Customer Requirements

PocketChef

Team 10

Bryant Baltes, Tyler Cook, Scott Hood, Nate Howe

MINUTES OF MEETING: 30 Minutes			GROUP # 10		DATE? 2 / 3 / 2014
	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	X			
2	TC	X			
3	BB	X			
4	SH	X			

	STUDENT NAME (INITIALS)	OLD ACTION ITEM	STATUS
1	NH	Getting Scanner operational	Almost Finished
2	TC	Getting Database operational	Almost finished
3	BB	Getting Scanner class operational	Almost finished
4	SH	Getting Database operational	Almost finished

AGENDA/DISCUSSION SUMMARY

Start talking about what classes, and objects we needed in our program. Also started talking about the variables in each class object and what we would need to hold in each class.

Lastly talked about layout of main page and how we would like our opening to look.

	STUDENT NAME (INITIALS)	NEW ACTION ITEM	DUE DATE
1	NH	Scanner information.	2 / 5

2	TC	Try to save info to database.	2 / 5
3	BB	Working on activity for scanner	2 / 5
4	SH	Same as old	2 / 5

MINUTES OF MEETING: 1 hour GROUP # 10 DATE? 2 / 5 / 2014

	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	X			
2	TC	X			
3	BB	X			
4	SH	X			

	STUDENT NAME (INITIALS)	OLD ACTION ITEM	STATUS
1	NH	Scanner information.	Showing product number from
2	TC	Try to save info to database.	User in database being shown
3	BB	Working on activity for scanner	Finished,
4	SH	Pulling from Database	Able to save to database
	AGENDA/DISCUSSION SUMMARY		

Started talking about the action bars and what we wanted on them. Decided that we wanted to limit the amount of redundancy and make it feel much like facebook. Decided that the main action bar parts were, My Recipe, My Inventory, home, and Settings.

Decided also on a main color scheme for the project app.

	STUDENT NAME (INITIALS)	NEW ACTION ITEM	DUE DATE
1	NH	Scanner interpretation	2 / 10
2	TC	Creating Database tables	2 / 10
3	BB	Scanner interpretation	2 / 10
4	SH	Creating Database tables	2 / 10

MINUTES OF MEETING: 30 min GROUP # 10 DATE? 2 / 10 / 2014

	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	X			
2	TC	X			
3	BB	X			
4	SH	X			

	STUDENT NAME (INITIALS)	OLD ACTION ITEM	STATUS
1	NH	Scanner interpretation	Shows the information of scan
2	TC	Creating Database tables	Finished

3	BB	Scanner interpretation	Shows information of scan object
4	SH	Creating Database tables	Finished

AGENDA/DISCUSSION SUMMARY

Started talking about the hierarchy of app, what we wanted our app to go to.

How we wanted to call objects and set classes up.

Wanted to clean up the way the classes were organized into packages of what we wanted.

	STUDENT NAME (INITIALS)	NEW ACTION ITEM	DUE DATE
1	NH	Cleaning up and organizing	2 / 12
2	TC	Login and User Activity	2 / 12
3	BB	Setting up classes for Objects	2 / 12
4	SH	Sending Strings to Database from	2 / 12

MINUTES OF MEETING: 1 hour GROUP # 10 DATE? 2 / 12 / 2014

	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	X			
2	TC	X			
3	BB	X			
4	SH	X			

	STUDENT NAME (INITIALS)	OLD ACTION ITEM	STATUS
1	NH	Cleaning up and organizing	Finished
2	TC	Login and User Activity	Still in progress
3	BB	Setting up classes for Objects	Finished
4	SH	Sending Strings to Database from	Still in progress

AGENDA/DISCUSSION SUMMARY

Started talking about which activities people would be taking care of.

We also talked about the upcoming check point and finishing up touches on the project.

Made sure certain members had MySQL on their computers.

	STUDENT NAME (INITIALS)	NEW ACTION ITEM	DUE DATE
1	NH	Main Activity	2 / 17
2	TC	Login and User Activity	2 / 17
3	BB	Main Activity Buttons	2 / 17
4	SH	Sending Strings to Database from	2 / 17

MINUTES OF MEETING: 30 minutes GROUP # 10 DATE? 2 / 17 / 2014

	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	X			
2	TC	X			
3	BB	X			
4	SH	X			

	STUDENT NAME (INITIALS)	OLD ACTION ITEM	STATUS
1	NH	Main Activity	Work has been done on it
2	TC	Login and User Activity	Working with App
3	BB	Main Activity Buttons	Buttons ready for implementation
4	SH	Sending Strings to Database from	Working.

AGENDA/DISCUSSION SUMMARY

We talked about how we want our classes to be sent to the data base. Came to the conclusion that we would send to a class object, and save the objects with an incrementing ID to the database which would allow us to pull / save the objects variable information.

	STUDENT NAME (INITIALS)	NEW ACTION ITEM	DUE DATE
1	NH	Fixing the names and classes on	2 / 19
2	TC	Login Database exceptions	2 / 19
3	BB	My inventory class	2 / 19

4	SH	Start on Recipe Class	2 / 19

MINUTES OF MEETING: 1 hour			GROUP # 10	DATE? 2 / 19 / 2014	
	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	X			
2	TC	X			
3	BB	X			
4	SH	X			

	STUDENT NAME (INITIALS)	OLD ACTION ITEM	STATUS
1	NH	Fixing the names and classes on	Fixed a lot of issues
2	TC	Login Database exceptions	Finished
3	BB	My inventory class	working
4	SH	Start on Recipe Class	In progress

AGENDA/DISCUSSION SUMMARY

Talked about how peoples programing were going, talking about the database saved information and how to save it.

We talked about how everything we use needs to be connected to an ID and the coding to get that ID from whatever table.

	STUDENT NAME (INITIALS)	NEW ACTION ITEM	DUE DATE
1	NH	Add Item Activity	2 / 24
2	TC	Finishing All user Information	2 / 24
3	BB	Fixing main menu	2 / 24
4	SH	Implement Recipe Class to	2 / 24

MINUTES OF MEETING: 30 minutes GROUP # 10 DATE? 2 / 24 / 2014

	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	X			
2	TC	X			
3	BB	X			
4	SH	X			

	STUDENT NAME (INITIALS)	OLD ACTION ITEM	STATUS
1	NH	Add Item Activity	In progress
2	TC	Finishing All user Information	Finished
3	BB	Fixing main menu	Good work done on it
4	SH	Implement Recipe Class to	In progress

	AGENDA/DISCUSSION SUMMARY			

We talked about who would be doing what for each use case.

Also talked about our understanding on classes that were redone and how objects were being transferred into arrays. We decided that each recipe would have an array of ingredients that were made up of a food item object and an int connected to an enum measurement.

	STUDENT NAME (INITIALS)	NEW ACTION ITEM	DUE DATE
1	NH	Manual Add item	2 / 26
2	TC	Helping with Add Recipe	2 / 26
3	BB	Fixing main menu, Action bar	2 / 26
4	SH	Implement Recipe Class to	2 / 26

MINUTES OF MEETING: 1 hour GROUP # 10 DATE? 2 / 26 / 2014

	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	X			
2	TC	X			
3	BB	X			
4	SH	X			

	STUDENT NAME (INITIALS)	OLD ACTION ITEM	STATUS
1	NH	Manual Add item	Finished
2	TC	Helping with Add Recipe	Got it added to database

3	BB	Fixing main menu, Action bar	Finished and looking good
4	SH	Implement Recipe Class to	Got it added to database

AGENDA/DISCUSSION SUMMARY

Clarified how the Use cases were supposed to be made.

Talked about issues we were having with certain programs.

Talked about how classes were supposed to maneuver through each push of a button.

	STUDENT NAME (INITIALS)	NEW ACTION ITEM	DUE DATE
1	NH	Getting Scans saved to database	3 / 3
2	TC	My Inventory to pulled from	3 / 3
3	BB	Putting food items in database	3 / 3
4	SH	Getting ingredients in an array	3 / 3

Software Requirements Document for Pocket Chef

Author: Group 10

Nate Howe, Bryant Baltes, Scott Hood, Tyler Cook

Version	Date	Author	Change
0.1	09/13/07	SM	Initial Document
0.2	2/27/14	NH	Filled out first page, some of page 1, and some of page 2, and use cases.
0.3	3/1/14	NH/TC	Both worked on filling out the rest of the document, except or use case.
0.4	3/1/14	TC	Added in two more use cases.
0.5	3/2/14	TC	Added use case diagram and terms/definitions.

Table of Contents

1 Introduction

1.1 PURPOSE

The purpose of the SRS is to develop and understand customer requirements.

Scope

The scope of the SRS is to focus on details of user-system interactions and detailed requirements.

1.2 DEFINITIONS, ACRONYMNS, ABBREVIATIONS

// alphabetical list of terms and their descriptions

// This is part of analysis and you must make sure you describe terms used in this document

Term	Description
Admin	A higher power user; moderates the system.
Guest	An actor that has not registered with the system.
Item/Food	The class/object that represents an ingredient or grocery item. (can of beans, bananas)
User	Either the class/object used in code, or referring to the User actor.

1.3 REFERENCES

None for now.

1.4 OVERVIEW

[OMIT]

2 Overall Description

Pocket Chef is a grocery management system. In essence, Pocket Chef will allow users to manage their groceries easily (using a UPC scanner), and find recipes to cook. Based on the groceries a user has, our application will suggest recipes to the user. Users will also be able to search for specific recipes matching selected items in their inventory, or just browse recipes in general. Pocket Chef will also track favorite recipes, your created recipes, grocery lists, and other useful information to provide an all-in-one grocery solution.

2.1 PRODUCT PERSPECTIVE

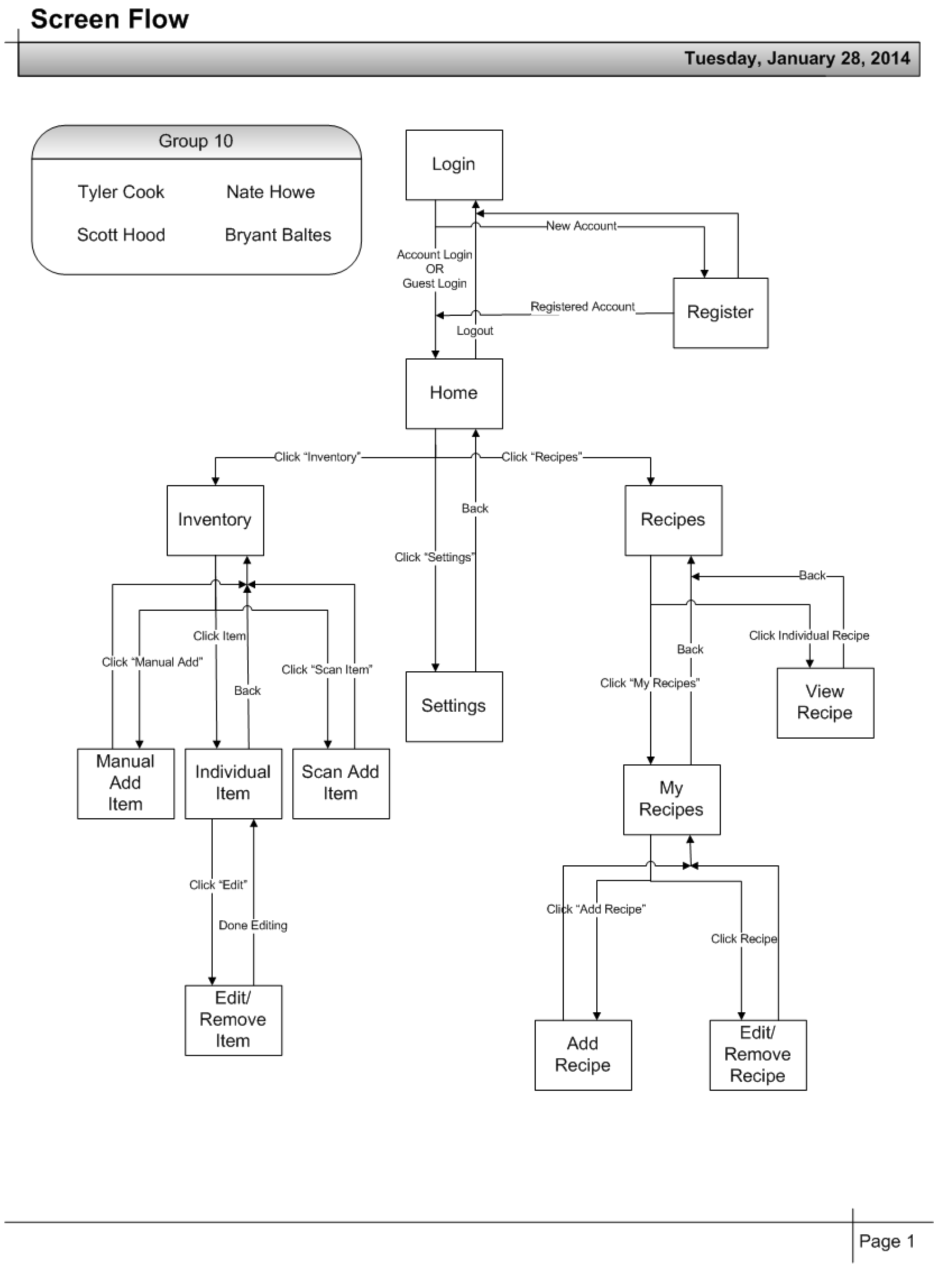
Similar products have been made, but few use UPC decoding, and also lack an enhanced recipe system (most are just a basic recipe browse system). Also, other applications tend to focus more on grocery lists, calorie counting, or creating health/fitness goals, while our application is designed to focus on grocery management.

2.1.1 Concept of Operations

Pocket Chef will operate as an online application on the Android platform. Users will be able to download the application from the Play Store, and launch it from their Android devices. Our libraries include JDBC, ZBar (for scanning UPC's), and Apache Commons for string manipulation.

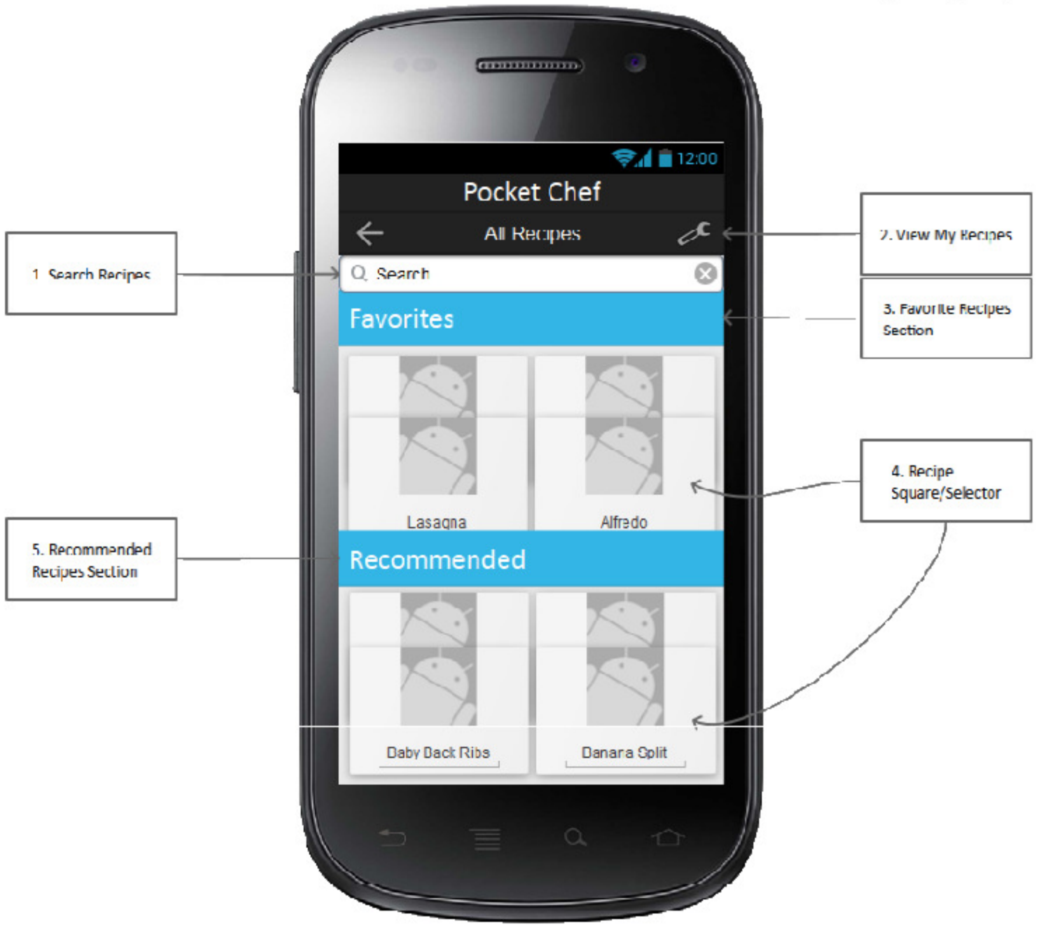
Our system will connect to a MySQL database using the JDBC library and stored procedures. The database will contain user information. Upon login, the application retrieves an inventory, recipes, and other information unique to the logged in user. The scanner module uses the ZBar library to retrieve scanned barcodes from the Android camera. JSON is used to query a large, online UPC database to decode the UPC. Searching and suggesting will be based on a series of algorithms yet to be developed.

2.1.2 Major User Interfaces

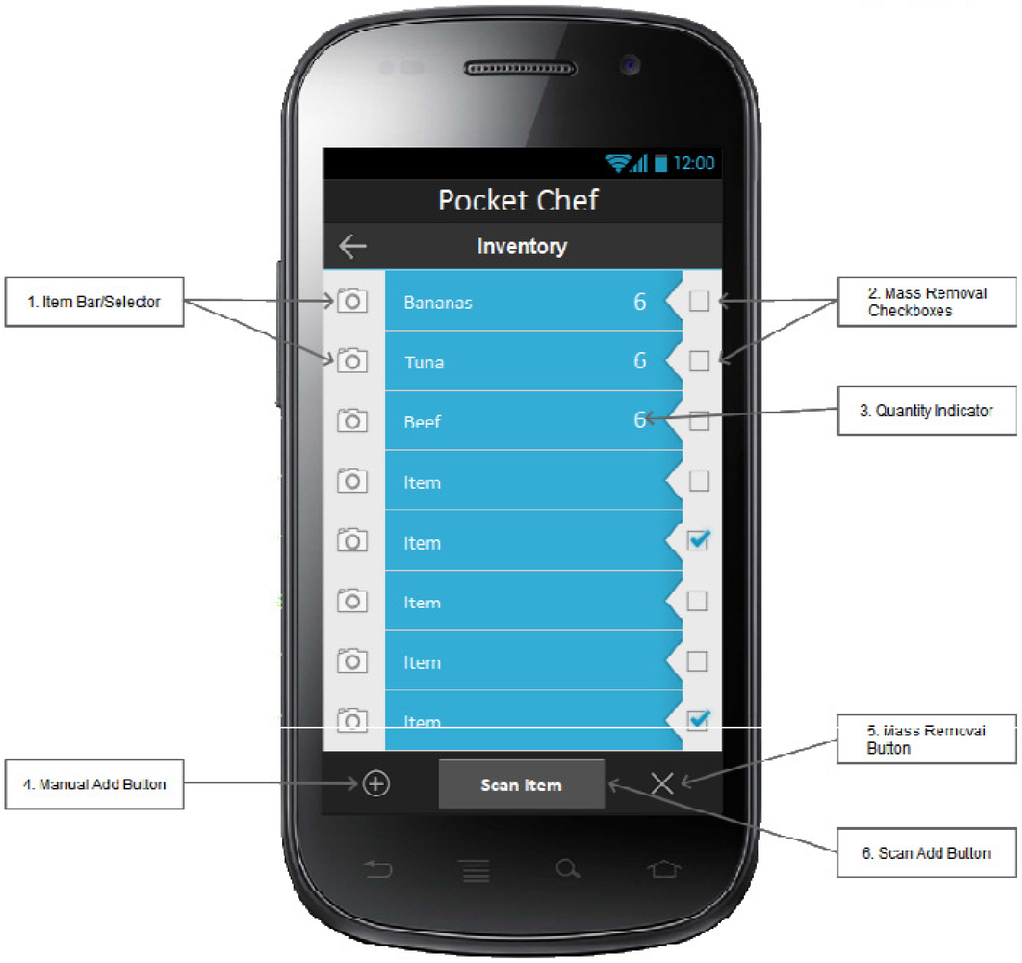


2.1.2.1 Example Screenshots

All Recipes Page, Tyler Cook



Inventory Page, Tyler Cook



2.1.3 Hardware Interfaces

Touch screen via Android phones and tablets.

2.1.4 Software Interfaces

// example: CGI-URL or function signatures etc (OMIT for now).

2.1.5 Communication Interfaces

// example: modem etc (OMIT for now)

2.1.6 Memory Constraints

// RAM, and other storage constraints (OMIT for now)

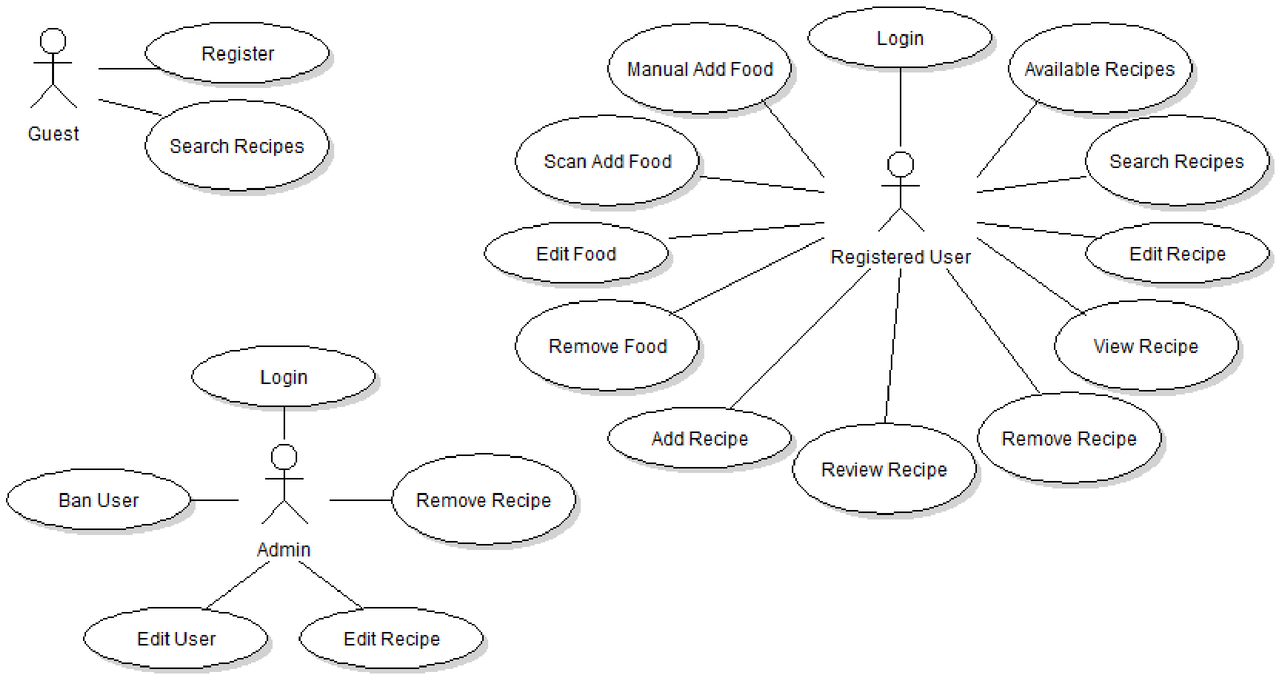
2.1.7 Operations

// special operations (if any) (OMIT for now)

2.1.8 Site Adaptation Requirements

//ex: Japanese language etc (OMIT for now)

2.2 PRODUCT FUNCTIONS



There will be three actors: two more significant than the third. A registered user will have the most features and use cases. A guest will be able to become a registered user and search for recipes. An admin will act as the police, enforcing proper recipes and dealing with unwanted issues.

2.2.1 UC-1 Scan Add Food (Nate Howe)

User uses the application to scan a barcode.

Actors: Guest, Registered User

Main Success Scenario:

1. User scans barcode.
2. Barcode is retrieved from item.
3. Barcode is decoded into item information.
4. Result fills text field for the user to edit.

Extensions:

1a. Camera is unavailable

1a1. The barcode is never scanned, and a display notifies the user of the problem.

2a. Internet access offline.

2a1. Barcode cannot be decoded, and the problem is displayed.

3a. Barcode cannot be decoded

3a1. Notify the user that the item could not be found.

2.2.2 UC-2 Manual Add Food (Nate Howe)

User manually enters item information and adds the item to their inventory.

Actors: Guest, Registered User

Main Success Scenario:

1. User enters item information.
2. User adds item.
3. System creates item with given information.
4. Item is added to the user inventory.
5. Item is saved for persistence.

Extensions:

1a. User selects expiration date for the item

1a1. System creates item with this information.

2a. User selects quantity for the item

2a1. System creates item with this information.

3a. User selects to add information with scanner

3a1. Scanner use case

2.2.3 UC-3 Remove Item (Bryant Baltes)

A user uses this case to remove a food item from his inventory.

Actors: Guest, Registered User

Pre-Condition: There is an item to remove in the inventory.

Main Success Scenario:

1. User navigates to the item inventory page.
2. User selects item(s) to be removed and presses remove.
3. The user is asked if they are sure they want to remove the item(s).
4. The item is removed from the system and the database.

5. Page refreshes and item is removed from the screen.

<u>Extensions:</u>

1a. Quantity is more than one.

1a1. The user must select how many items of that type he wants to remove.

2a. Internet access offline.

2a1. Item cannot be removed from the database.

3a. Quantity is one

3a1. Item is removed completely from the database.

4a. There is no recipe to remove

4a1. The option will not be available to select remove.

2.2.4 UC-4 Remove Recipe (Bryant Baltes)

User removes a recipe from their "My Recipes".

<u>Actors</u>: Guest, Registered User

<u>Pre-Condition</u>: There are recipes to be removed.

<u>Main Success Scenario:</u>

1. User navigates to the "My Recipe" page.
2. User selects the recipe to be removed and presses remove.
3. The user is asked if they are sure they want to remove the item(s).
4. The item is removed from the system and the database.
5. Page refreshes and item is removed from the screen.

<u>Extensions:</u>

1a. Internet access offline.

1a1. Item cannot be removed from the database.

2a. There is no recipe to remove

2a1. The option will not be available to select remove.

2.2.5 UC-5 Add Recipe (Scott Hood)

User adds a recipe from their "My Recipes".

Actors: Guests, Registered Users

Pre-Condition: None.

Main Success Scenario:

1. User Navigates to “My Recipe” page.
2. User selects the “Add Recipe” button on the page.
3. The user is taken to a separate activity where they input, recipe name, description, instructions and ingredients.
4. The user then presses the “save” button.
5. It takes them back to the “My Recipe” page where the page refreshes with their updated list of recipes.

Extensions:

1a. Internet access offline.

1a1. Item cannot be added from the database.

2a. The name of this recipe already exists in your recipes.

2a1. Recipe is not created, system notifies actor.

3a. There a fields missing that need to be added.

3a1. The recipe is not created, system notifies user.

2.2.6 UC-6 Edit Recipe (Scott Hood)

User edits an existing recipe from their “My Recipes”.

Actors: Guests, Registered Users

Pre-Condition: Must have recipes in database.

Main Success Scenario:

1. User Navigates to “My Recipe” page.
2. User selects recipe to be edited and presses edit.
3. The user is taken to an activity where they can change information of the selected recipe.
4. User makes changes, and then clicks save.
5. User is returned to previous page “My Recipe”, recipe changes are saved within the selected recipe.

Extensions:

1a. Internet access Offline

1a1. Recipe cannot be edited, could not retrieve from database.

2a. There is no recipe to edit.

2a1. The option will not be available to select edit.

3a. Text fields were left blank.

3a1. The recipe will not change and the user will be notified of fields that are blank.

2.2.7 UC-7 Login (Tyler Cook)

An actor starts the application and must log in to begin using features.

Primary Actor:	Admin, Registered User
Pre-Condition:	Application installed?

Main Success:
1) Actor provides username and password.
2) Actor presses login button.
3) System retrieves user info from database and constructs User object.
4) System displays ‘All Recipes’ page to actor.

Extensions:
1a) The username or password field is left blank.
    1a1) The system returns an error message box notifying the user.
2a) There is no wifi connection.
    2a1) The system returns an error notifying the user.
3a) The credentials are not found in the database.
    3a1) The system notifies the user of invalid credentials.

2.2.8 UC-8 Register (Tyler Cook)

An actor with no account must register to use features.

Primary Actor:	Guest
Pre-Condition:	Application installed?

Main Success:
1) Actor provides username, password, first and last name
2) Actor presses register button
3) System creates a new User and sends the info to the database
4) System informs actor of success, returns to the login page

Extensions:
1a) One or more of the credential fields are blank.
    1a1) The User is not created; system returns an error notification to the user.
2a) There is no wifi connection.
    2a1) The User is not created; system notifies the actor.

3a) There is already a User with the same credentials.

    3a1) The User is not created; system notifies the actor.

2.3 USER CHARACTERISTICS

Adult grocery shoppers. Frequency of use will depend on how often the user decides to use the recipe search/suggestion system, and how often they wish to update their food inventory.

2.4 CONSTRAINTS

Pocket Chef requires an internet connection. The user must be able to operate a mobile device. For scanning, users must by items with barcodes. Some items will likely not be found in the UPC database when scanned.

2.5 ASSUMPTIONS AND DEPENDENCIES

Assumes the user has an Android device updated to a somewhat recent API.

3 Specific Requirements

// Here you need to put in details (if any). Mark items [None] if you do not have any information.

3.1 EXTERNAL INTERFACE REQUIREMENTS

3.1.1 User Interfaces

3.1.2 Hardware Interfaces

3.1.3 Software Interfaces

3.1.4 Communications Interfaces

3.2 FEATURES

3.2.1 FEATURE-1 ….

3.2.1.1 …

3.2.1.2 …..

3.3 PERFORMANCE REQUIREMENTS

3.4 DESIGN CONSTRAINTS

3.5 SOFTWARE SYSTEM ATTRIBUTES

3.5.1 Reliability

3.5.2 Availability

3.5.3 Security

3.5.4 Maintainability

3.5.5 Portability

3.6 OTHER REQUIREMENTS

// ADD Appendices (if any)

// Regenerate Table of Contents