor (Backend)
<b>Preconditions</b>	UC: Add new item
<b>Basic Flow</b>	Old items are on top, new items below.
<b>Alt. Flow</b>	-
<b>Postconditions</b>	-
<b>Notes</b>	-

# 3 Conceptual Data Model

## 3.1 Overview



### 3.1.1 Entity: User

A *user* of the app. He can be a member of one or more *lists*. He can also share a *list* with other *users*.

### 3.1.2 Entity: List

A *list* with a given name and one or more *users* that stores and sorts several *items*.

### 3.1.3 Entity: Item

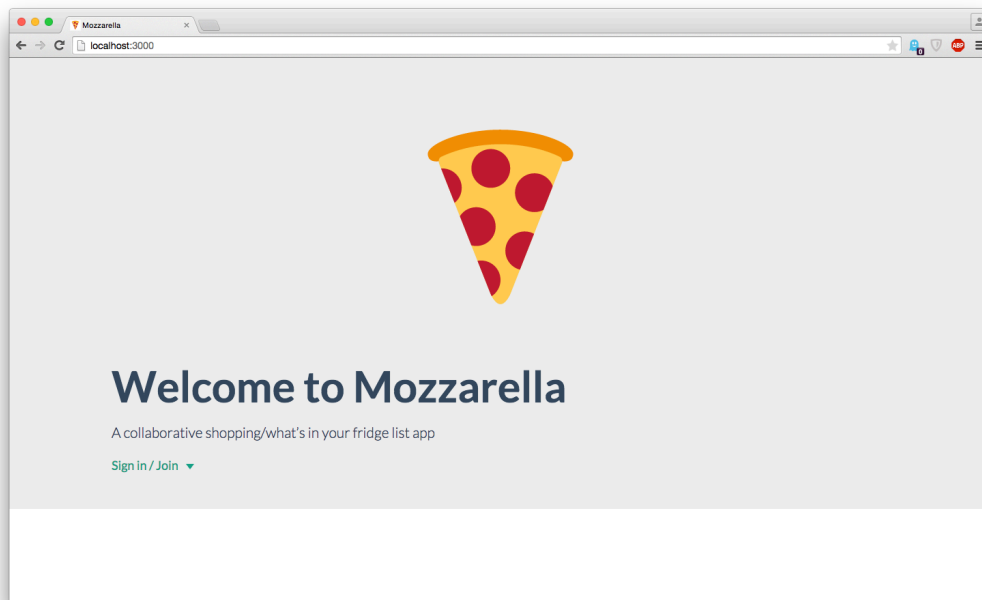
An *item* has the following attributes: *title*, *amount*, *due date* and *completed*. *Completed* items are automatically hidden in a *list* and visible on request.

## 3.2 Operations

Actor	Operation	Arguments	Result
User	Add item to list	<code>item</code>	<code>success</code> or <code>fail</code>
User	Remove item from list	<code>item</code>	<code>success</code> or <code>fail</code>
User	Change item title	<code>item</code>	Changes old title to new title
User	Tick item on list	<code>item</code>	Changes <code>completed</code> to <code>true</code>
User	Add amount to list	<code>item</code>	<code>success</code> or <code>fail</code>
User	Add due date to list	<code>item</code>	<code>success</code> or <code>fail</code>
User	Attach item to item	<code>item</code>	<code>success</code> or <code>fail</code>
User	Add user to list	<code>user</code>	<code>success</code> or <code>fail</code>
User	Remove user from list	<code>user</code>	<code>success</code> or <code>fail</code>
User	Login / Logout	<code>un/pw</code>	Session ID

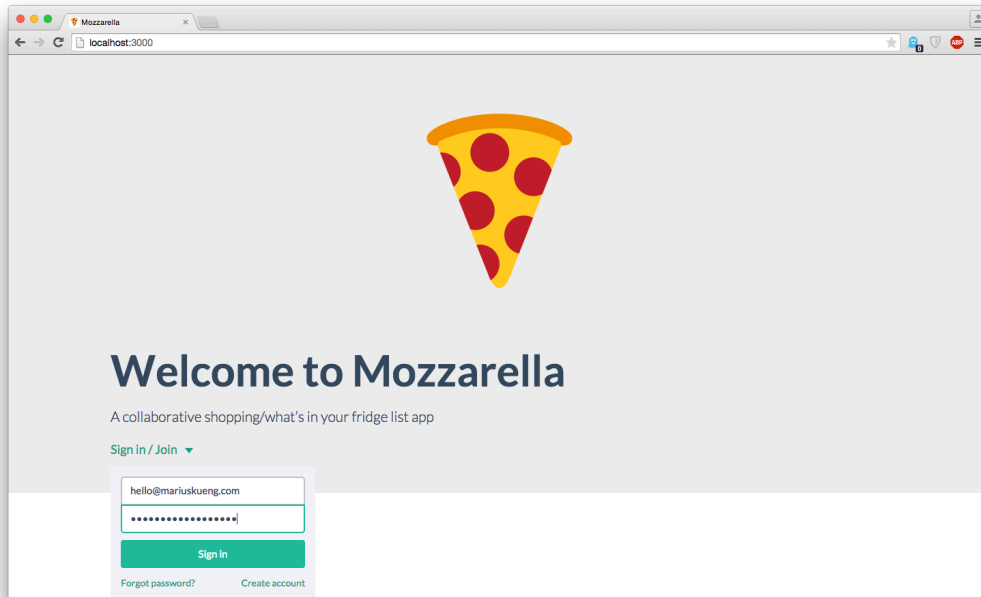
## 4 Mockups

### 4.1 Landing page

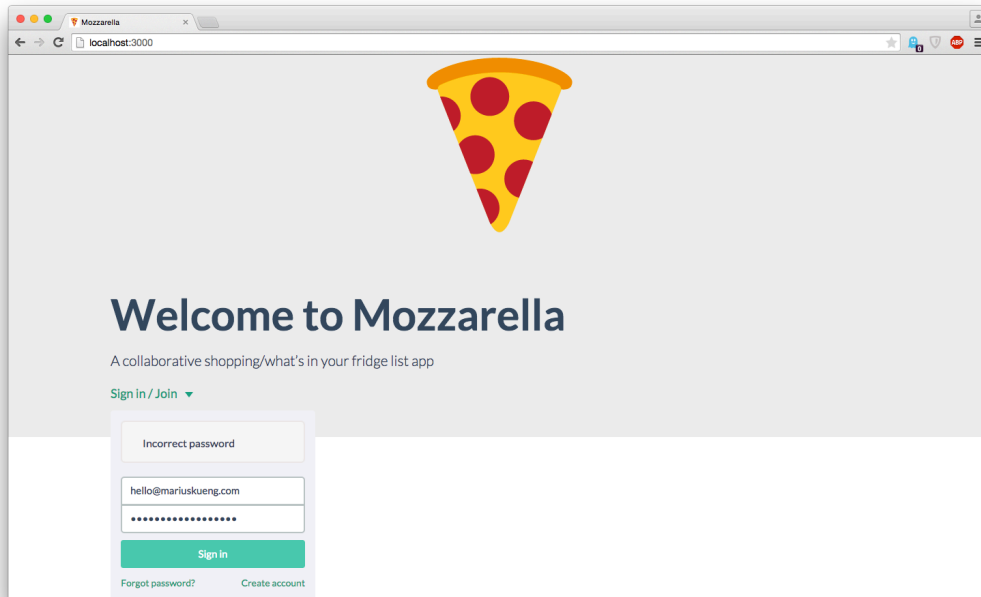




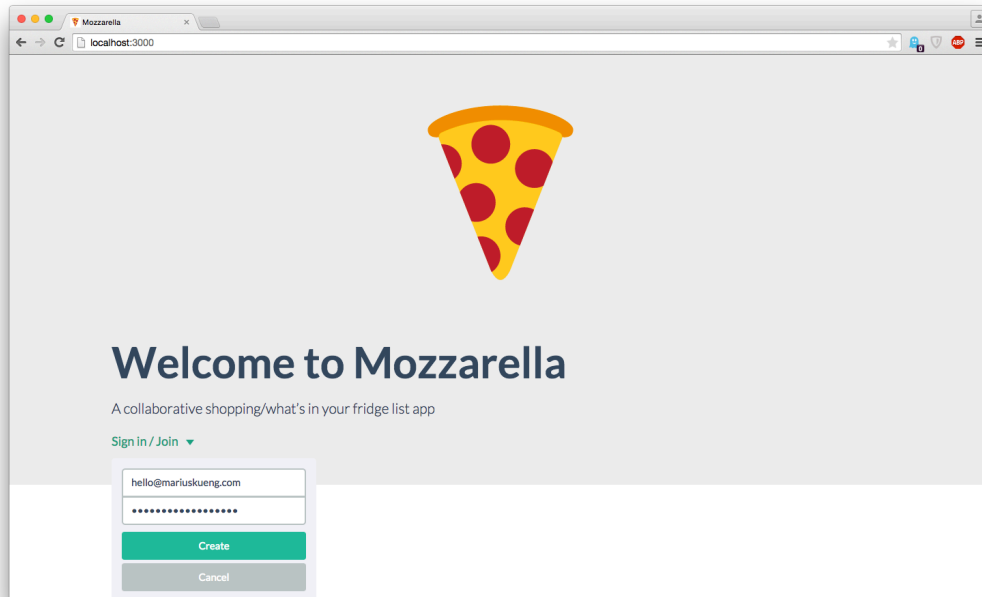
## 4.2 Login page



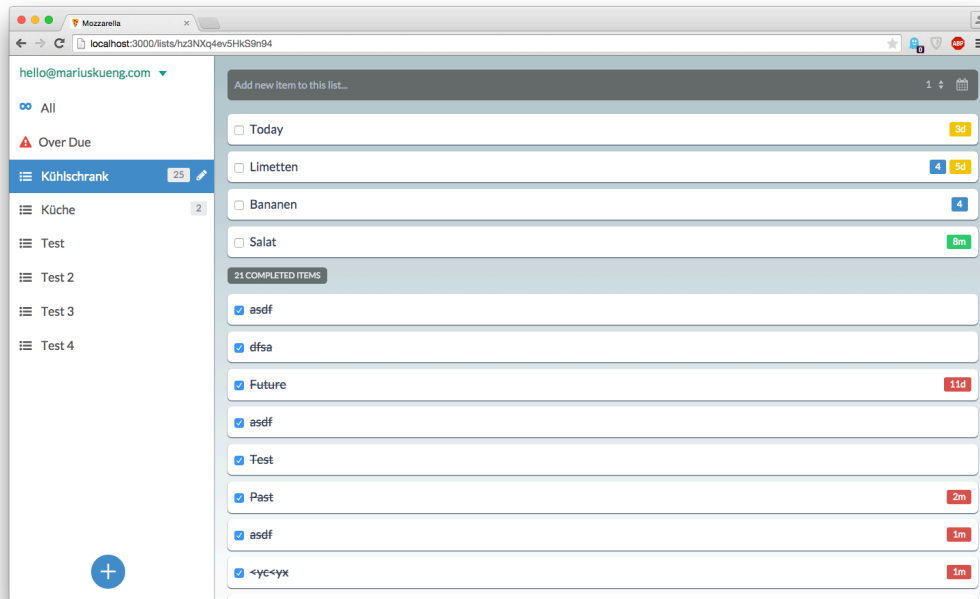
## 4.3 Login page



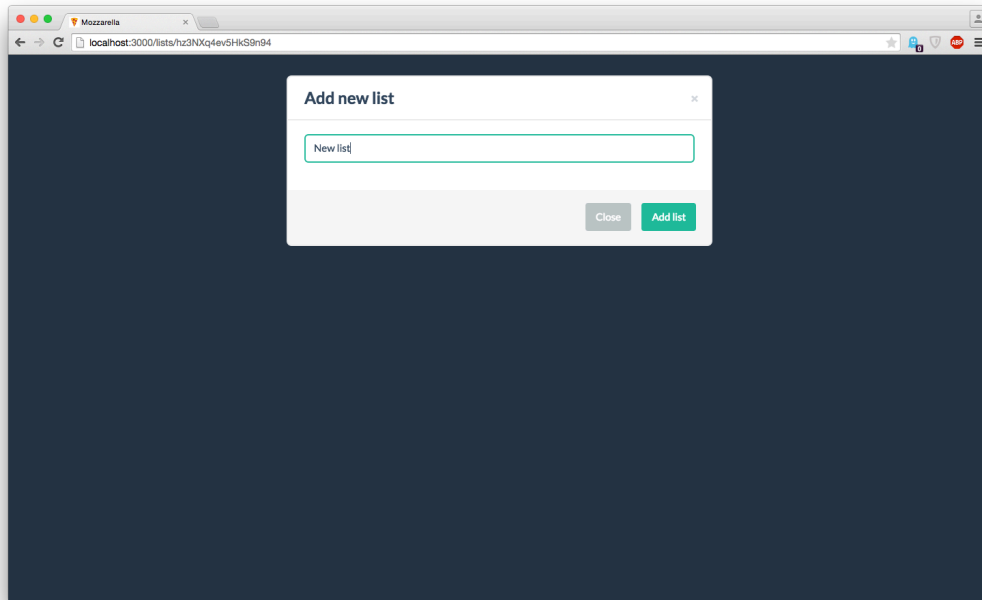
## 4.4 Signup page



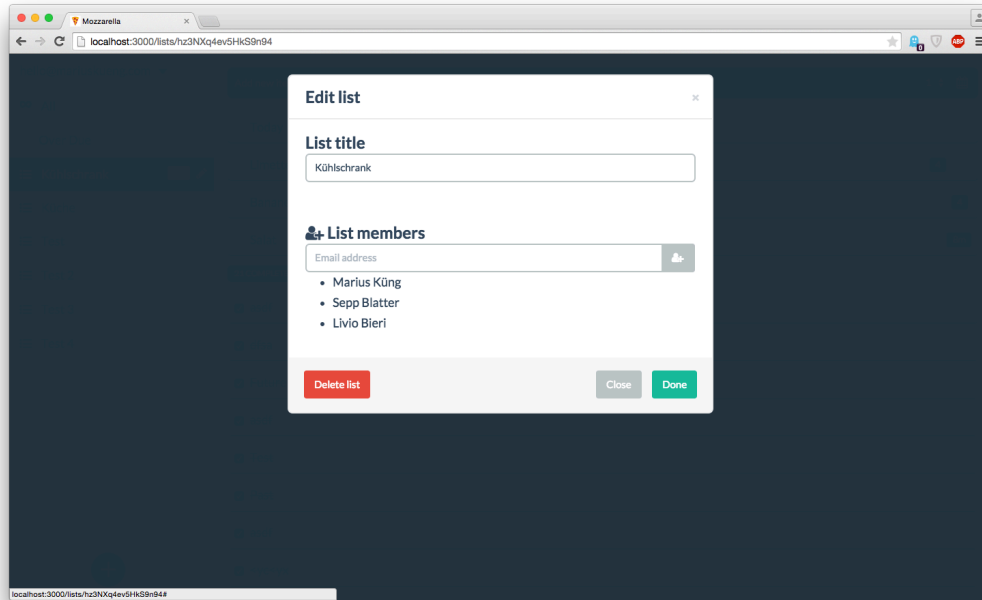
## 4.5 List view page



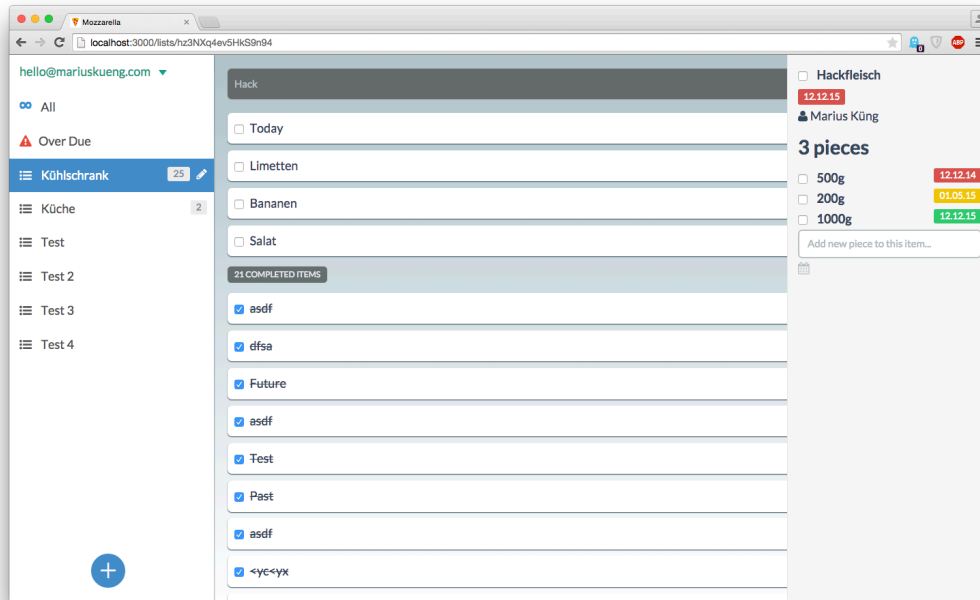
## 4.6 List create page



## 4.7 List edit page



## 4.8 Item edit page



## 4.9 Settings page

