



Group Project Milestone VIII

Group IV: Carolyn D'Arco, Thaovy Le, Jaden Lewis-Chambers, Mya Mosely, Keri Nguyen

VIII. DEPLOYMENT

Code: [GitHub Repository](#)

Firebase: <https://console.firebase.google.com/project/chef-it-fdbea/overview>

Collections: [USER](#) | [RECIPE](#)



[Link to Presentation](#)



[Link to Video](#)

EXECUTIVE SUMMARY

Deployment Plan

Within the deployment phase, we explored different mobile application stores that would be able to support our application. With this exploration, we found that the Apple App Store and the Google Play Store were the best two options for us, based on our target audience.



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User Guide & Training Materials

Additionally, a user guide was created to help users get a better understanding of how to best use all the features of the Chef-It app. Alongside the user guide, a training guide was made. This training guide accompanies the user guide by providing accessible photos with descriptive language so users who know nothing about our app can still understand the user interface and how to navigate to different parts of the app. With this user guide and training materials, we walk users through logging in, the explore page, the search feature, and general recipe features as well.

Being able to have both a user guide and training materials will not only improve user experience but will also increase user engagement. This will also lead to fewer questions from users overall and be able to serve as onboarding for new people who may join the team to help with the upkeep of the app or just new users in general. Having this will enhance the overall user satisfaction and experience, and will help the team improve in the future.

DEPLOYMENT PLAN

A paid developer account is required to deploy an app on both the Google Play Store and the Apple App Store. Each avenue requires a different process:

Google Play Store

Prerequisites for the Google Play

- Create a Google Service Account and download its JSON private key.
- Create an app on Google Play Console and upload the app manually at least once.
- Native app binary signed for Google Play Store submission using EAS Build.
- To submit the app binary to the Google Play Store, run the following command from inside the project's directory: `eas submit -p android`



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Deploying to the Google Play

- Log in to your Expo account and ensure that your app project exists on EAS servers.
- Prompt for the Android package name unless `android.package` is set in the app config.
- Ask for which binary to submit. It can be a `.apk` or `.aab` archive file, the latest finished Android build, or a URL to the app archive.
- URL to the app archive.
- Unless `serviceAccountKeyPath` is provided in `eas.json`, you will be prompted for the path to your Google Services JSON key.
- The summary of the provided configuration is displayed and the submission process begins. The submission progress is displayed on the screen.
- The build should now be visible on Google Play Console. If something goes wrong, an appropriate message is displayed on the screen.

Apple App Store

Prerequisites for the Apple App Store

- A paid developer account is required to submit an app — you can create an Apple Developer account on the Apple Developer Portal.
- Native app binary signed for Apple App Store submission using EAS Build.

Deploying to the Apple App Store

- Log in to your Expo account and ensure that your app project exists on EAS servers.
- Ensure that the app exists on App Store Connect and that its Bundle Identifier is registered on Apple Developer Portal.
- Ensure you have the proper credentials set up. If none can be found, you can let EAS CLI set some up for you.
- Ask for which binary to submit. It can be the latest successful iOS build, a specific build ID, a path to a `.ipa` archive file, or a URL to the app archive.



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- A summary of the provided configuration is displayed and the submission process begins. The submission progress is displayed on the screen.
- The build should now be visible on App Store Connect. If something goes wrong, an appropriate message is displayed on the screen.

USER GUIDE

A guide for users on how to use the mobile application

1. Getting Started

Upon opening the app, users will encounter the Welcome screen. Here, they can either log in with existing credentials or create a new account.

- Creating an Account: Users without an existing account should select "Sign Up" and provide their email, first and last name, and their desired username and password.
- Logging In: Those with existing accounts can log in using their email and password.

Once logged in, users are ready to explore the app!

2. Exploring and Searching Recipes

- Browsing Recipes: Users can explore recipes by scrolling through sliders and swipers.
- Viewing Details: To see more about a specific recipe, simply select it to view its details.
- Searching Recipes: The search bar allows users to find specific recipes.
- Saving Recipes: To save a recipe to their pantry, users can press the save icon in the recipe container.



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3. Recipe Screen / Cook Along Feature

- Viewing Details: Upon entering a recipe screen, users can see serving and nutrition details.
- Adjusting Servings: Users can change serving sizes by selecting the serving amount number, prompting a pop-up modal for input. After confirming, the serving and nutrition information will be adjusted accordingly.
- Using Cook Along: To utilize the Cook Along feature, scroll to the bottom of the screen and press "Start Cook Along". This initiates a timer for users to follow along with the recipe.

4. Using the Pantry

- Tab Navigation: The pantry has two tabs: "My Ingredients" and "Saved Recipes".
- My Ingredients: This tab allows users to view their ingredients categorized.
- Saved Recipes: This tab displays saved recipes, and users can remove them by clicking the save icon associated with each recipe.

5. Creating Recipes / Adding Ingredients to Pantry

- Creating recipes:
 - To create a recipe, users should tap on the "Add Recipe" icon in the navigation bar.
 - Here, they can input various details such as title, nutrition info, ingredients, directions, and more.
- Adding ingredients to Pantry:
 - To add ingredients, users need to select the button labeled "Add Ingredients to the Pantry" in the ingredients container.



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- Upon selection, a pop-up modal will appear, prompting users to input information such as name, type, calories, and nutrition details.
- Users can optionally add an image; if not, a default image will be provided.
- After inputting the necessary information, users can press "Save to Pantry" to add the ingredient to their pantry.

6. Using the Profile Screen and Cooksona Customizations

- Tab Navigation: The profile screen consists of two tabs: "My Recipes" and "Achievements".
- Viewing user's recipes: The "My Recipes" tab displays recipes created by the user for easy access.
- Viewing user's achievements: In the "Achievements" tab, users can view locked or unlocked achievements.
- Customizing Cooksonas:
 - Users can customize their Cooksona by selecting the edit icon located in the top left container.
 - A wide variety of avatars are available for users to set as their current Cooksona.
- View Settings: Users can access their settings by tapping on the settings icon in the top right corner of the Profile screen.

7. Settings

- Reset Username, Email, and Password: Users can reset their username, email, or password by selecting the respective option in the app settings or profile menu and following the steps provided to complete the reset process.
- Log out of Account: Users can log out of the account by simply pressing the Log Out Icon.

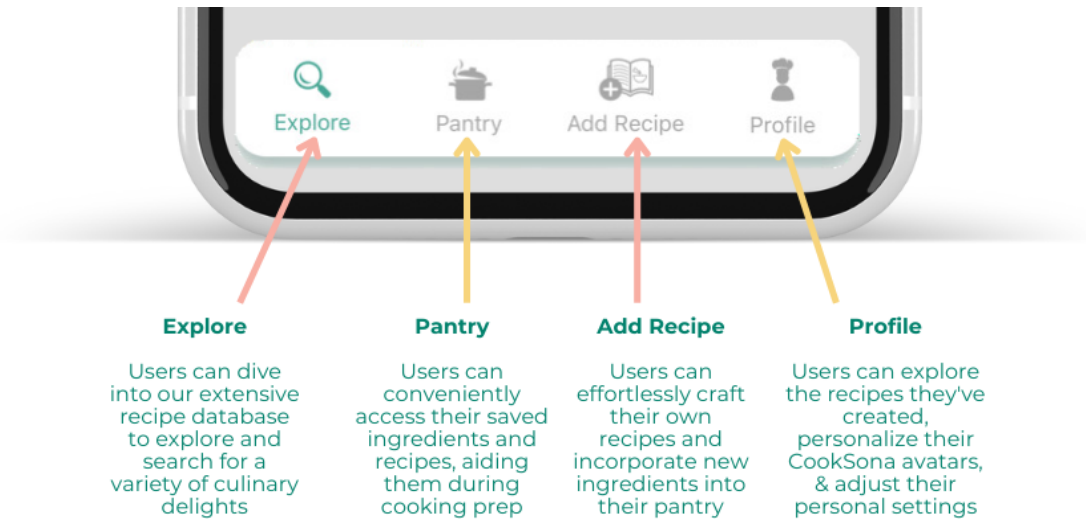


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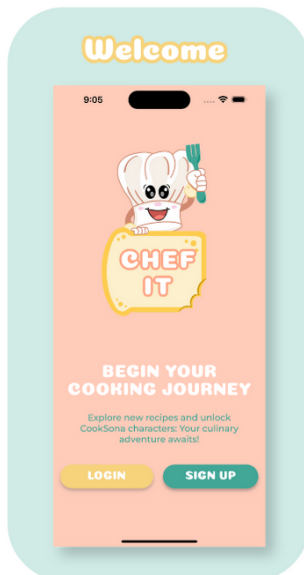
TRAINING MATERIALS

Understanding the Navigation:

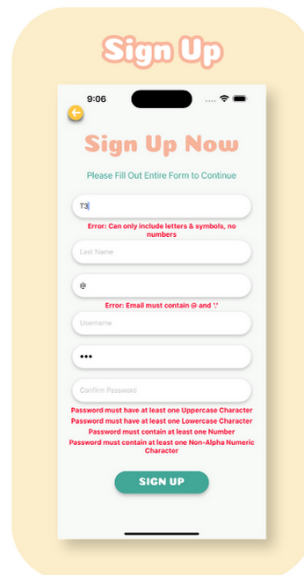


Training Material for the User Guide:

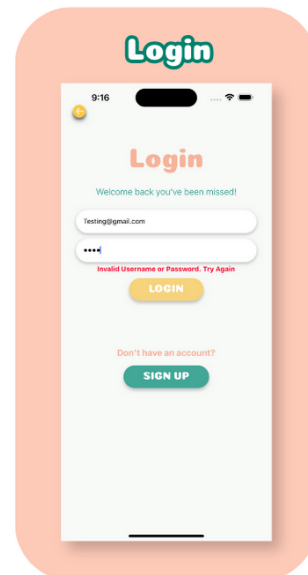
1. Getting Started



Users can choose to Log In or Sign Up to continue the app



When signing up, please ensure that your input, such as email or name, meets the specified requirements



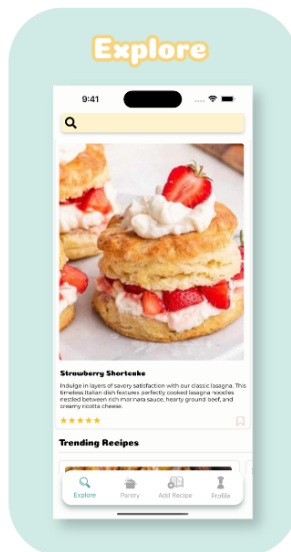
Once logged in, the user is ready to explore!



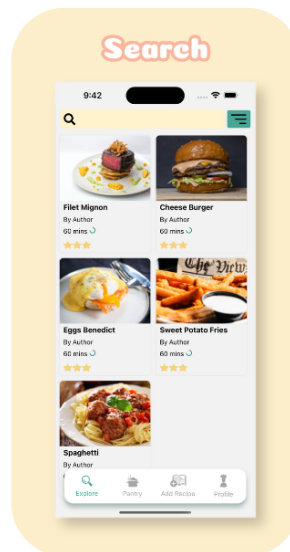
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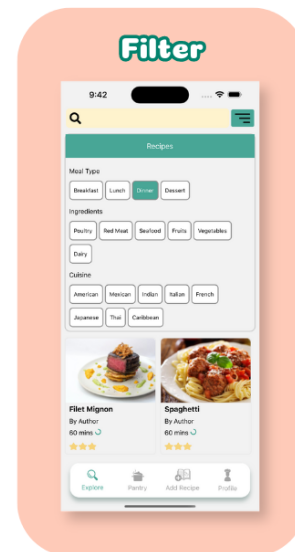
2. Exploring & Searching Recipes



Users can explore recipes by scrolling through the various sliders and swipers

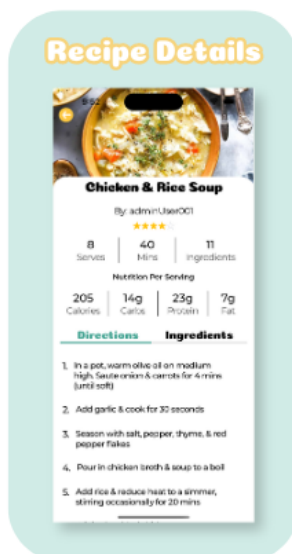


Users can use the search bar to find specific recipes

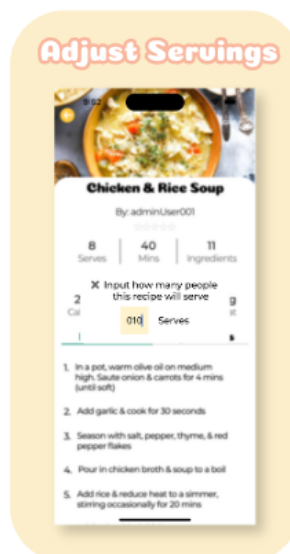


Users can utilize filters to refine their search results further.

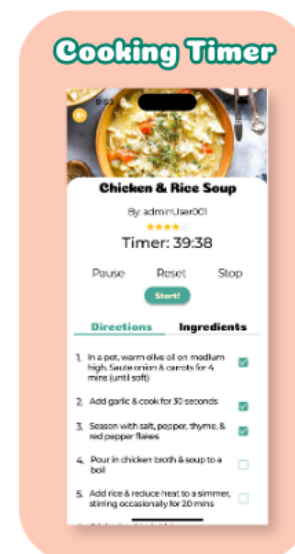
3. Using Cook Along Feature



Upon entering the recipe screen of their desired recipe, users can view serving nutrition, directions, & ingredients



Users can change the serving amount by selecting the serving size number, which will prompt a pop-up modal where users can input their chosen amount



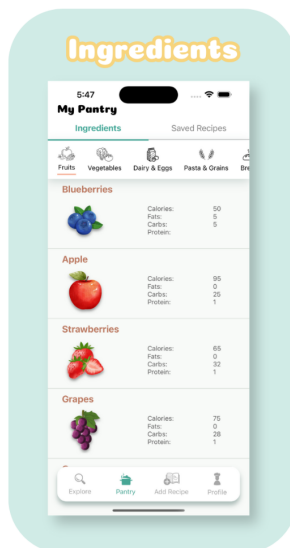
When users press the 'Start Cook Along' button, they have access to a cooking timer within the recipe



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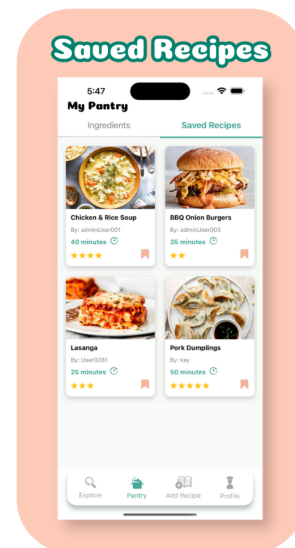
4. Using The Pantry



This tab allows users to view their ingredients categorized

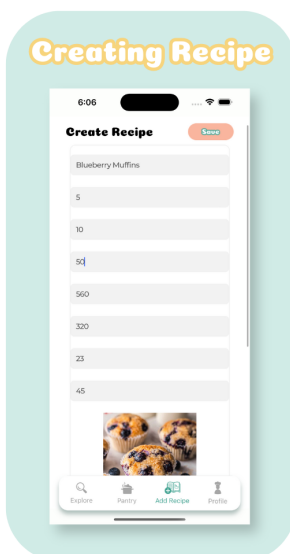


All the categories within the Ingredients Tab

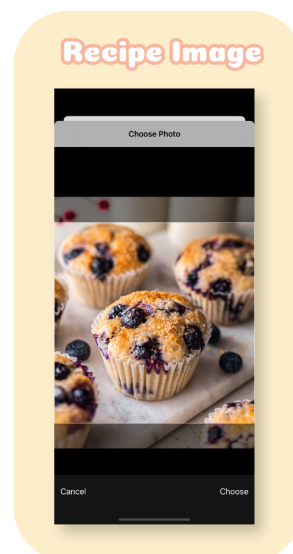


This tab displays saved recipes, and users can remove them by clicking the save icon associated with each recipe

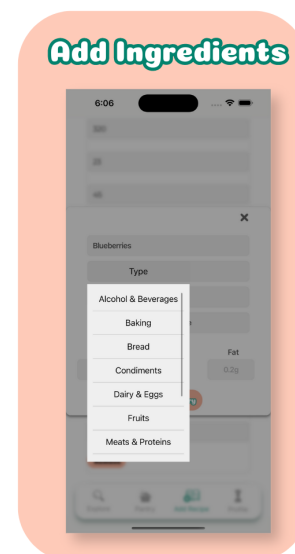
5. Create Recipes \ Add Ingredients



Users can input various details such as title, nutrition info, ingredients, directions, and more.



Users can upload their own recipe images or a default image placeholder will be set.



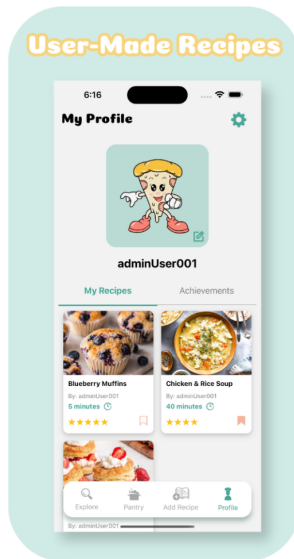
Upon selection, a pop-up modal will appear, prompting users to input information such as name, type, calories, and nutrition details.



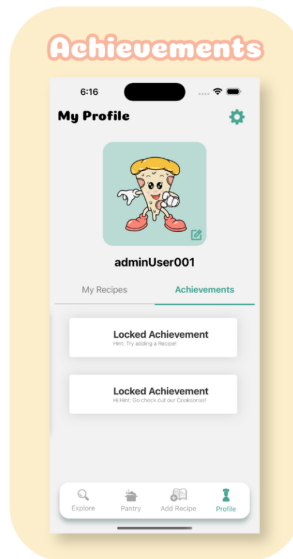
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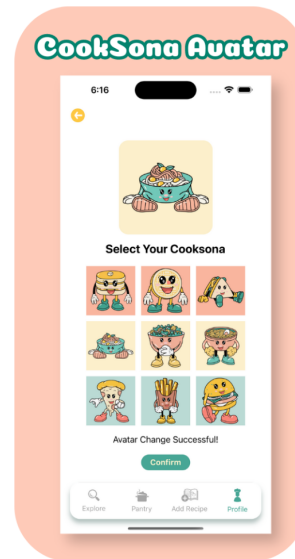
6. Profile Screen & CookSona Customization



The "My Recipes" tab displays recipes created by the user for easy access.

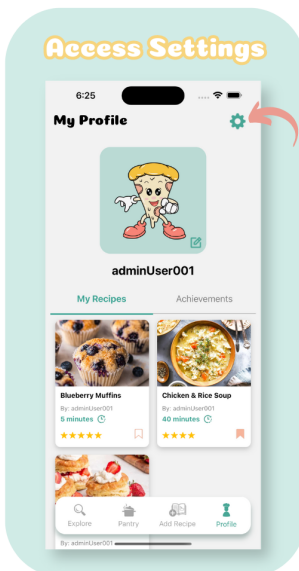


In the "Achievements" tab, users can view locked or unlocked achievements.

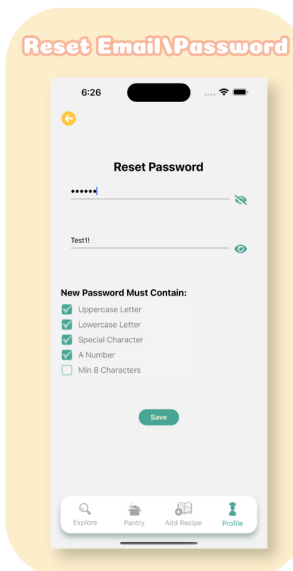


Users can customize their Cooksona by selecting the edit icon. A wide variety of avatars are available for users to set as their current Cooksona.

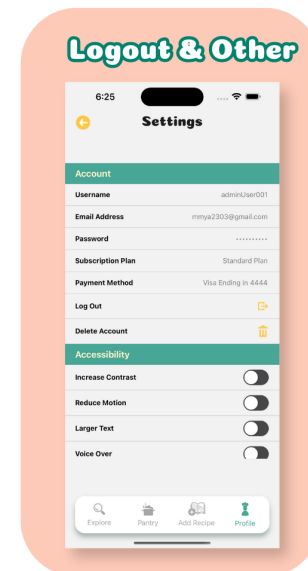
7. Settings



Users can access their settings by tapping on the settings icon in the top right corner of the Profile screen



Users can reset their username, email, or password by selecting the respective option and follow the steps to complete the reset process.



Users can log out of the account and adjust other settings/preferences



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PROJECT SUMMARY

Summary of Project:

During the inception of Chef-It, our team embarked on a journey to craft an application that not only served our development needs but also enriched our learning curve. Deliberating on the technological framework, we settled on React Native for the client-side interface and Firebase to handle the intricate server-side operations encompassing data storage and authentication.

Our development methodology was a symphony of organization and collaboration, orchestrated through GitHub version control. Each team member was entrusted with their own branch, allowing them to focus on designated screens and seamlessly integrate functionalities into the application's architecture.

As we progressed through the development lifecycle, we encountered the inevitable need for feature adjustments. Regrettably, we had to bid farewell to our much-anticipated "Meal Planning" feature and the enticing "Achievements" module. Sacrificing these elements was imperative to maintain alignment with our project milestones and steer clear of impending deadlines.

Nevertheless, despite the necessary trimmings, our demo shines as a testament to our unwavering commitment. It boasts full functionality, steadfastly upholding our original aspiration: furnishing users with an unparalleled and intuitive platform to elevate their culinary prowess and enrich their cooking journey.



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Team Roster				
Mya Mosely	Carolyn Darco	Jaden Lewis-Chambers	Thaovy Le	Keri Nguyen
Full Stack Developer + UI Designer	Front-end Developer + UI Designer	Front-end Developer + UI Designer	Full Stack Developer + UI Designer	UI Designer