

Screen Sketches

FÜD

Team VB_1

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Functionality for Users

Individual User

Ability to login or register as a new user – There will be a screen asking for an email and password in order to log into your account. Additionally, this screen will offer the option to register for a new account. The new account registration page will ask for a first and last name, an email address, a password, and a password confirmation.

Keep track of inventory – Display current food inventory. It will be categorized by category of food such as dairy, fruit, or vegetable. Can add and remove items from list, sort by expiration, and will remind user when something is going to expire.

Compare items with recipes – Users will be able to search for recommended recipes based on the items in their inventory. Additionally, they can also compare their inventory with the ingredients in a specific recipe.

Create a grocery list – The grocery list will keep track of what the user intends to purchase on their next trip to the grocery store. It will be organized vertically and potentially separate groceries into different categories based on if they are: dairy, breads, meats, etc.

Chat with tech support and other users – This feature would allow users to enter a chat system to talk to either support or other users, particularly users within their household.

Settings – User will be able to logout of their account, change their password, and join a household group.

Household

View shared inventory – multiple users belonging to a single household would have a dedicated household pantry and grocery list. This grocery list would be shared amongst members of a household and be visible to each member.

Track recent purchases – The household pantry would keep track of who was the last person to purchase a shared good.

Admin

Ability to view which users are registered within the application.

Ability to reach out to users via chat system

Ability to restrict account (in an instance where the user might violate application guidelines). Admins would be able to *lock / unlock* accounts or delete accounts entirely

Admins could view error logs reported by the application; if the application reports runtime errors, or if the server generates errors while the application is operating. This could also include being able to view application errors reported by the users.

Non-Functional Requirements

1. Reliability/Accuracy

The most important property is the reliability of our app. It can store a user's information correctly and respond to requests such as grocery lists, reminders, or recipe comparisons.

2. Performance

The second property is the performance. The app should have quick database accesses / server response time. This would be related to our algorithms and how we store our data.

3. User-friendly Interface

User interface should be cleanly constructed and intuitive. Functions should be clearly labeled, and it should be easy to navigate from any point in the application, to any point in the application.

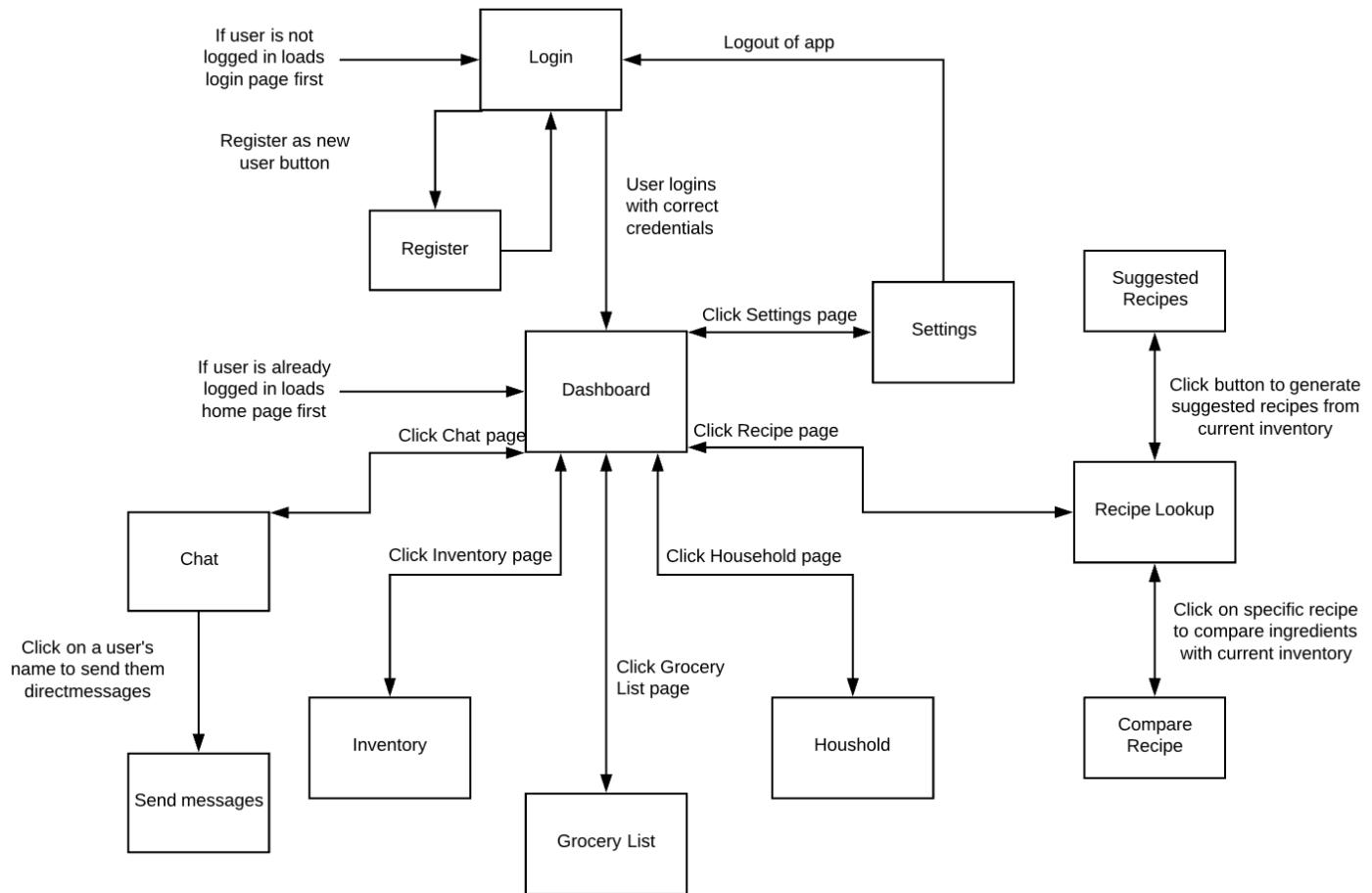
Database Tables/Fields

Storing User information	
Email	
Password (hashed for security reasons)	
Firstname	
Lastname	

Local Recipe Cache	
cache to store recently viewed recipes (temporal locality)	

Food Item	
Name	
Expiration Date	
Category	
Quantity	
User item belongs to	
Does item belong to a Household	

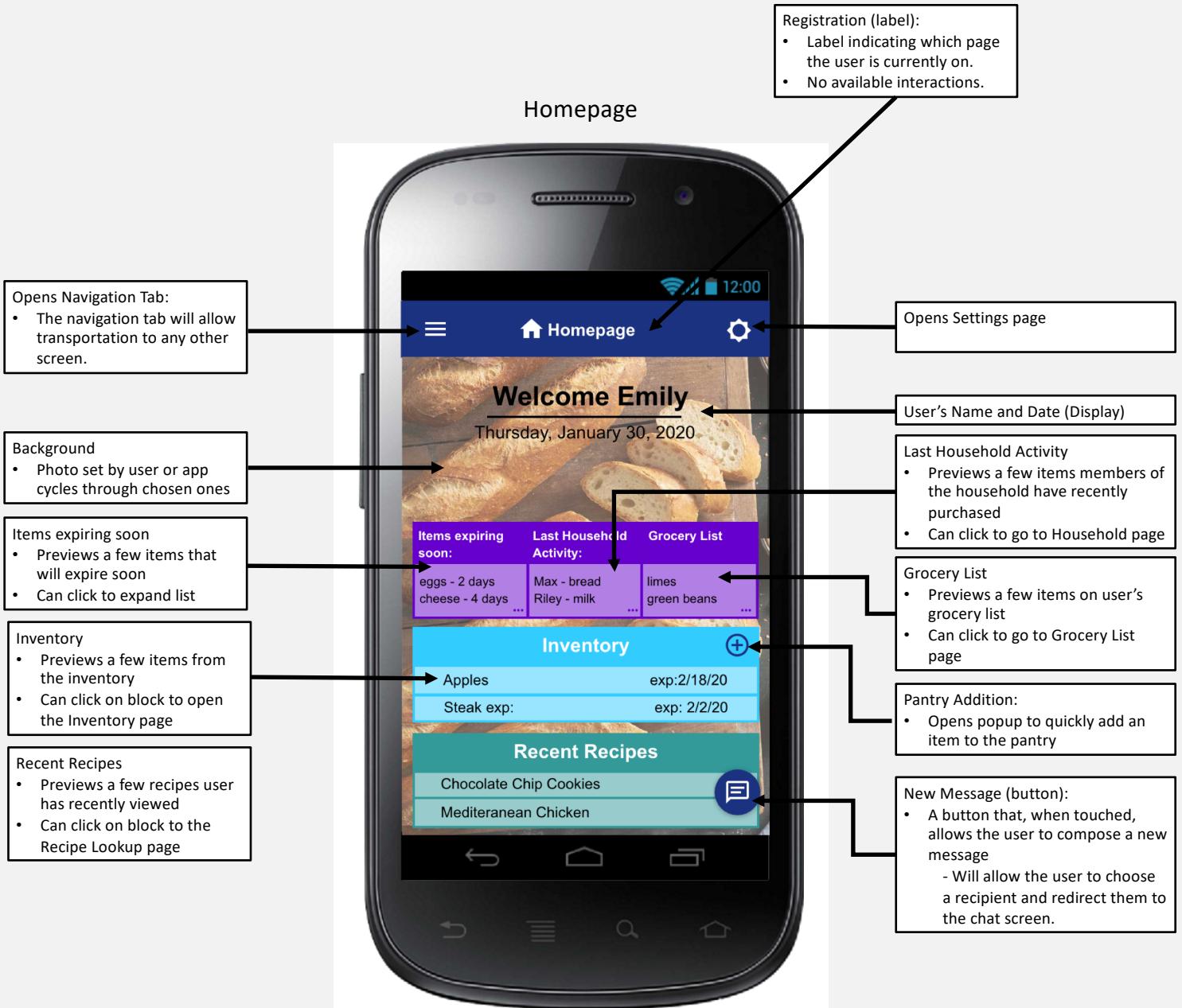
Screen Flow Diagram



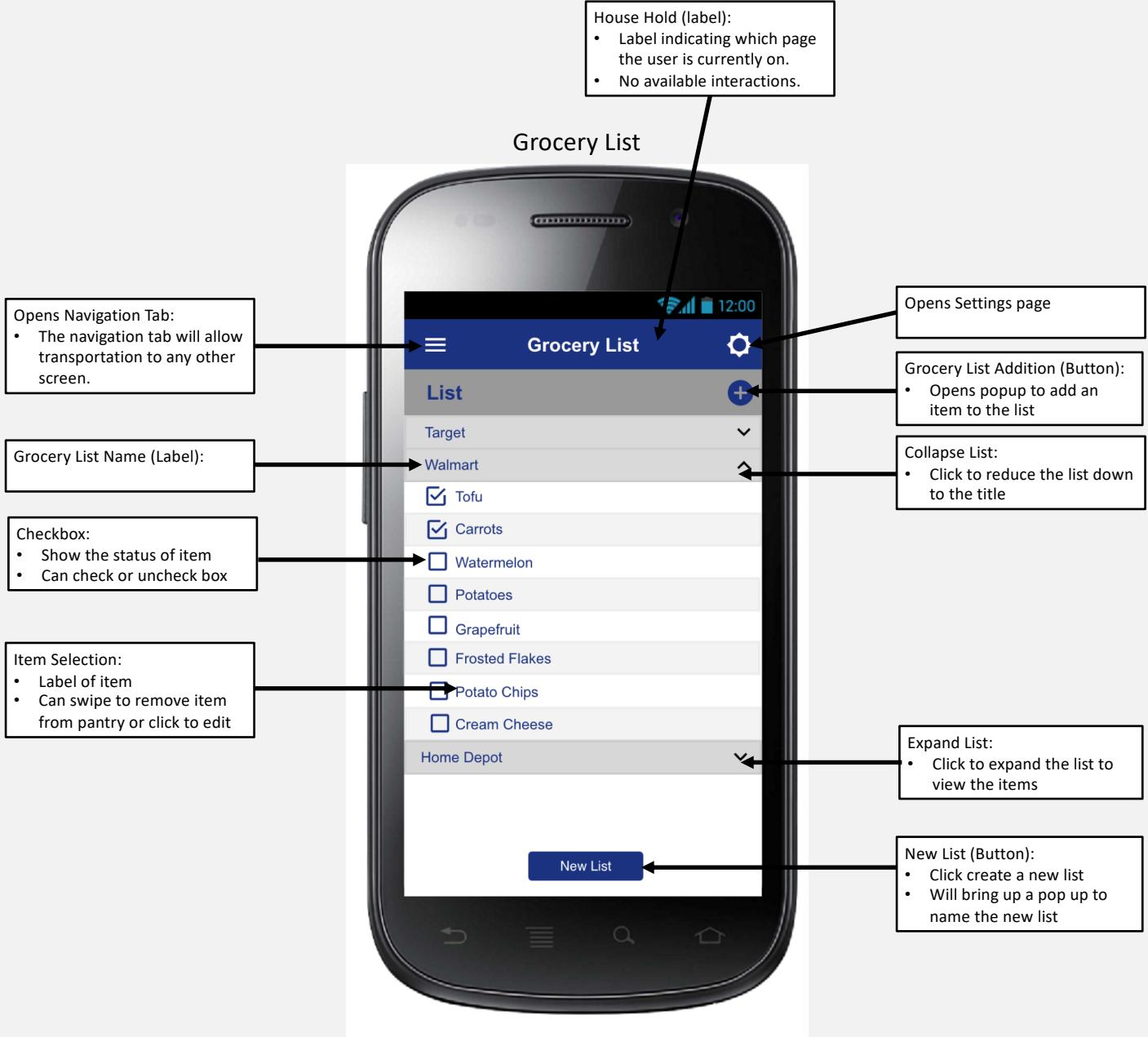
*Double sided arrows because you can always navigate back to dashboard from any of the other screens (by clicking dashboard in navigation)

Screen Sketches (8 pages)

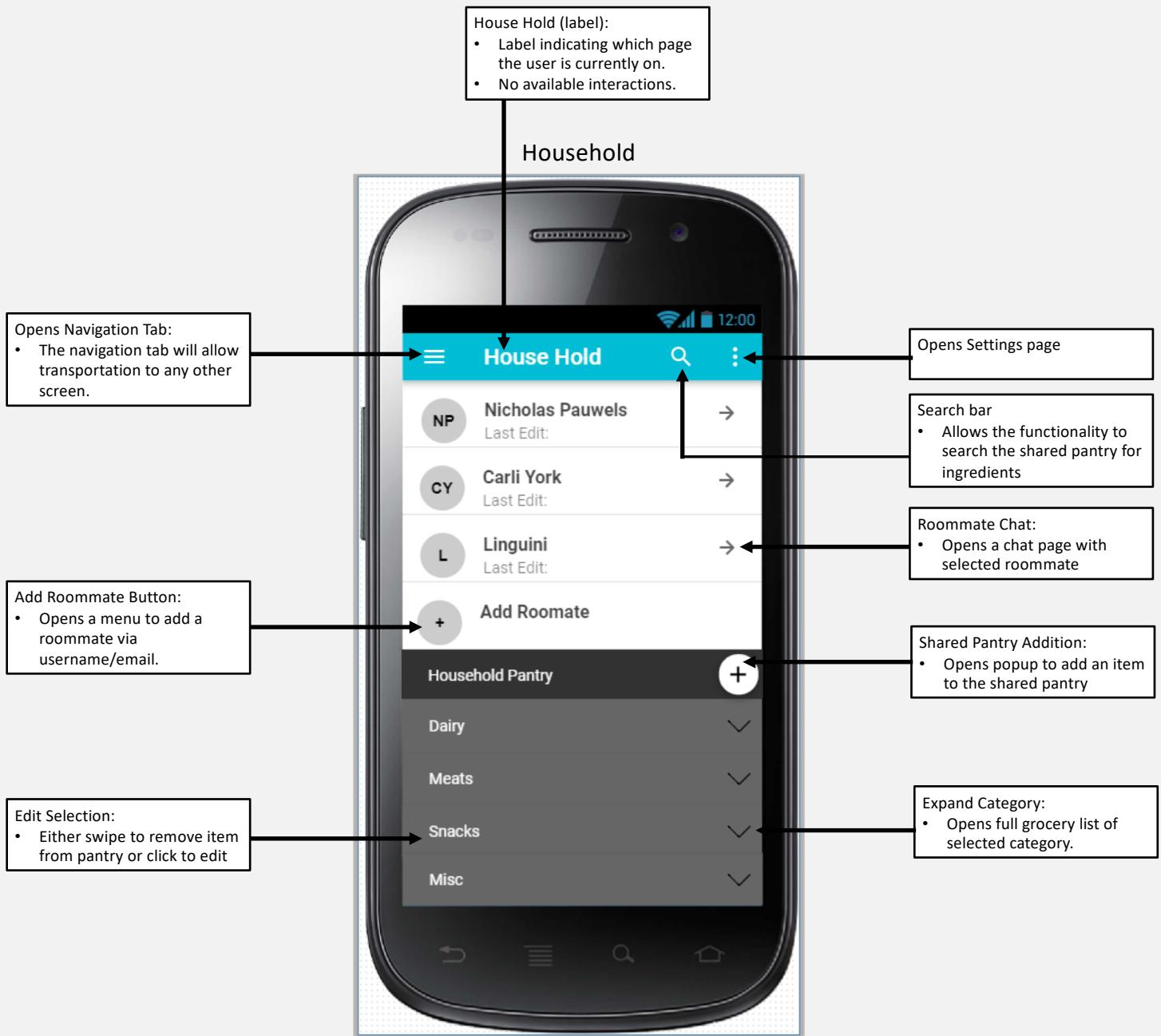
1. Homepage (Emily)
2. Grocery List (Emily)
3. Inventory (Max)
4. Household (Max)
5. Registration (Riley)
6. Chat/Messages (Riley)
7. Settings page (Tary)
8. Recipe Lookup (Tary)



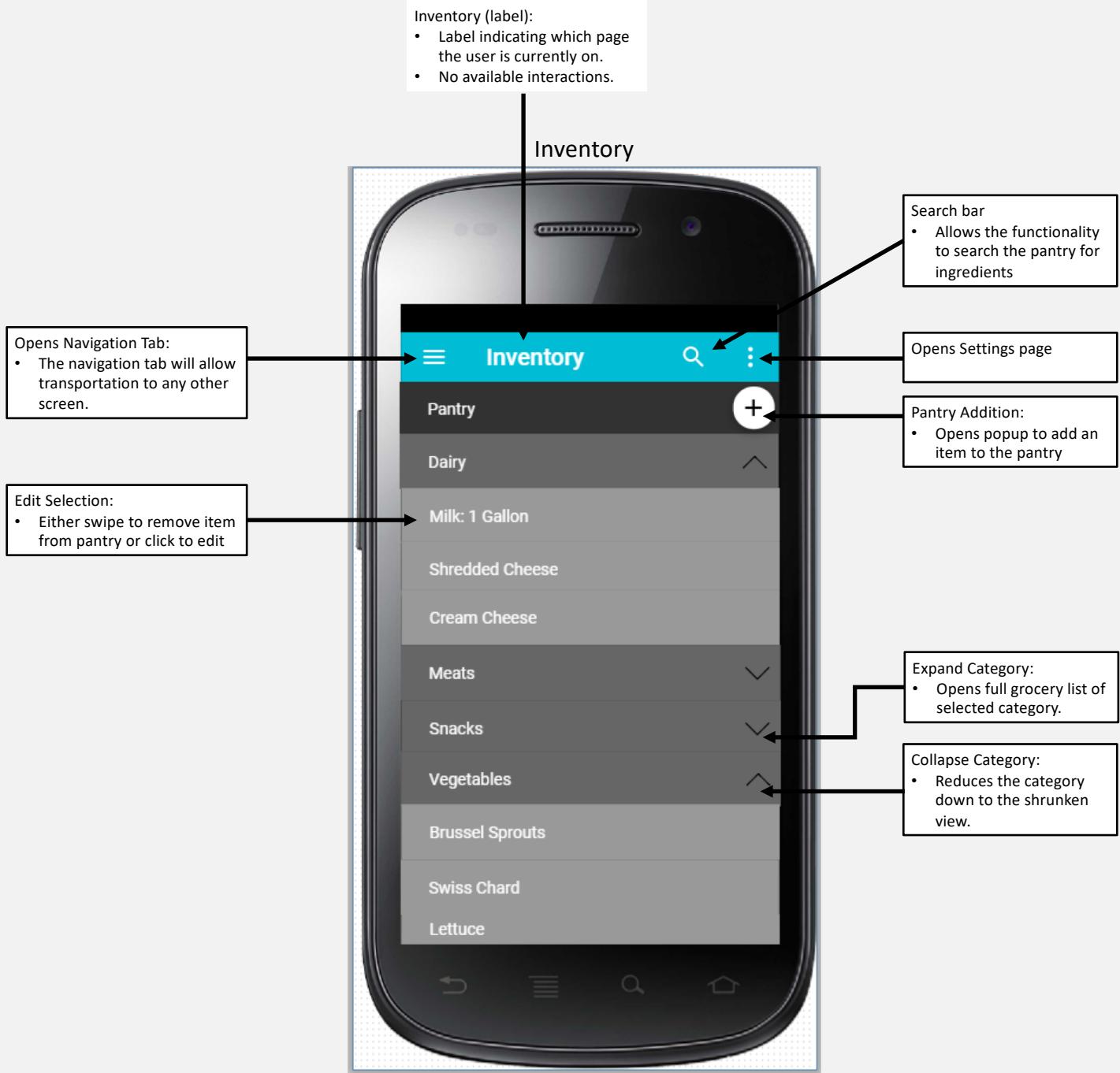
Emily Kinne



Emily Kinne



Max Solaro



Max Solaro



Riley Spick

Back (button):

- Returns the user to Home Screen.
- Identical functionality for *Messages Chat* page, except that it returns the user to the *Messages* page.

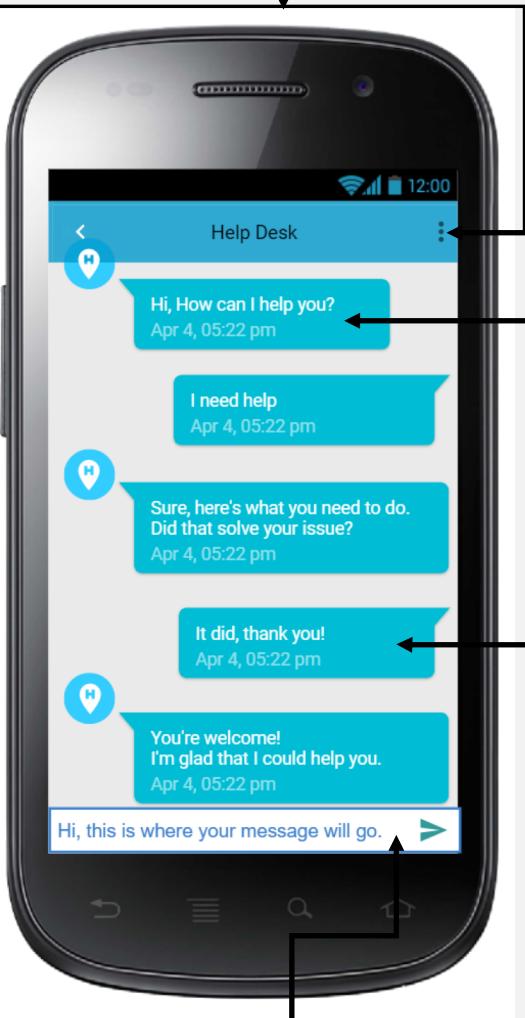
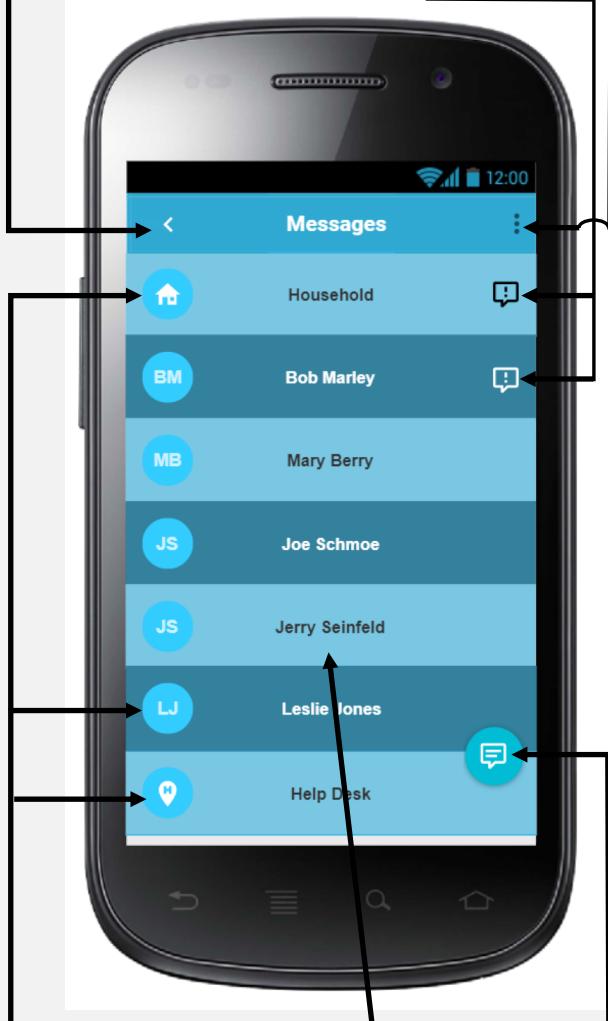
Notification (label):

- Indicates that the user has received a new message.

Settings (button):

- Allows user to display settings (for both the *Messages* page, and for *Messages Chat* page)

Chat (Messages)



User Icon (label):

- Icon Label to represent a user.
- Consists of first and last initials in the user's name.
- *Help Desk* (*Admins*) and *Household* are denoted by unique icons.

User Display Name (label):

- Label to represent the display name of the user.
- Consists of the account's *first name*, followed by its *last name*.
- The household is denoted as *Household*, and Admin Support is denoted by *Help Desk*.

New Message (button):

- A button that, when touched, allows the user to compose a new message
- Will allow the user to choose a recipient and redirect them to the chat screen.

Chat: To (text box)

- Displays the text that the user sends to the recipient; No icon.
- Displays date/time.

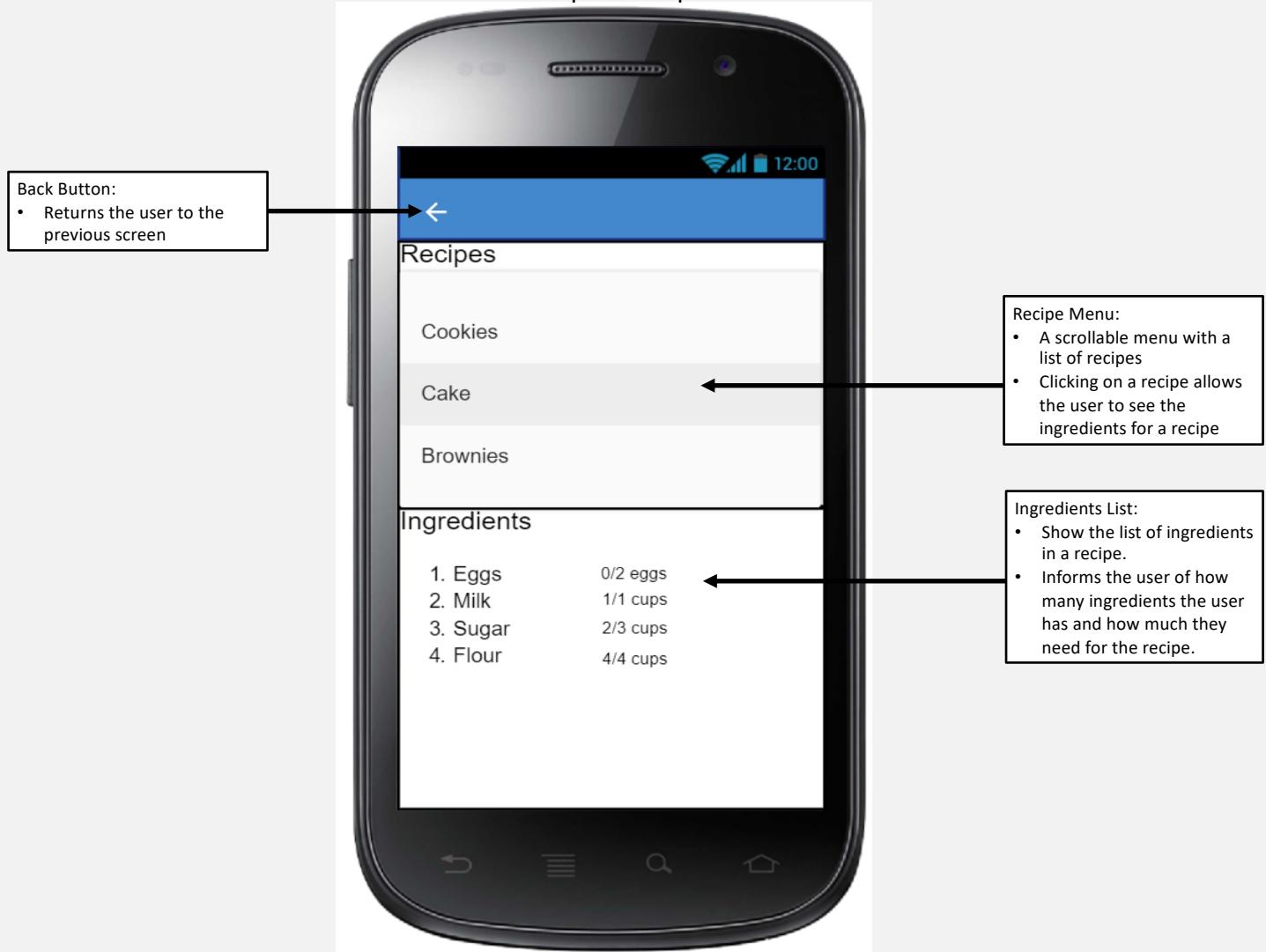
Riley Spick

Settings Page



Tary Todd

Recipe Lookup



Tary Todd