**STRATHMORE UNIVERSITY**

SCHOOL OF ENGINEERING AND COMPUTER SCEINCE

CAT 1- MOBILE APPLICATION DEVELOPMENT

Your friend is passionate about cooking, and she would like to share her recipes to the whole world through a mobile application. She has contacted you to build the app incrementally for her.

The main objective of the Recipe app is to help the user manage recipes in a way that will make them easy to follow.

She expects the application to be done in three phases. The initial stage is the

minimum viable product that has the following user stories:

User Stories:

 User can see a list of Recipe titles.

 User can click a recipe title to display a recipe card containing the recipe title, type (breakfast, lunch, supper, or snack), number of people it serves, its difficulty level (beginner, intermediate, advanced), the list of ingredients(including their amounts), and the preparation steps.

Application Activities:

1. Welcome Page: This is a small introduction to the application, in the form of a splash screen or intro slides.

2. Explore Page: List of Recipe titles- Recipe items are going to be stored locally.

3. Recipe Details: This page is a child of the Explore Page. Gives more details about the recipe: meal type (breakfast, lunch, supper, or snack), number of people it serves, its difficulty level (beginner, intermediate, advanced), the list of ingredients (including their amounts), and the preparation steps.

User Interface Components to Consider

1. List View

2. Navigation: Bottom navigation: Explore Page &amp; Recipe Categories

3. Card Views

Design philosophy to consider: Material Design.