Project Charter - Team 10

Project Title: MealTime

Project Statement: Planning out healthy meals on a tight budget or busy schedule can be challenging, especially for those with unpredictable schedules. MealTime takes the user's nutritional goals, budget, and on-hand ingredients into account to help plan meals throughout the week, both for at home recipes and eating out. The app differs from other health and fitness applications by taking into account budget and acting as a fully fledged tool for planning meals well in advance.

Project Objectives: The objective of the project is to allow the user to:
- Save money as they eat out less.
- Eat better as they find healthier recipes for their favorite meals.
- Track calories from whole meals and individual foods.
- Reduce stress associated with cooking meals for busy users.
- Use an intuitive and user-friendly React JS front end that caters to their nutritional and budgetary requirements.

Project Stakeholders: Evan Klein (Team Leader, Developer), Patrick Sullivan (Developer), Peter Kfoury (Developer), Sam Richardson (Developer), Nick Franz (Developer), Logan Stout (Developer), people with limited time, budgets, or nutritional goals (End users)

Project Deliverables:
- Overall, a responsive web application built with React JS and a Ruby on Rails backend, as well as a database to store user data
- A meal planner that is based on the user's budget and nutritional preferences
- An account to keep track of their weekly intake and overall progress
- Generates meals with common ingredients that fit the user's monetary and nutritional budget
- Using an USDA API to use their nutritional information to count and keep track and maintain their weekly goal