

# UHUNGRY? Food Service Application

CSC431 | Introduction to Software Engineering  
Matthew Maya | David Mills | Nicholas Sosnivka



# Our Team



**Nicholas Sosnivka**

Developer



**Matthew Maya**

Scrum Master & Developer



**David Mills**

Developer

# Product Overview

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- Mobile application (IOS and Android)
- Similar to Waze (Wait Times & Traffic for food locations)
- Powered entirely by users
- Universities/On campus
- Need a big enough user base
- Users must register in order to use UHungry?
- Users self report time depending on (# of people and average order time. Lots of Data to be collected)
- Access to all food locations on campus (including frequent food trucks)



# System Overview

- Three-tier architecture: client layer, business layer, and service layer
- Client layer: Composed of the UI layer (Flutter) to create widgets and is connected to MySQL within the business logic layer
- Business layer: where application logic occurs (Ex: algorithm, location cards, filtering feature)
- Service layer: Uses Amplify package to read in and store data (GraphQL) and to handle functions like registration, login, authentication and security (AWS Cognito)

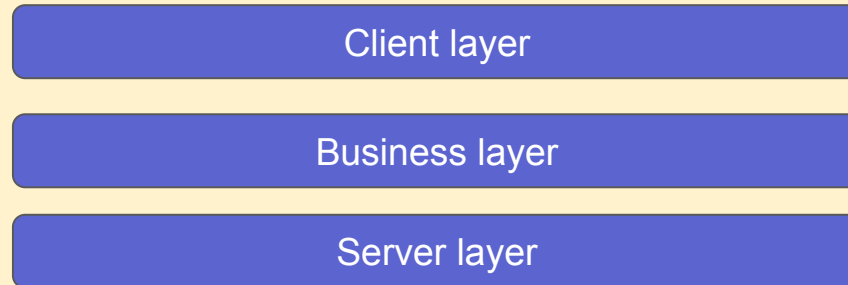
Client layer

Business layer

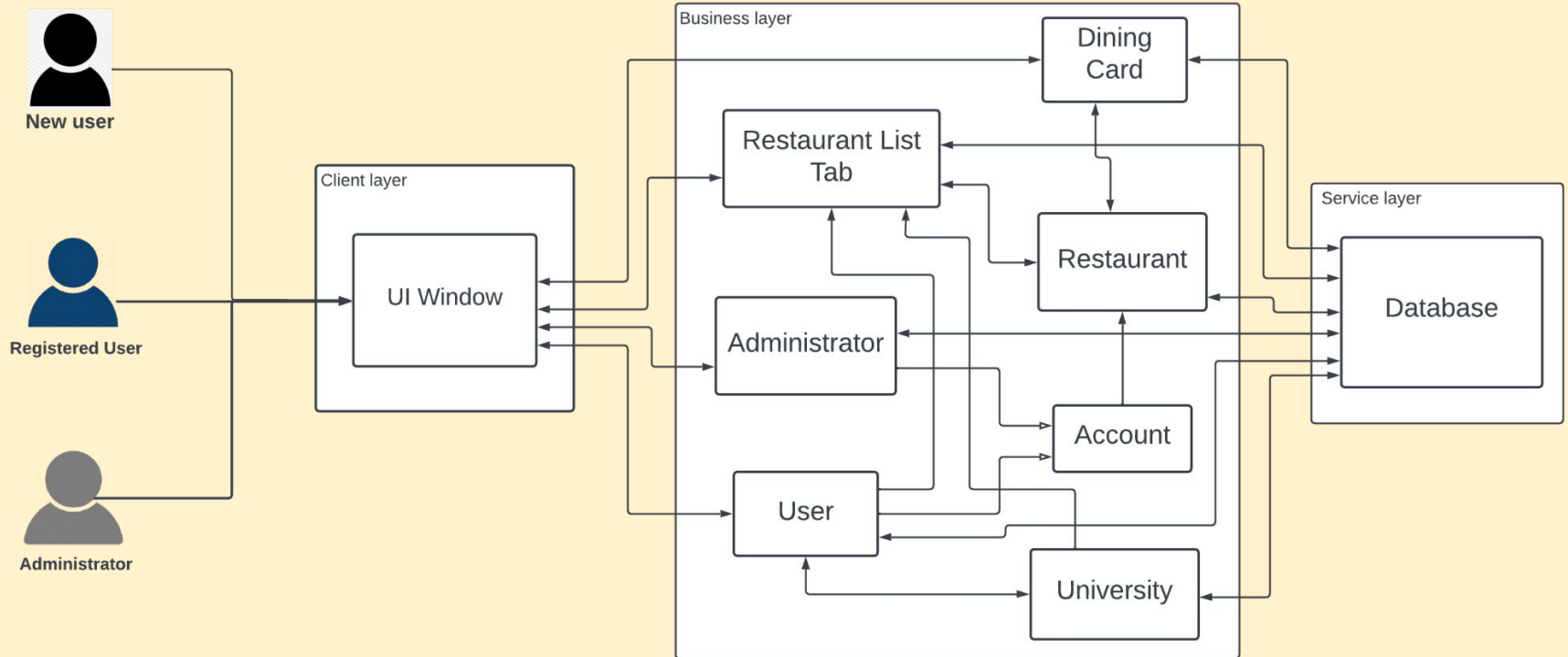
Server layer

## Why a 3-tier architecture system was chosen?

- A business logic layer allowed for ease when interacting between the client and the database
- Highly compatible frameworks (Flutter: front-end and AWS Amplify: backend)
- Flutter allows us to develop application for IOS and Android devices simultaneously
- AWS Amplify allows for the integration of many AWS API's to increase functionality within the business layer



# System Diagram



# Actors Identification



New user



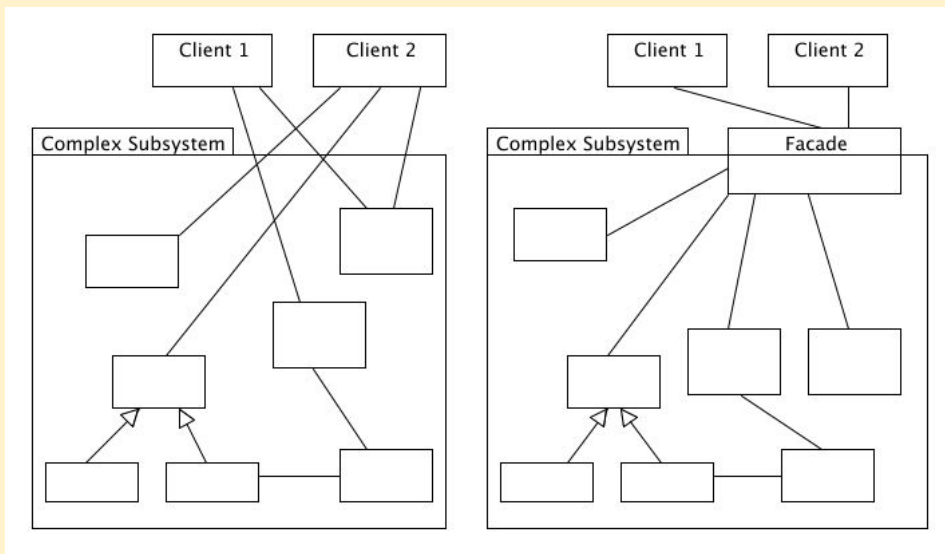
Registered user



Administrator

# Why the Facade Design Pattern?

- UI simplicity allows the user for the most ease when navigating by providing a simpler, unified interface
- Limits user's accessibility to all components of application





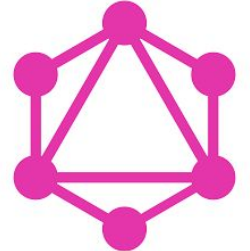
# Why use the Flutter framework?

- Flutter as a front end framework allows us to deploy on IOS and Android simultaneously
- Dart syntax is very similar to Java
- “hot reload” functionality for development and debugging
- Comparable app performance to other frameworks (REACT)
- Allows for complex animation in UI

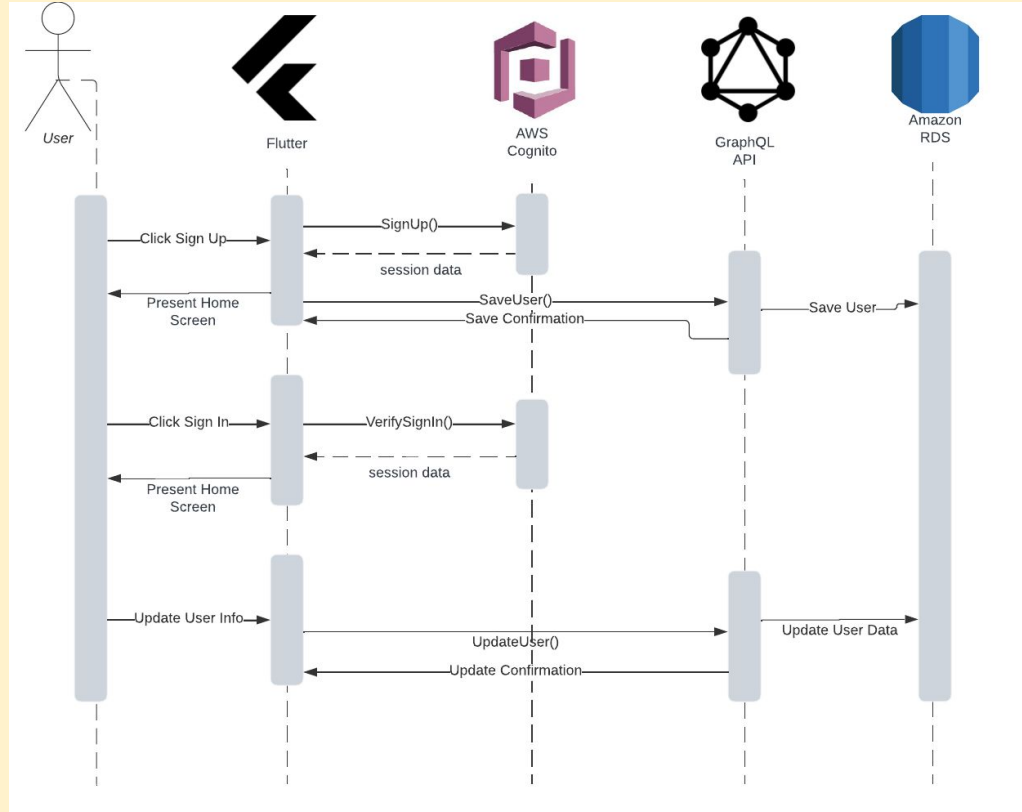


# Why use the AWS Amplify framework?

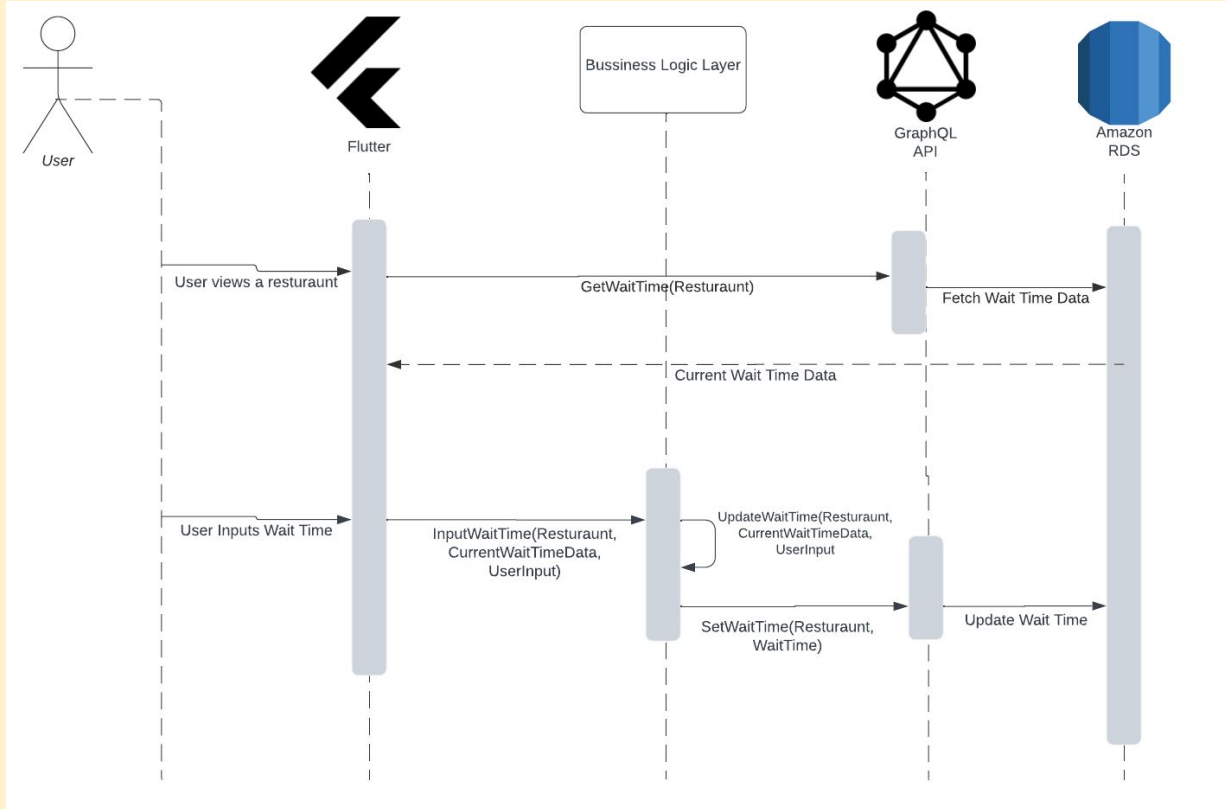
- AWS Amplify allows for seamless integration of many AWS cloud services
  - User authentication (AWS Cognito)
  - Data Storage (Amazon RDS)
  - API (GraphQL)
  - Push Notifications
- “amplify\_flutter” package allows for full compatibility with our Flutter front end
- AWS servers are highly scalable and can handle heavy amounts of traffic
- Saves development time compared to building a back end from scratch



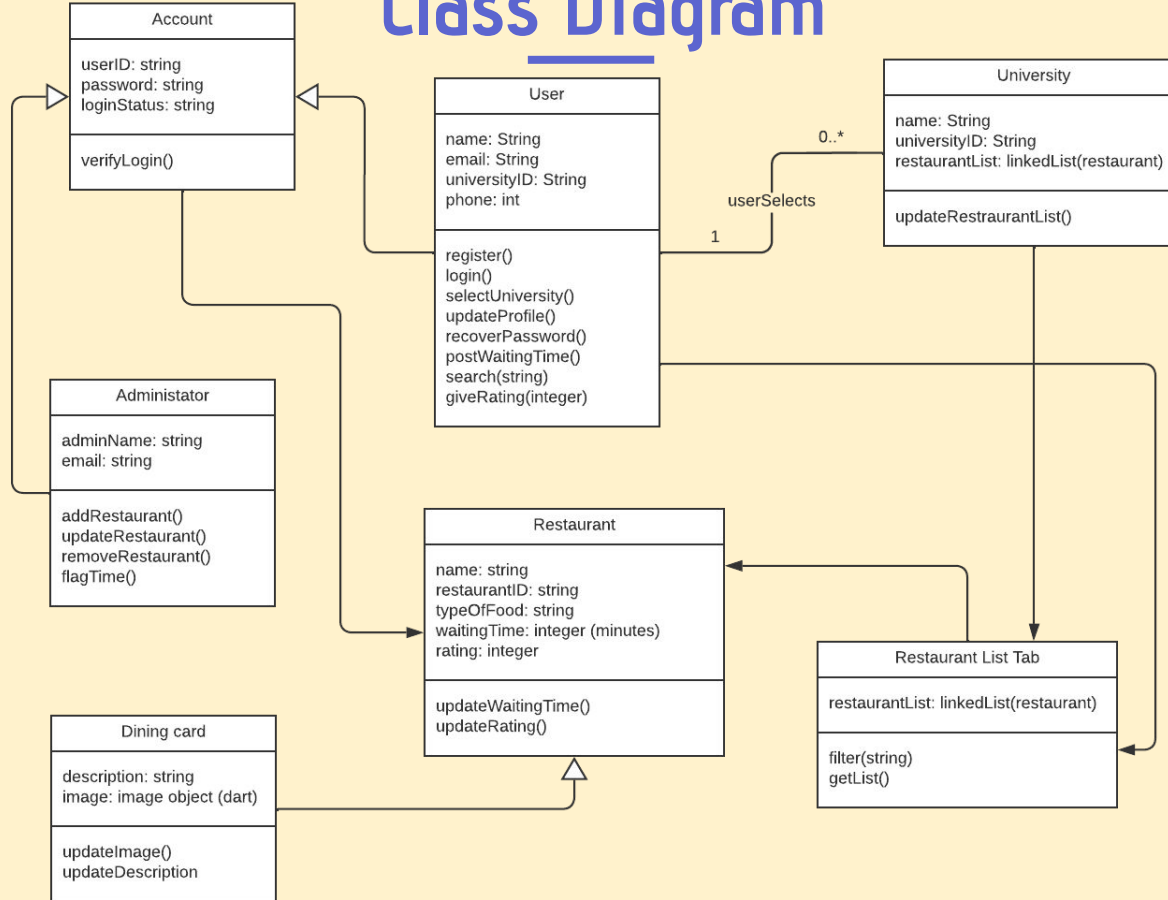
# Sequence Diagram - User Actions



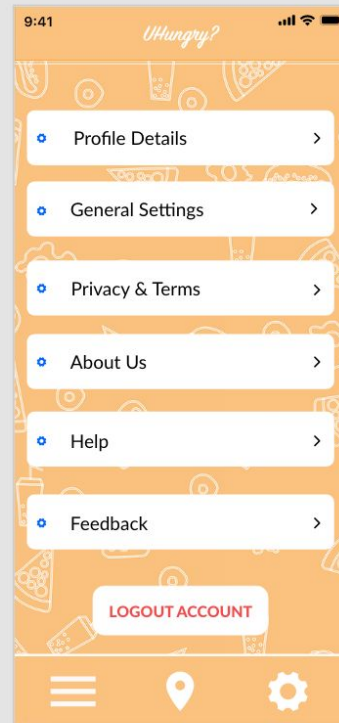
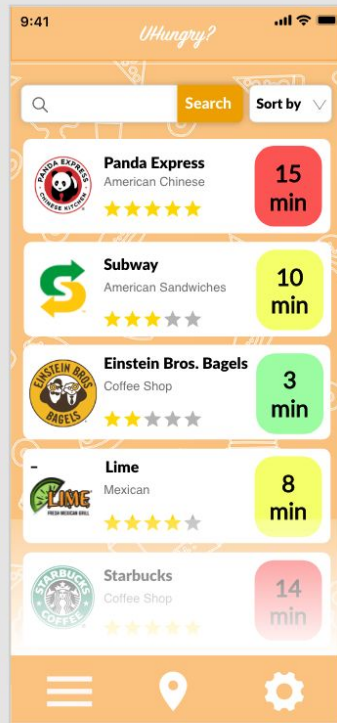
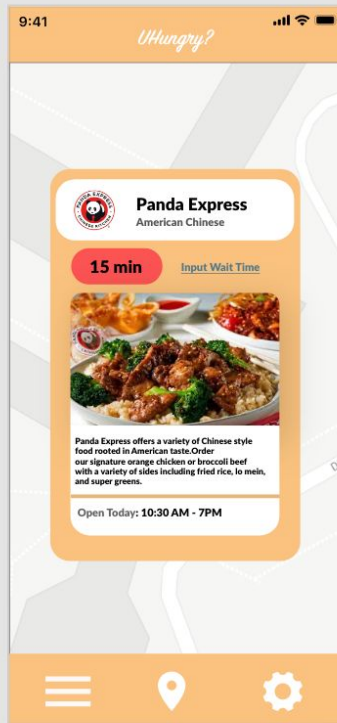
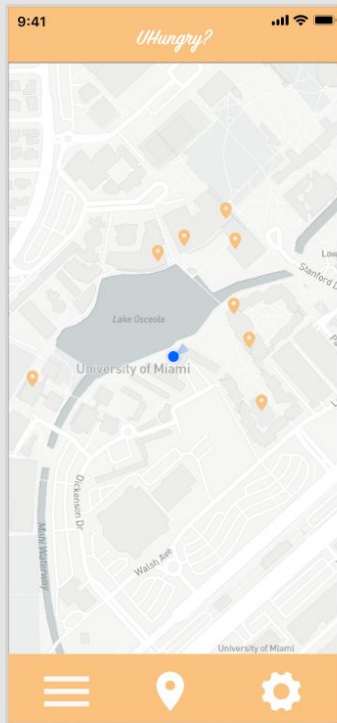
# Sequence Diagram - Wait Times



# Class Diagram



# Project Demo





- <https://github.com/matthew-maya-17/CSC431>

main 1 branch 0 tags

[Go to file](#) [Add file](#) [Code](#)

**matthew-maya-17** Delete UHungry Mockup.xd b27a63a 7 minutes ago 30 commits

	Documents	Add files via upload	19 days ago
	Mockup	Delete UHungry Mockup1.xd	7 days ago
	Presentations	Delete UHungry Mockup.xd	7 minutes ago
	README.md	Update README.md	2 months ago

README.md

## CSC431 - Final Project

This repository is the home of the Final Project for Team 10, CSC431 Spring 2022.

## What is UHUNGRY?