# PreLoad

The Team

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## So Far

We developed an iOS app that lets the user input certain details about the drinks they are considering for purchase, (such as the price, number of units being bought and the number of standards per unit) the app then displays the number of standard drinks per dollar. It is very basic in terms of features so we will be expanding it and looking into the features that are mentioned in the Improvements section below. We have had regular group meetings and will continue to do this until the project has been completed at the end of the semester. Meeting minutes have been taken to keep track of what has been discussed.

We have not released the app on any of the app stores because, firstly, we have only developed for iOS and not android so we don’t have anything to release to the Google Play Store, and secondly, there is a cost of $99 to release an app to the Apple Store and as a group, we decided it is not worth this cost to release our app to the world. This may change as we add more features and the project becomes bigger.

## Improvements

The app itself does not use any storage system or make calls to any databases so the backend is very simple. We will get in contact with various liquor stores and ask for access to some sort of database or API so that the app can request the data and we can display the prices of beverages when the user loads up the app rather than having to enter information manually. This would improve the usability and efficiency of the app for the user. This will be a large learning process for us as developers but we should be able to achieve it. Of course, this all relies on us getting access to the APIs provided by the franchises.

If we cannot get access to an API we will implement a web scraping bot that will retrieve the prices and information of drinks from the various liquor store websites. The user will be able to optionally choose which store they want to purchase from and then the app will display the drinks from cheapest to most expensive, with the option to filter by beverage type. Potential problems with this could be the liquor stores not displaying all their options on their sites or the bot not being able to find the relevant information because of the way their site is built.

If the above falls through, we will create a database of beverages and then the user can just choose which drink they are considering purchasing (e.g 24 pack Speights, 18 pack Heineken etc) and then the price of that drink and the app will output the number of standards per dollar. This will still have the basic calculator function so the user can input anything that is not in the database, and the comparison function to compare drink prices. We could also add a feature for users to submit beverages that are not in the database so that they can be added to the list. This would make it easier for us on the backend because then we wouldn’t need to constantly update the database, we can just update it as people submit drinks. Obviously as more users are using the app this process would need to be changed because the number of submissions would get far too large for us to deal with. A major problem with this option is that the price will not factor in sale prices or general price changes. This option is least favourable and will be considered a last resort.

## User feedback

The app is not available on the app store so we do not have number of downloads or ratings. We do have user feedback from people that have used our sample project app on XCode. The comments were mostly about how the interface is intuitive and easy to use, and also about how the idea of the app could be useful for poor students looking for a cheap night out. We will still be getting our colleagues to experiment with the app throughout the development process to find bugs and get more input on features we could add and improvements we can make, as well as testing the app ourselves and coming up with our own ideas.

## Schedule

*Figure 1.*

As shown here in Figure 1, we will have the next release available at the beginning of October. We have refined our schedule a little from the previous report as some of the timeframes were slightly off. We have taken a few events out and added in others as we felt necessary and also allocated a bit more time for bug fixes and a little less time for actual coding. We have a little more experience with using XCode and Swift but we still have a lot to learn to be able to complete this project to the extent that we want to achieve. At this point in the project we do not need to focus on the design or user interface layout as we are happy with it as is so we can really focus on the code and functionality of the app.