Quartermaster Developer Documentation

sudo-nano

August 28, 2023

Contents

1 Interface

The primary interface of the `quartermaster` program is the `prompt()` loop in `main.py`. It provides the user with a prompt, then takes their input and `match`es it to the list of valid commands. If it matches one, then it runs the appropriate function from `mechanics.py`.

2 Commands

2.1 calc

The `calc` command takes two parameters, a recipe and the quantity of that recipe.

3 Data Formatting

3.1 DataSet Class

The `DataSet` class is an object type for holding all the imported data in a `quartermaster` session. There is currently only one `DataSet` object, called `default_dataset`. All data imported from files is loaded into the session DataSet object.

4 Planned Features

- Meal Plan object

  - Allows easy planning for a limited subset of meal options
  - Ability to check meal plan compatibility with a set of people
  - Suggest necessary modifications for incompatibilities?

- Person object

  - Allows specification of dietary restrictions
  - Contains a float describing how many standard servings they will consume per meal

- Group object

  - Allows grouping of Person objects
  - Later, there will be a command to calculate the required supplies for a given group, meal plan, and length of time to supply the group.