

Team Number: 014-07

Team Name: SudoCode

Team Members:

Jawad Aleid, Mari Ochoa, Riley Slover, Talha Ather, Kevin Chen, Jonathan Powers

Application Name: HungryChoices

Application Description:

HungryChoices aims to match users with dishes based on food preferences so that they never have to worry about finding what to eat. In the style of a dating app, this website takes a user's profile and discovers dishes that are a close fit. If users find themselves unable to choose what to cook or eat, they can simply log into the website and start looking for matches based upon a number of criteria, such as region, dietary restrictions, or key ingredients. However, before users are allowed to use such search features, they must create an account which is backed by a database to hold their information. Thus, when they log out of their account, their old preferences will be saved. Next time this user logs back in, they can then continue matching without having to reselect all of their preferences again.

More than just a dating web application, users can also look through options based upon filters and browse all the options that are available to them, provided by a food/recipe API. This allows users to also discover food options on their own without having to match with the dish. If neither of these options proves sufficient for determining what to eat, the website can pick a random choice for the user. When the user eventually finds a dish they are fond of, they can save the dish by liking it and it will be saved to their account so they can quickly access the dish at a later time. When users find themselves hungry, yet unsure what to eat, HungryChoices is the number one stop for them.

Vision Statement:

For hungry people who can't decide what to eat, HungryChoices is the perfect tool to find your satisfying match. Unlike other meal and recipe apps, our product goes above and beyond simply suggesting food in order to ensure you meet your perfect meal.

Version Control:

Attached below is a link to our GitHub repository:

<https://github.com/cub-csci-3308-spring-2022/csci-3308-spring22-014-07/>

Development Method:

In developing this project, our team will be using a methodology modified from the agile development framework. We will still be going through the short sprints of measurable progress but we will not be using the user story framework as it is as it doesn't seem to provide much benefit in exchange for its effort. Instead, we will be dividing each part of the project into small components that can be completed easily, and we will each accomplish some of these components each week. For larger features that can't be easily divided, we will instead benchmark our own progress and update the other group members when we meet each week. We will also use JIRA to document these features and manage the division of tasks.

Attached below is a link to the Jira Board that will be used throughout this project:

<https://csci-3308-spring22-014-7.atlassian.net/jira/software/projects/T07/boards/1>

Communication Plan:

Throughout the course of the project our team will use Discord and a group chat over text to communicate with each other, plan meeting times, and address issues that arise. In order to ensure that all members know when deadlines are and to get help when issues arise, frequent check-ins will occur. However, as it is easier to communicate in person, these tools will primarily be used to find times members can meet in either smaller or whole group settings on campus. As all members either live on or near campus, this makes it simpler to meet in the CSEL room in the Engineering Center when larger issues arise or feature decisions have to be made. Furthermore, as development begins to ramp up, our team plans to hold small group code reviews on weekends to help each other work through issues that have arisen during the week. Overall, while we will be using Discord and a group chat to message each other throughout the week, the primary communication for larger issues will be conducted in person.

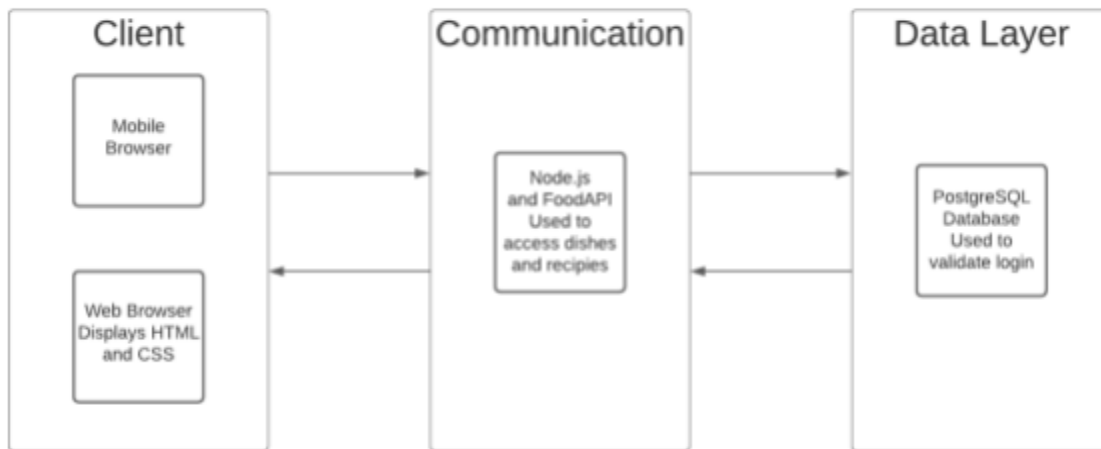
Meeting Plan:

We will hold team meetings every Wednesday from 4:45pm-5:45pm and every Thursday from 12:05pm-1:05pm. These meetings will be held face-to-face in the CSEL room in the Engineering Center.

We will meet with our TA, Sreeram, every Thursday from 1:45pm-2:00pm over Zoom. The link for these meetings is: <https://cuboulder.zoom.us/j/3752021405>

Proposed Architecture Plan:

On the back end, we will be using PostgreSQL as our database to store things like user profiles, preferences, matches, and liked foods. On the front end, our website will be made with HTML and CSS with Bootstrap to help stylize it. We will use Node.js to create the back-end framework of our website, including the communication between the front and back-end database. It will also help with the website's functions, like swiping left or right on different foods to create dynamic page content.



Use Case Diagram:

Three of the actors will be the food database, the location/region identifier, and the user database. The use cases are Adding/finding new recipes, updating food/recipe selection, displaying new recipes on the main page, browsing recipes, setting location preferences, browsing through liked recipes, managing liked recipes, applying search filters, changing account information, encrypting information, managing user information, keeping track of user filters, displaying liked recipes, receiving user location, and finding recipes with filters.

