SEG 2105: Mealer Project

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GitHub repository

https://github.com/mstan091/SEG2105 Project.git

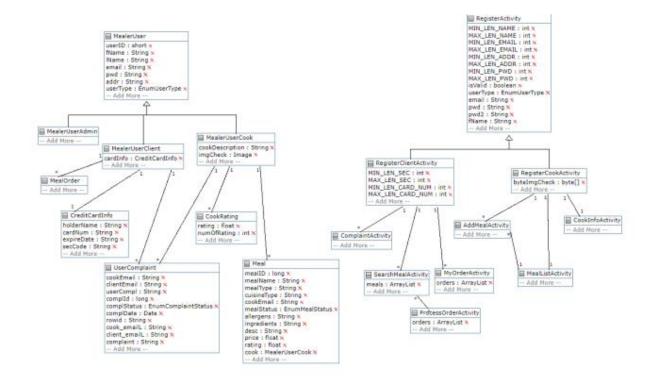
Introduction

Group 18 was tasked with developing an android application that provides meals at home: "Mealer", an Ottawa-based meal sharing application where local cooks can sell meals to clients from their home This app was built for three types of users:

- Cook: a user that makes meals at home and sells them to Clients.
- Client: a user that buys meals from Cooks. They order the meal through the application and pick it up from the Cook's home.
- Administrator: a user that receives complaints about a Cooks from a Client and may suspend the Cook if necessary. The administrator is pre-registered.

This app could allow users to login or create an account as a cook or a client.

UML Diagram



Tasks distribution

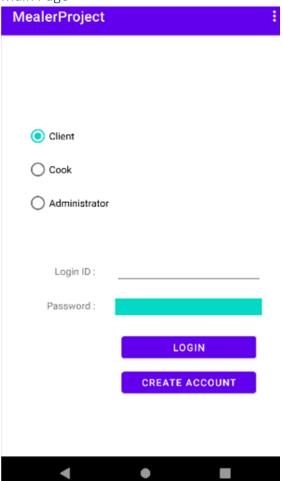
| | Deliverable 1 | Deliverable 2 | Deliverable 3 |
|-------|---|--|---|
| Maria | - Allow a user to create an account as a cook | - The Administrator can action the complaint (dismiss complaint or suspend cook) | - The Cook can add a meal to the menu - The Cook can add a meal to the offered meals list |

| Anoushka | - Allow a user to create an account as a client | - The complaints list is stored in the database - 2-unit test | - The Cook cannot delete a meal from the menu if it is currently in the offered meals list |
|------------|---|---|--|
| Trinity | - The Administrator, Cook, or Client user can see the "welcome screen" after successful authentication. The welcome screen specifies the user role. | - The Cook can see a message informing them that they have been suspended - UML | - The Cook can add a meal to the offered meals list. - 4-unit test case |
| Bernadette | The administrator registers The user can logout UML | When a user registers, their account information is stored in the database 2-unit test case | - When a suspended Cook logs on, they can only see the suspension message and log off. They cannot perform any other action. |

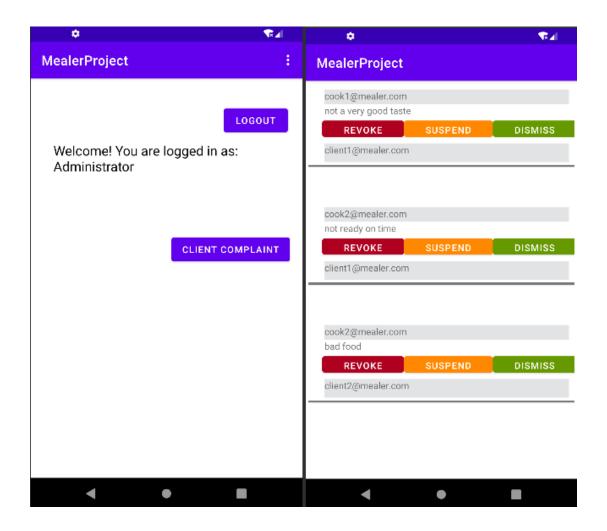
| | Deliverable 4 | |
|------------|--|--|
| Maria | UML The Client can submit a purchase request The Cook can receive the purchase request submitted by the Client The Client can view the status of their purchase (pending, approved, or rejected) The Client can rate the Cook from which they have purchased a meal 5 The Client can submit a complaint about a Cook to the administrator The Cook can view, and approve/reject purchase requests received from Clients. | |
| Anoushka | The Cook can view their profile and rating. All fields should be validated. There should be appropriate error messages for incorrect input. | |
| Trinity | The Client can search for a meal The Client can see search results for meals offered by non-suspended Cooks | |
| Bernadette | The Client can view the Cook's information and rating for each meal in the search result The Client can view the meal's information for each meal | |

Screenshots

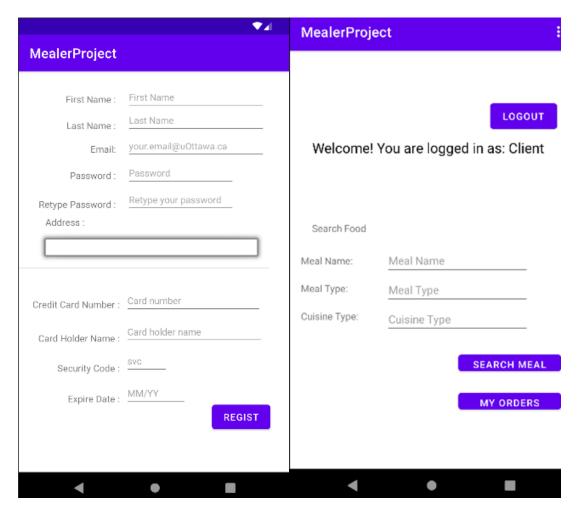
Main Page



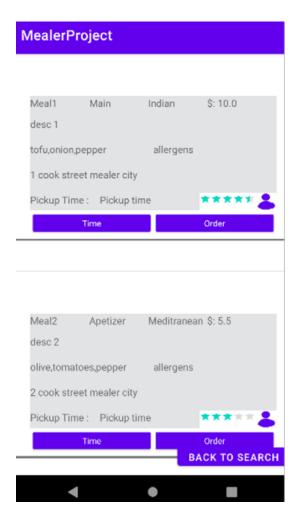
Administrator



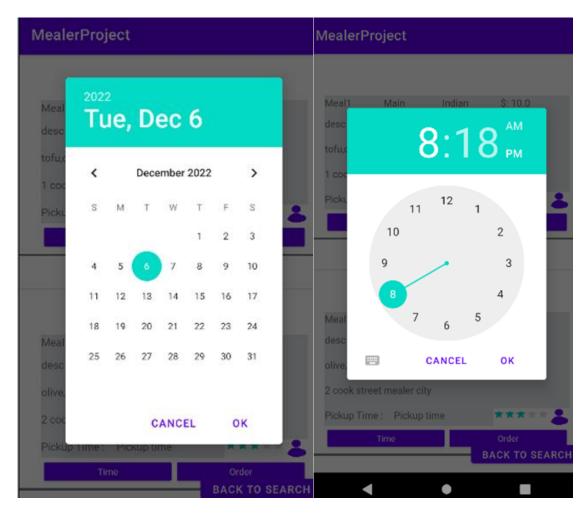
Client



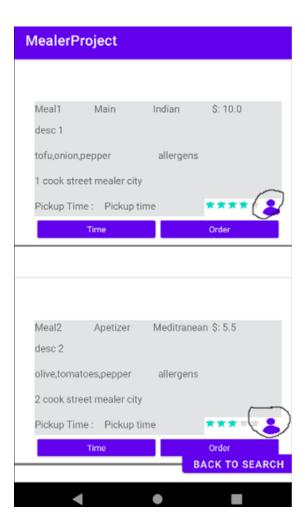
Search Meal:

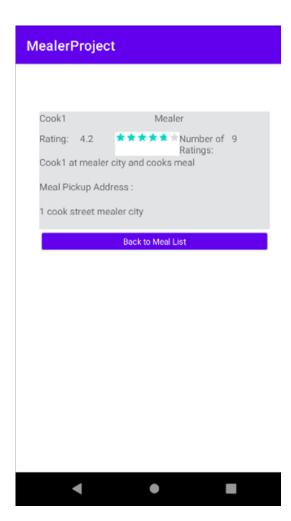


Pick date and time and click order:

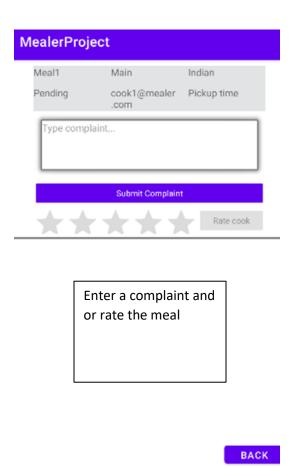


See the cook profile by clicking the person icon:





View my orders:



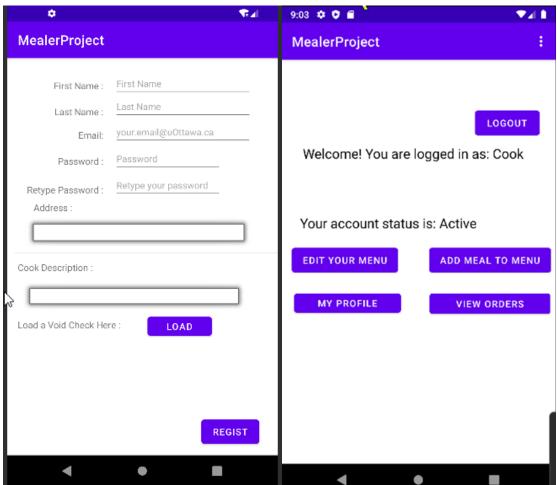
If the order status is pending, you cannot rate the cook. It must be approved or rejected by the cook.

When a complaint is entered or you rate cook the status change to completed

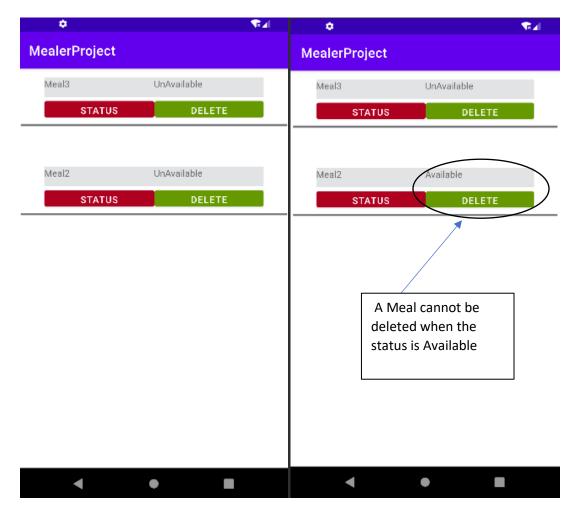
Order Status:



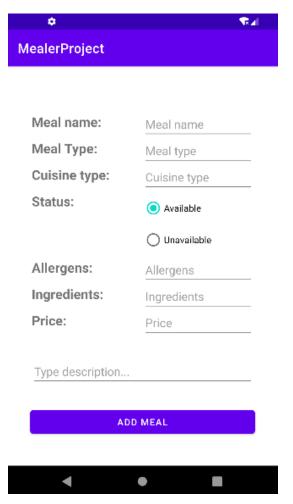
Cook



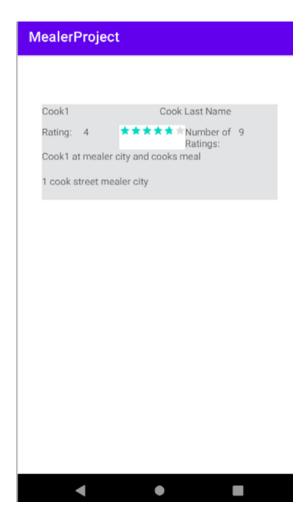
Edit your menu:



Add meal:



View Profile:



View Orders and approved or reject order :



Conclusion and Lesson Learned

Working together on developing this app the members of group 18 improved their organization skill, communication skill, and logic. The team was working very hard to implement all the requirements in time for each deliverable. We found the first derivable to be the most challenging as the team members needed to organize the tasks, learn to work together, design the application, and plan the implementation to meet the due dates. Also, the team needed to acquire the knowledge about how to develop apps in Android Studio as it was something they did not used before. We also needed to learn more about databases and how to integrate SQLite database and Android Studio. We learned several lessons throughout the project:

- How to better separate the tasks
- How to choose naming convention for the .java and .xml files.
- The difference between API 28 and API 33
- Design the database structure at the beginning of the project