# Project description – Fridge Chef

# Target Audience

This project is not being developed by a particular person's request, rather it’s intended to be an “off the shelf” application that any customer can utilize rather than a bespoke one. Examples of users include: students, people looking to prevent food waste, families wanting to save time when deciding what to cook and finally the application can also be used by people who are just looking for recipes for meals.

# Project Aim

The aim of this project is to provide a variety of recipes depending on the food stock of the user - by an application with an intuitive user interface and a social network element where users can also add and share their own recipes with others on the system. Currently, in order to find recipes based on ingredients, users would have to perform a long search query - by the use of a search engine, inputting the ingredients they would like to use and hope they find a webpage for an example of a meal they could cook. E.g. “What meal can I make with 70g of paprika, 2 eggs, 1 onion, 400g of canned chickpeas and 1 kg of chicken breast”. The longer the list of ingredients, the more complex and tedious the search query becomes – decreasing the likelihood of a correct result.

Our system hopes to facilitate this, by eliminating the need for searching on the web, by automatically providing lists of recipes – all the user needs to do is input their food stock via a virtual fridge on the system and Fridge Chef handles the rest! In addition, the system would aid those with certain dietary requirements: Vegan, vegetarian or pescatarian and provide recipes of meals based on this.

# Essential Application Features

Essential ‘must’ - Unique Features

* Keep a virtual fridge that keeps track of items in the fridge.
* Deducts ingredients from ‘virtual fridge’ based on recipes you cook.
* Recipes based off items you have in the fridge – refined by:
  + recipes based on dietary restrictions.
  + recipes based off time of day.
  + recipes based on number of people needed to cook for.
  + Suggest recipes based on time they have available to cook.
* Users will be able to add their own recipes to the app and these will be viewable by everyone to build out the app’s recipe base.
* Allow users to plan out recipes for the next week and build a shopping list of ingredients around this.
* Have a search bar that just lets users look ant recipes regardless of ingredients in fridge.

# Desirable Application Features

Potential ‘could’ features

* Suggest healthier alternatives to the items already in the fridge.
* Tell user’s where to get certain items when they are running out based on location or cost.
* Introduce recipes restricted by budget for the meal.
* Persuade user to donate food to local food banks in the area if is going out of date soon.
* Give users warning of food going out of date – based on average lifespan of products and date when it was bought and suggest recipes from this.
* Have a family favourites section allowing users to quickly see their most like recipes.
* Have search results refined by how likely they are to like the recipe based on previous recipes they’ve eaten and what other people also liked.
* Add social functions to recipes allowing users to review recipes on the platform and allow users to refine by highest rated recipe.

# System Boundary Diagram

# User Views

In our program, the main users will be the ‘customers’ that download our application. We have split these users into users and pro-users. The main differentiating feature being that only ‘pro users’ are able to add their own recipes onto the app. Apart from that, their functional and non-functional requirements are the same as listed on the next page.

There may also potentially be an admin/support user which moderates the site. The functional requirements being that they should be able to see all recipes in our database, they should be able to remove users (who spam post for example), they should be able to remove recipes (those that may violate guidelines).

The non-functional requirements should be that they should be authenticated each time when logging in providing unique employee details such as their ID. The admins page should be coded in the Java programming language and the password should be between 6 to 20 alphanumeric characters including at least one higher-case letter, number and lowercase letter.

# User Views – ProUser





# Project Plan and Context

**Background Research**

* Problem 1: Understanding how to create an android app using Java – In order to understand how to tackle this problem we have identified the solution of using Android Studio. Now we have the task of learning how this software works and will do this by following the tutorials on the android development site.[[1]](#footnote-1)
* Problem 2: How to store data on recipes – for this issue we have found that we will use ‘MySQL’ to write data on recipes to the database and retrieve them again. Now for the next phase we will need to understand how this functions in relation to our program, so the design of each of our ‘program modules’ is appropriate. We will be reading a referenced tutorial online to understand the basics of this concept.[[2]](#footnote-2)

## Data Required

Primarily, for the project we have decided that data will be dynamically generated by user suggested recipes. However, the app would be useless without a selection of baseline data. This will be obtained from the BBC recipes website and added to the MySQL database. We have chosen this website because the formatting for the ingredients falls in line with how we want to design the database. [[3]](#footnote-3)

## Design Stage

For the design method, the team has decided to use object-oriented design principles. For example, this will involve taking the crucial functions of the system taken from our user views and functional requirements and then splitting these into ‘modules’ which will be coded independently of one another but still keeping in mind each modules interactions with one another (based of the system-boundary diagram)

The design documentation will include the following: Use-case diagrams, object descriptions, interface design, pseudo-code for each module, interaction chart and module evaluation criteria.

## Implementation Stage

The hardware that will be used to implement the project will be a traditional PC and it will be developed on Windows using a Java IDE and also the Android Studio platform.

In terms of the testing, each module will be tested individually according to the criteria specified in the module evaluation section in our design document. For example, this will include testing for correct, boundary and extreme cases of data input. We will also test if the module function and output both fulfil both the functional and non-functional requirements by having test data that would be a result of meeting these requirements.

# Risk Assessment

## Major challenges in carrying out the project

The team working aspect of this project will be a big challenge as although every member of the group is very capable, we all have very limited experience when it comes to working in such a group setting. Therefore, it’s important that communication is constant, so we end up with a high-quality project being completed on time.

Another major challenge will be making sure that we all have a good idea of what the project and that we all the same idea of what the project it.

This will be very important for consistency as people will be tasked with going off and completing work independently and if their idea of the project differs from everyone else’s their work won’t fit in or well end up with a mixed match project.

Another big challenge will be keeping good version control, as different teams will be going off developing different parts of the system at different times. So, it’s important that this is well documented so we can bring the project together harmoniously.

## New Skills that will be required

The biggest new skill that will be required is use of android studio and the inner app development features within it. Although everyone in the team has experience with java and some have very limited app development experience, nobody has experience developing an app for android.

People will also need to learn how to properly use GitHub for us to manage the project properly and be able to combine everyone’s work from different team within the project.

Teamworking and communication skills will be paramount to this project for reasons as mentioned above, and although people will all different experience working in teams nobody will have experience on such a scale with such strict deadlines.

# Bibliography

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1. <https://developer.android.com/training/basics/firstapp> [↑](#footnote-ref-1)
2. <https://www.vogella.com/tutorials/MySQLJava/article.html> [↑](#footnote-ref-2)
3. <https://www.bbc.co.uk/food/recipes> [↑](#footnote-ref-3)