

Screen Sketches

Pocket Chef

Team #10:

Bryant Baltes, Tyler Cook, Scott Hood, Nate Howe

Minutes of Meeting

MINUTES OF MEETING 60						GROUP # 10		DATE? 1/22	
	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?				
1	NH	Yes							
2	BB	Yes							
3	TC	Yes							
4	SH	Yes							
	STUDENT NAME (INITIALS)	OLD ACTION ITEM			STATUS				
1									
2									
3									
4									
	AGENDA/DISCUSSION SUMMARY								
<p>Initial brainstorming and design. Use cases as a group. We came up with our screens and split up the sketches to</p> <p>Each member of the group. We also discussed some ideas to enhance the application and add complexity.</p>									
	STUDENT NAME (INITIALS)	NEW ACTION ITEM			DUE DATE				
1	NH	Screen sketches			Feb 2				
2	BB	Screen sketches			Feb 2				
3	TC	Screen sketches			Feb 2				
		Use cases							
4	SH	Screen sketches			Feb 2				

MINUTES OF MEETING 60		GROUP # 10		DATE? 1/27	
	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	Yes			
2	BB	Yes			
3	TC	Yes			
4	SH	Yes			
	STUDENT NAME (INITIALS)	OLD ACTION ITEM		STATUS	
1	NH	Screen sketches		Completed sketches, working on paragraphs	
2	BB	Screen sketches		Android tutorials. Sketches WIP	
				Completed initial Android app	
3	TC	Screen sketches		Mostly done with sketches	
		Use cases		Use cases finished.	
4	SH	Screen sketches		Done with hand drawn sketches.	
				Working on importing to Pencil	
AGENDA/DISCUSSION SUMMARY					
<p>More ideas and brainstorming. Did the initial flowchart and finished laying out each screen we will eventually need.</p>					
	STUDENT NAME (INITIALS)	NEW ACTION ITEM		DUE DATE	
1	NH	Finish screen flow chart		Feb 2	
2	BB	Screen sketches paragraphs		Feb 2	
3	TC	Screen sketches paragraphs		Feb 2	
4	SH	Screen sketches paragraphs		Feb 2	

MINUTES OF MEETING 60		GROUP # 10		DATE? 1/29	
	STUDENT NAME (INITIALS)	Present	Late > 5 mins	Informed about absence?	Scribe?
1	NH	Yes			
2	BB	Yes			
3	TC	Yes			
4	SH	Yes			
	STUDENT NAME (INITIALS)	OLD ACTION ITEM		STATUS	
1	NH	Screen sketches		Completed sketches, working on paragraphs	
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3	TC	Screen sketches paragraphs		Feb 2	
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Actors

- Admin
- Registered User
- Guest

Use Cases

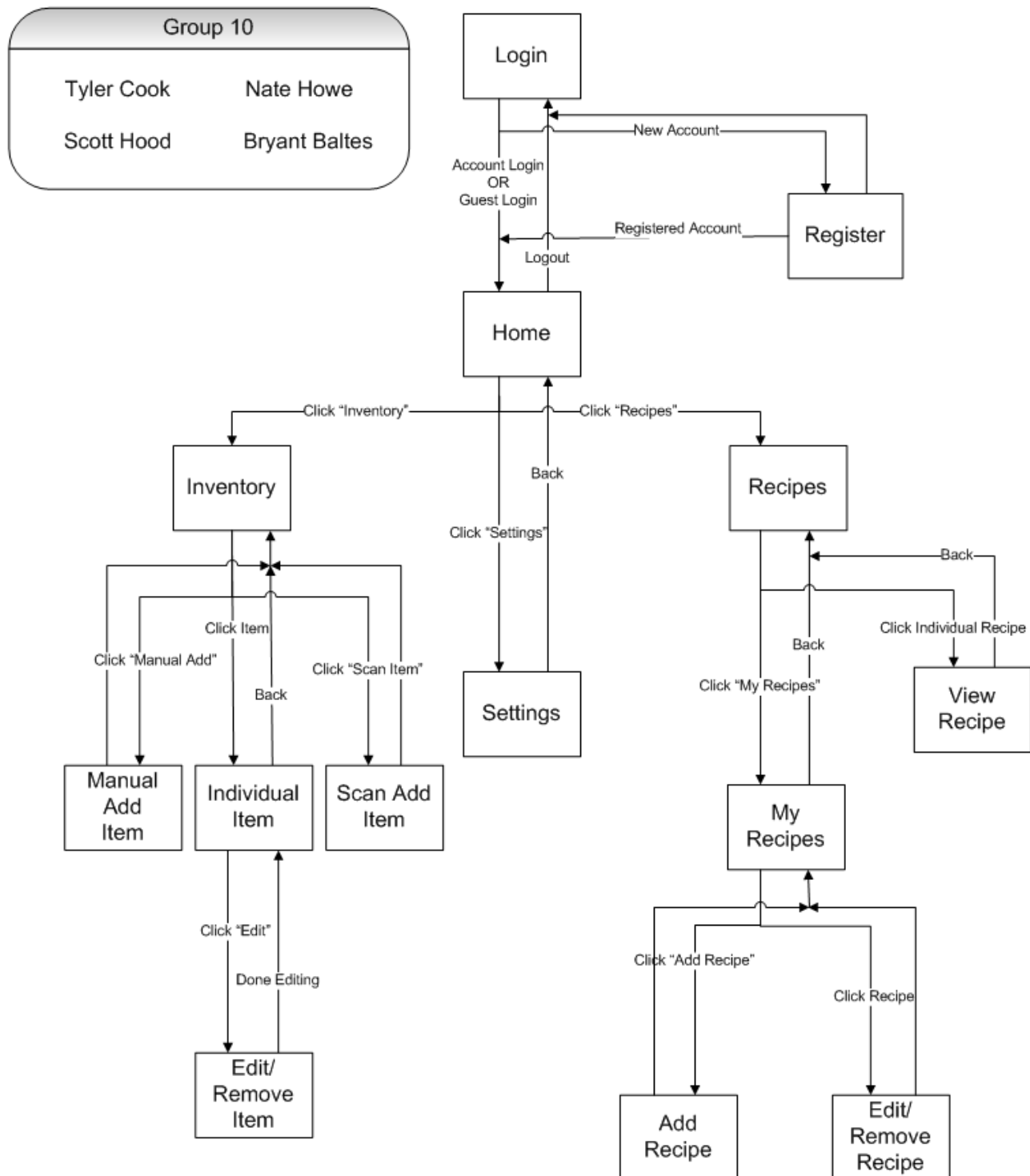
- Admins
 - Add User, Edit User, Remove User, Ban User, Add Admin, Remove Admin
 - Edit Recipe, Remove Recipe, Remove Review
- Registered Users
 - Add Recipe, Remove Own Recipe, Edit Own Recipe, View Recipe, Review Recipe
 - Edit Settings, Add Food (Scan), Add Food (Manually), Remove Food, Update Food
- Guests
 - View Recipe

Screens

- Login Page (**Bryant**)
 - Home Page (**Bryant**)
 - Inventory Page (**Tyler**)
 - Item Page (**Scott**)
 - Edit/Remove Item (??)
 - Add Item (Scan) (??)
 - Add Item (Manual) (**Nate**)
 - All Recipes Page (**Tyler**)
 - My Recipes Page (??)
 - Add Recipe (**Scott**)
 - Edit/Remove Recipe (??)
 - View Recipe Page (??)
 - Settings Page (**Nate**)
 - Register Page (??)

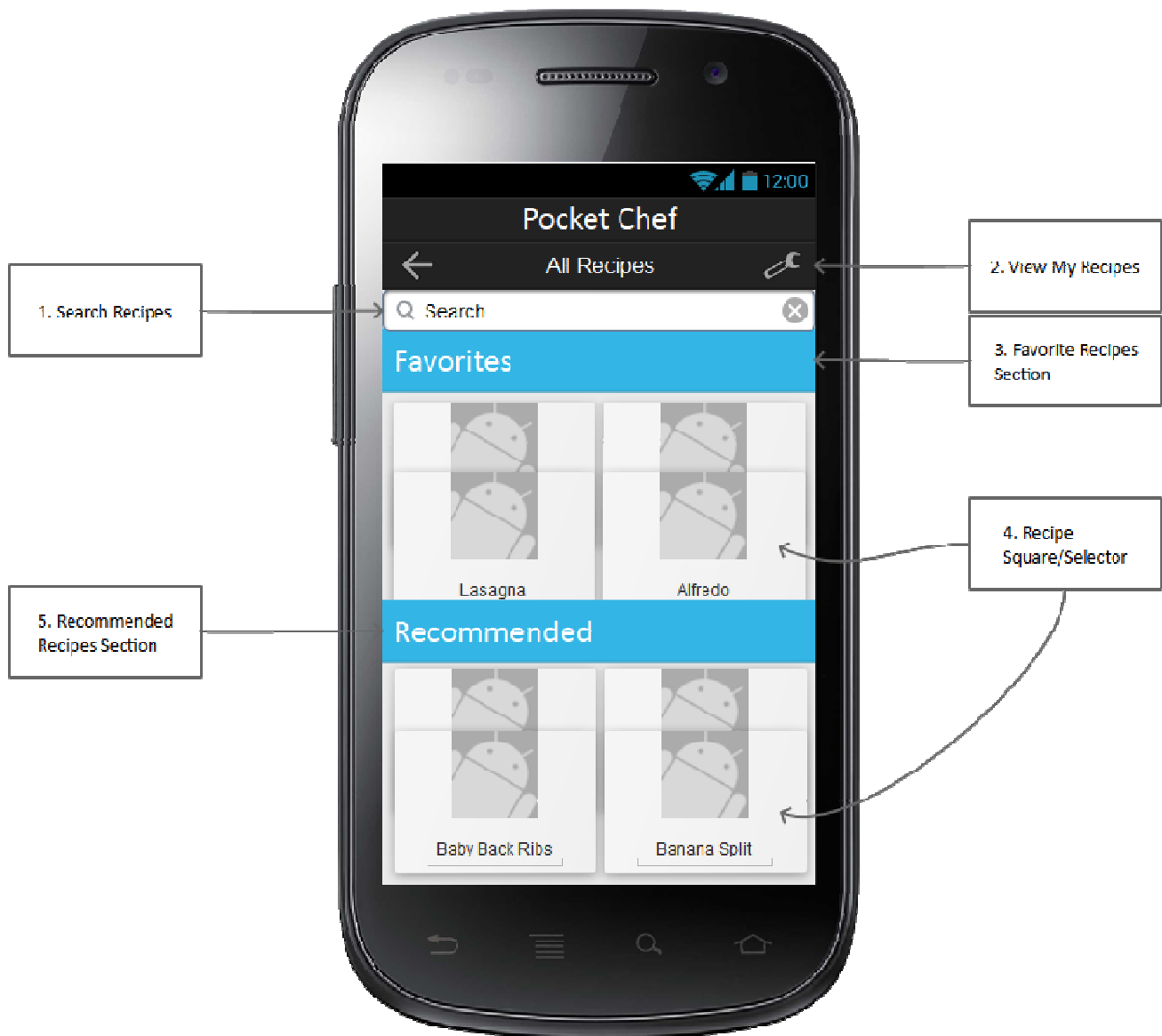
Screen Flow

Tuesday, January 28, 2014

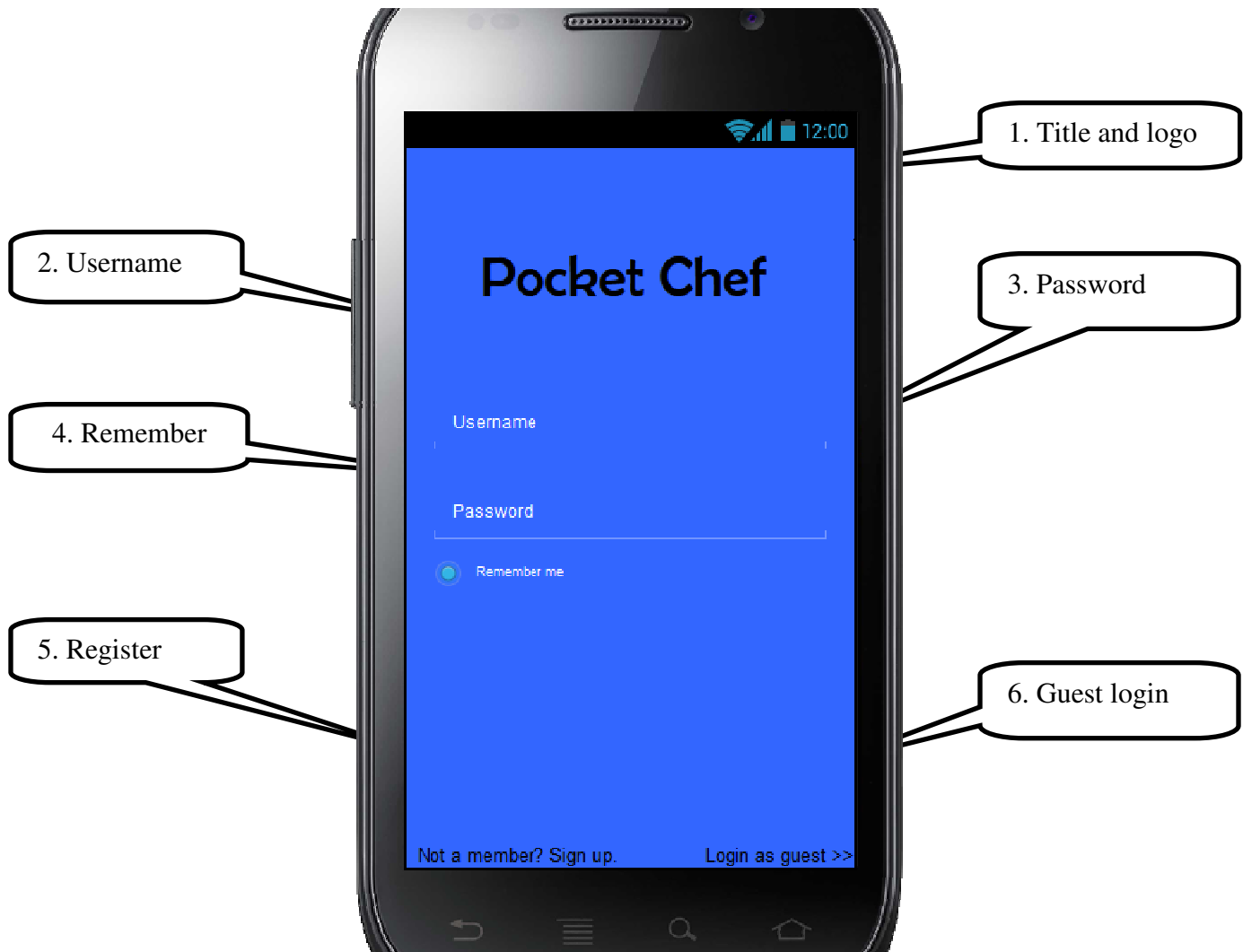




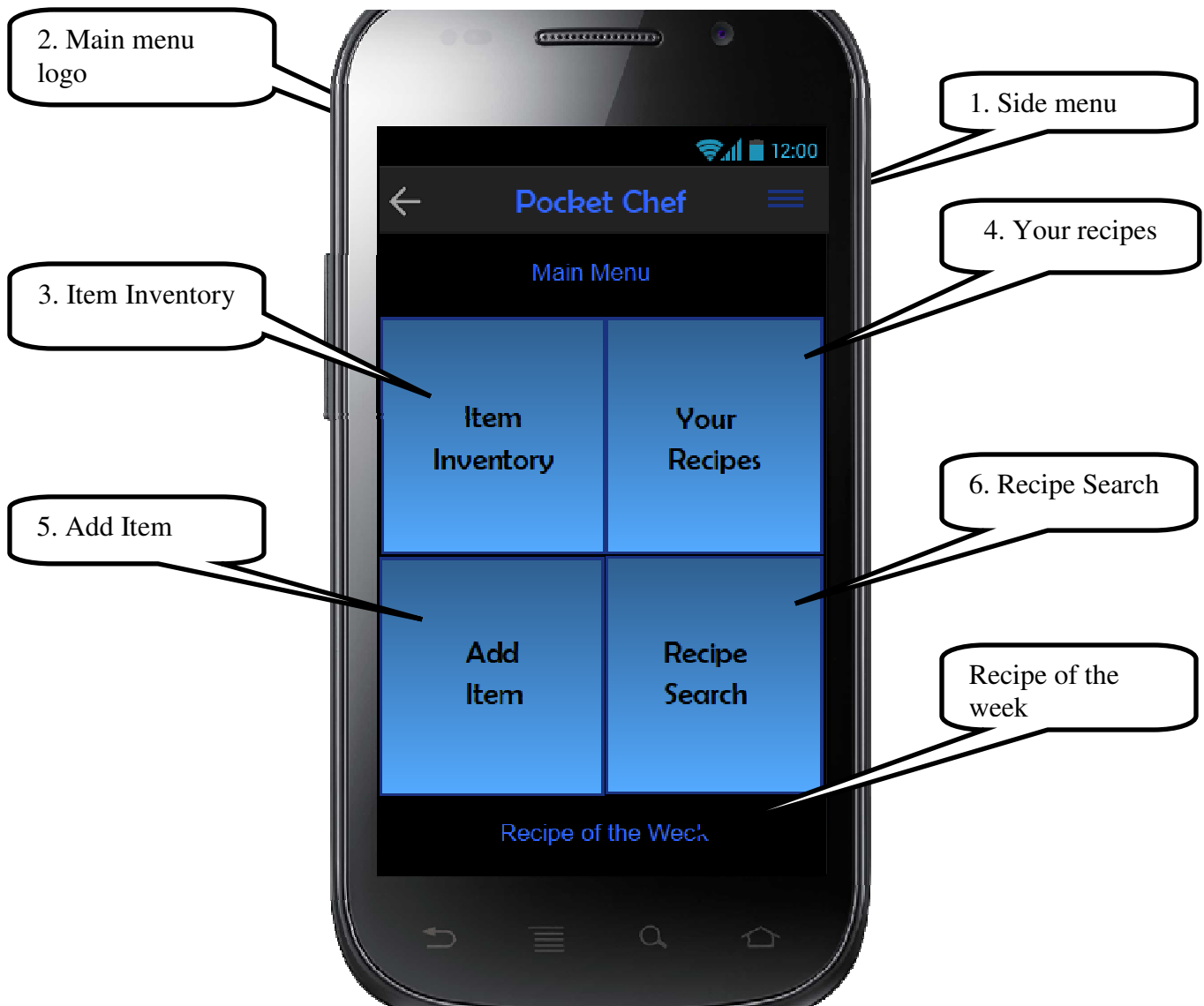
The PocketChef Inventory screen is one of three/four main screens. It allows a user to view the food items they have already added into the inventory. (1) Clicking on each **item bar/selector** will bring up a new page with information regarding that specific food item. The item bar/selector contains a thumbnail, item name, (3) the **quantity** of the item, and checkbox. (2) The **mass removal checkbox** is for easy disposal of a large number of already used food items. (5) The **mass removal button** can be pressed to delete all checked items. (4) The **manual add button** can be pressed to bring up a screen with a form to enter in details for a new food item. (6) The **scan add button** opens a page to allow a UPC scan to add items to the inventory.



The PocketChef All Recipes page lets a user search for and view every current recipe in the database. (1) The **search bar** allows for various searches to narrow down the large recipe list into something more manageable. (2) If the **view my recipes button** is pressed, then the user will be taken to a screen to view and manage the recipes they have created themselves. (3) The **favorite recipes section** will contain a scrollable list of the recipes the current user has favorited. (4) The **recipe square/selector** contains minimal information about the recipe (thumbnail, name, type); however, if clicked it will serve as a link to a new page that contains the information about the specific recipe. (5) The **recommended recipes section** is going to show the user certain recipes based on either personal preference, or based on the current ingredients in their inventory.



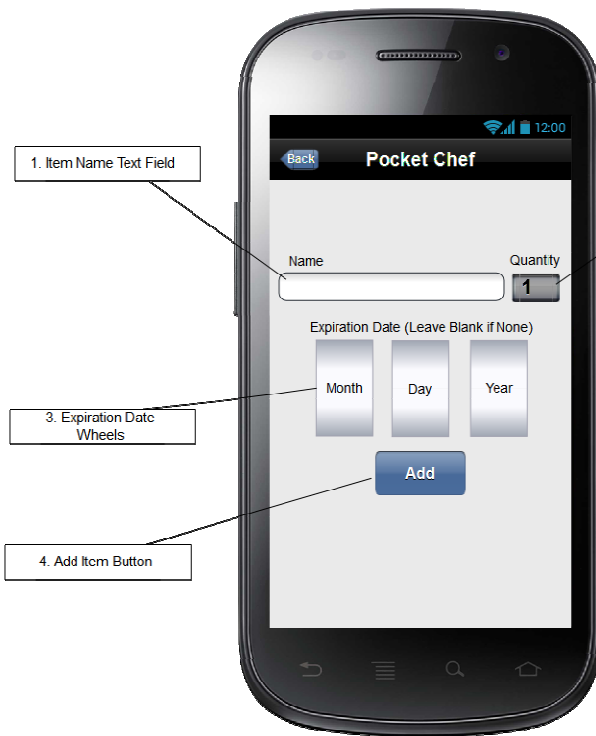
This is the first screen a user will see upon opening the application. The top of the screen will contain the (1) **title and**, once we have designed a logo, **a logo** for the app. A little lower, the (2) **username** and (3) **password** slots are available for existing members to enter their credentials to access their information. Below the password slot there is a “**remember me**” checkbox (4) that allows an existing member to stay logged in. If they are not a member there is an option on the bottom left (5) that allows them to **sign up** and become a member and gain access to more features. If they do not want to become a member then they may **login as a guest** (6) and use the app but with limitations.



This is the main menu screen. This is the first screen the user will see upon opening up the app or logging on. At the top right of the page there is a (1) **side menu** that will give the user more specific options like settings. At the top there is just a logo that says **Main Menu** (2). Next we have four square buttons in the middle of the screen. The first (3) is the **Item Inventory**. This button will take you to the user's inventory of food items. Second we have the (4) **Your Recipes** button. This will like the user to their created recipes they have submitted. Third there is the (5) **Add Item**. This will take the user to a page that will give them the option to either scan an item or manually enter it into their inventory. Lastly there is a (6) **Recipe Search** page that will have the capability to search through the complete list of recipes submitted to the app. At the bottom of the page we will have some sort of option for the user to view the (7) **recipe of the week** based on ratings.

Manual Add Item and Settings Page, Nate Howe

Manual Item Add



The "Manual Item Add" page allows a user to add an item to their inventory manually. To add an item, the user enters a name into the name text field (1), selects the quantity of the item with the quantity selection wheel (2), and (optional) selects an expiration date using the date wheels (3). Finally, the user can add the item to their inventory by clicking the "Add" button (4).

Settings



The "Settings" page allows a user to modify application settings and preferences. There are several groups of settings, listed as title bars (1), a user is able to modify, varying from account to notification settings. Some submenu items (2) are simple text, but others have on/off sliders (3), drop-down menus (4), or view page buttons (5). From this page, users can also view miscellaneous information, such as the privacy policy, terms of use, and support. Also, a user can logout using this page, or change their personal information.



For the **Add Recipe** page, it starts off pretty basic. Buttons the top of the screen consists of the **Back** button (1), and the **Menu** button (2) which will help navigate through the pages. The following is the adding of **Recipe Name** which the user can type at 3. After that you may select a **Category** (4) of the type of recipe it is (Appetizer, Dessert, or Entrée). We get to 5 which are the **Ingredients** input, the user can type up the name of the ingredients used in this recipe and the amount. The **Add Ingredient** button (6), allows the user to add another ingredient to the list and create a new list like the one for 5. The next box the user gets to is the **Description** (7), which allows the user to input a description of the recipe and a step by step guide to making it. When the user is completely finished, the user clicks the **Done** button (8).



For the **Item Pages** page, it starts off pretty basic. Buttons the top of the screen consists of the **Back** button (1), and the **Menu** button (2) which will help navigate through the pages. The first text box (1) shows the **Name** of the item being searched. Bellow it there are other text boxes, the first one (4) being the **Purchase date** of the item. Next to it is an android icon where a **calendar** will be, this will allow a full calendar to pop up showing the date of which the item was bought. The next text box (5), is the **Expiration date**, this shows when the product is set to expire. Next to it is another **calendar** android icon which will show the date on the calendar when the product will expire. The next text box (6) shows the **quantity** of the item the user has in their inventory. Boxes 4-6 are located right next to the **Picture** of the item. The final text box (7) shows a **description** of the item. The bottom of the screen (8) shows **recipes** the user has that the item is used for as well as **popular recipes** that users make with the item. Finally back to the top button (9) which is the **Edit button**. This will allow the user to manually change the information of boxes 3-7 also the **picture**.

Non-Functional Requirements

1. Performance: We want to make sure our application runs smoothly when viewing recipes and editing inventories.
2. Maintainability: As a group, we feel as though this would be an app that would be used. We hope to make it easy to maintain.
3. Scalability: The app has a potential to grow exponentially in many ways.
4. Reliability: This goes hand in hand with performance; we want to build an app that does what the user expects and always has the same results.