# Final Project - Proposal

#### **Culinary Atlas**

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Prepared for:

COM S 3190 - Construction of User Interfaces

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### 1. Introduction

We, Dawson Glawe and Dylan Krahenbuhl, are from Team MN\_23. We are both enrolled in COMS 3190, where we are in the process of learning web development skills such as HTML, CSS, and JavaScript. We believe that

together we can improve our previous website, the Culinary Atlas, for a more user-friendly experience.

## 2. Purpose of the Proposal

We aim to further develop our midterm project, the Culinary Atlas, to include new features such as the ability to add items to a cart, suggest new food items, rate them, and more.

## 3. Goals and Objectives

Our goals and objectives include, but are not limited to the following:

- Implement a suggestions feature so that users can suggest ideas of what should be added to the website or menu
- Providing a wide array of foods with realistic prices and enough variety to please the average consumer.
- Have a rotating/seasonal menu that changes over time.
- Making a website that is both eye-catching and easy to use.
- Have a search bar for simpler times locating products.
- Demonstrating proficiency in CSS, HTML, and JavaScript development.
- Properly implement react in order to have a more engaging user experience.

## 4. Project

With our project, "Culinary Atlas", we intend to create a website full of different yet delicious foods, preferably with an amount of variety that will allow satisfaction for most, if not all theoretical customers, while allowing room for more variety in the future. We also plan to give realistic yet fair prices for said food.

Our project will feature several key components such as:

- Different sections that allow people to more easily navigate to the type of food that they want.
- The ability to purchase these items, either individually or from a cart.
- An interactive menu with a variety of foods, including pictures, as well as the ability to click on specific foods to learn about aspects such as ingredients, calories, and so on.
- The ability for customers to provide feedback, both on the foods and to request new items.
- An about us page that contains information about our restaurant that is very real and wasn't made up right now as we type this.
- A search bar to locate specific foods more quickly.

#### Example wireframe for Homepage:

- A welcoming interface with access to different sections such as "appetizers," "entrees," "desserts," etc., all wrapped in a toggleable menu
- Visual elements including foods and images pertaining to the restaurant.
- A dropdown menu that allows the user to see all of the possible options in the same page.

#### Example images for food sections:

- Picture of each dish above their price and a short description of the dish itself.
- Singular picture at the top denoting a more popular dish of that type(likely also included in the actual food).
- All images would have the exact same width and height, as ensured by an aspect ratio.





#### 5. Resources

- 1. Web development programming languages such as CSS, HTML, and JavaScript
- 2. Use Github as our main repository for working on the project.
- 3. Information about nutrition, recipes, and other parts of the menu from Google and Wikipedia
- 4. Image assets from pexels.com and google.com for different foods.
- 5. Use Bootstrap for the menu templates to allow for interactive menu entries.
- 6. Use react for a more interactive and responsive user experience.

#### 6. Future Work

We plan to use this project to expand our knowledge of website creation, which will help us in future projects in real-life work settings.

### 7. Final Comments

We truly believe that the Culinary Atlas will provide us additional learning skills and provide an enticing culinary experience. We also believe that it will aid us in projects

going forward, such as those of other future classes, and those that we may encounter in our future careers.

We thank you for considering our final project. Feel free to reach out to us at:

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