Project requirements

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Community & UN SDG(s):	Regina Food Bank SDG #2 (Zero Hunger) and #12 (Sustainable Consumption)
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Project Name	CellarRecipes

Functional Requirements

- Keeping an accurate, ongoing tally of available food resources
  - Being able to add onto and update that tally as new resources are added
  - Storing specific information about each item, such as quantity, date of entry, etc
- Keeping a list of stored recipes
  - Displaying those recipes in a readable format, with clearly visible ingredients and steps
  - Sourcing recipes from Good and Cheap, a cookbook licensed under creative commons.
    - Not directly part of the application, but making it easy to add them in would probably help with testing
- Querying for recipes that are possible with current ingredients
  - Additional qualifiers like by different categories (breakfast/lunch/dinner), how many ingredients it uses, etc

Technical/Performance Requirements

Infrastructure:
- Developing this for mobile devices, specifically Android, because it's easier to get into and publish than IOS.
- Need to get familiar with the development process, such as with Kotlin (the language used for the majority of android apps) and SQLite(a database system that I've seen used in some apps). Already downloaded Android Studio, with mixed results
- Need to run this on a few different actual phones, not just the built in emulator system.

Performance
- Not exactly a hard limit on response time, but needs to be able to handle search requests and display recipes quickly enough that it isn't distracting, like, less than a second.
- Because of the nature of different mobile devices, needs to be adaptive enough to still display on different screen sizes
- Should probably have some kind of consistent UI element so users can always navigate between each menu.