

UX Design Document - SmartShop

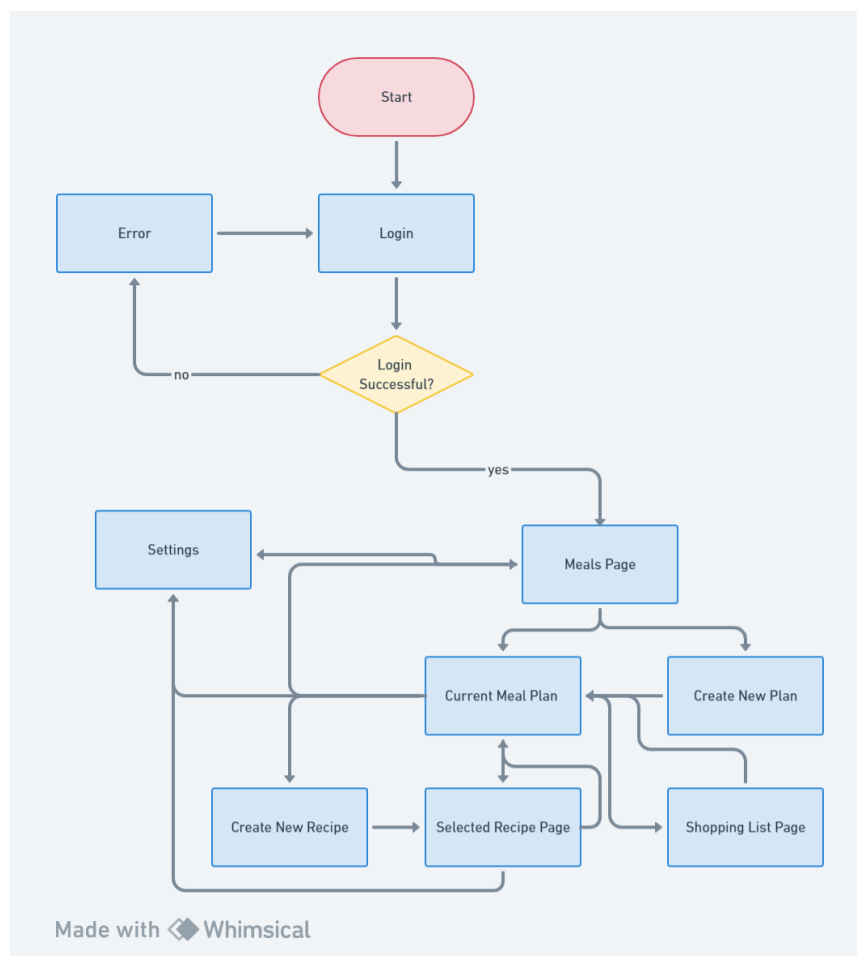
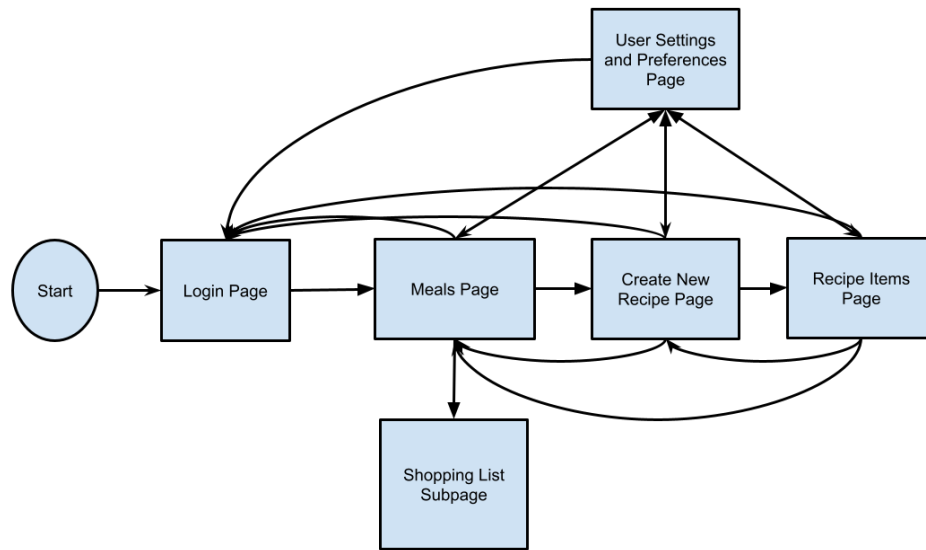
Overview:

This document serves to explain the overall design ideas for the UX design of the project SmartShop. As seen in other documents, the overall goal of the project is to have a website that allows users to create a database of recipes and meal plans to budget out their week, utilizing the best possible budgets for their needs. With this project, the design was created early on for the implementation to be able to use the designs in creating the overall website.

Overall Design:

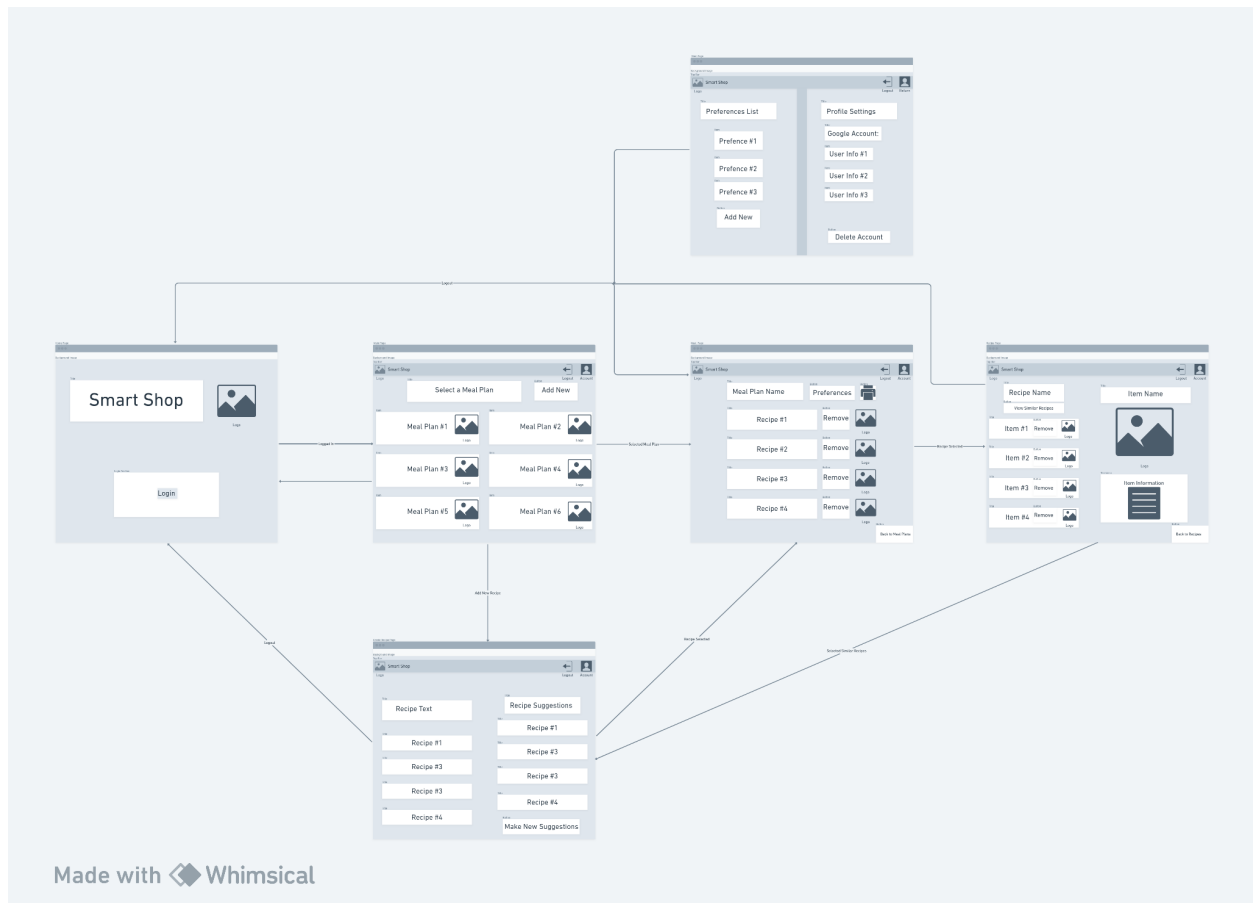
With this project, the main task for design was creating an easy interface and interactive website. An important feature because of the nature of the system was having some differences between the different types of menus the user was in as many elements could look too similar and confusing at a quick glance. The focus would be in a consistent design language that was accessible and enjoyable to look at and navigate. Below we can see a visual representation of how the user would be able to move through the website and interact with it.

Diagram 1 (User flow visualization and detailed flow chart):



From this, the bulk of the website will be pages containing a lot of information, leading to that overall same feel in between pages, that needed a level of differentiation between them. We can see part of this in the wireframe, showing the changes from page to page on a general level, trying to achieve a unique look per unique page while maintaining a consistent layout that was understandable.

Diagram 2 (Wireframe):



The main pages were shown, with some changes in between them, such as a large amount of data being displayed on the individual recipe page, allowing the user to see the items more clearly and get an understanding of the recipe. Different from this is the meal plans page, which has larger blocks and quick info so that the user can see more high-level there current plans. These three main pages were then created and processed through multiple attempts in Figma, until a overall design was chosen for each. For those designs, a visual guideline was created, which described the overall look and feel of the product once it was completed, seen below.

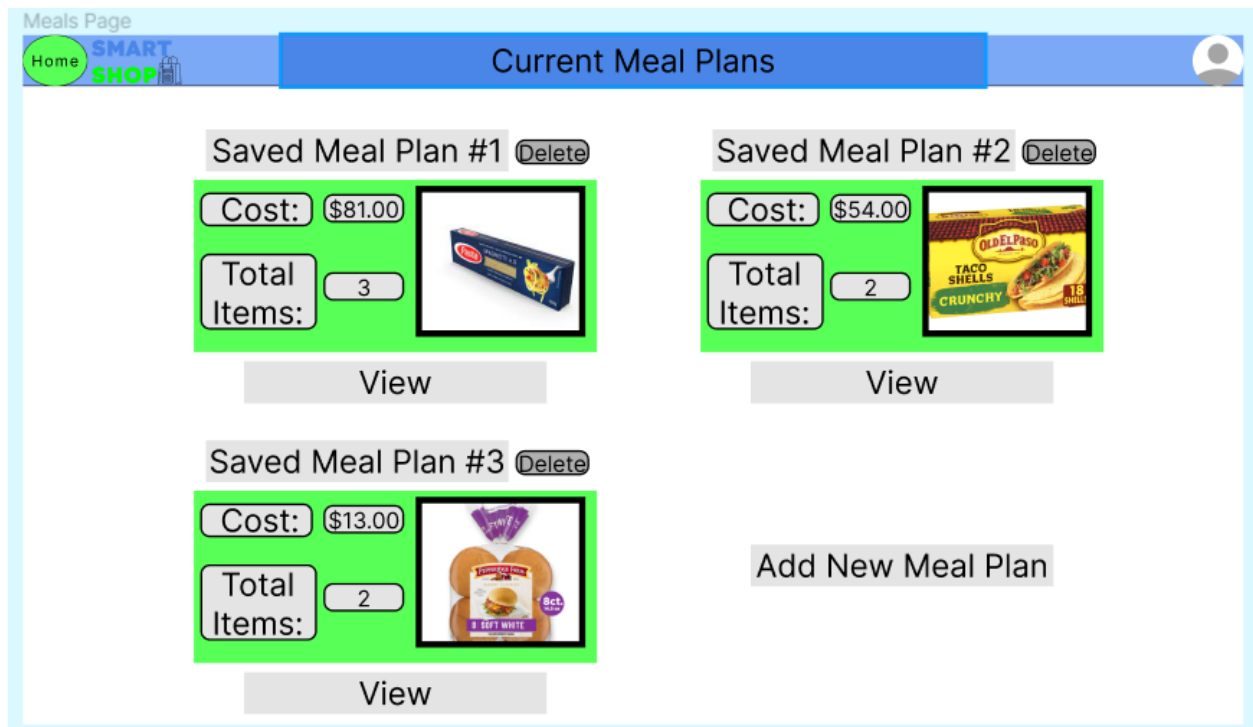
Diagram 3(Visual Guidelines):

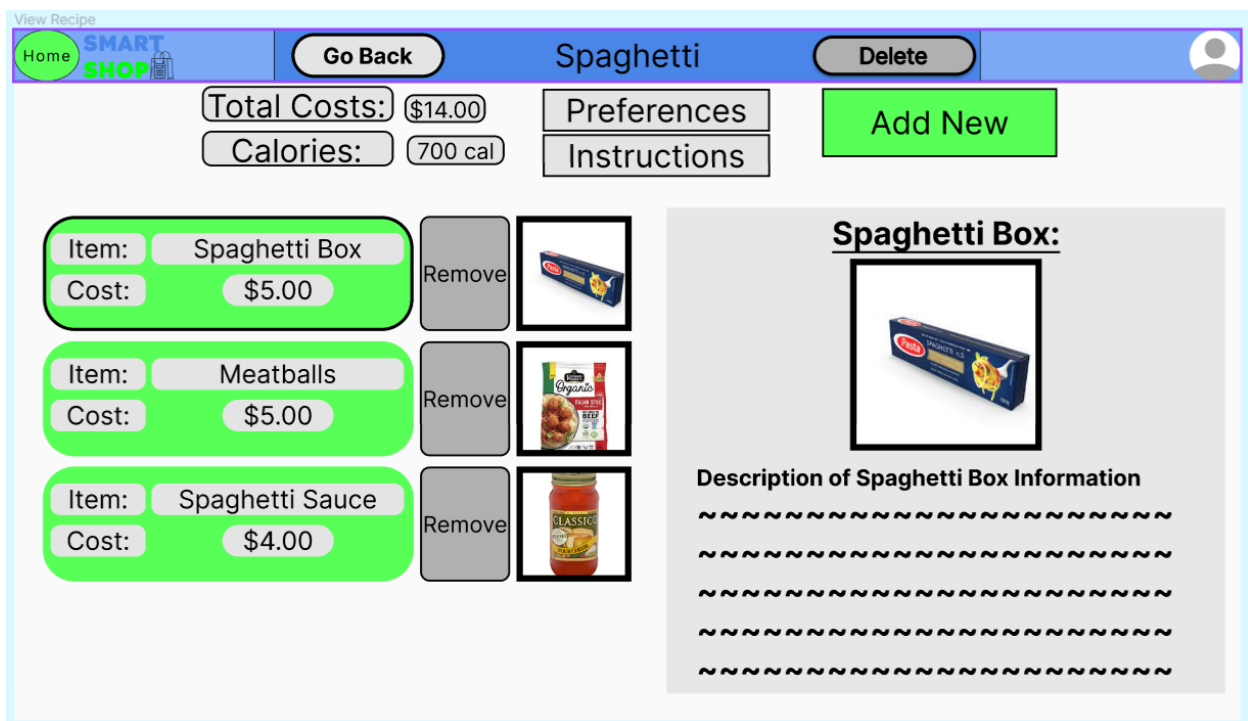
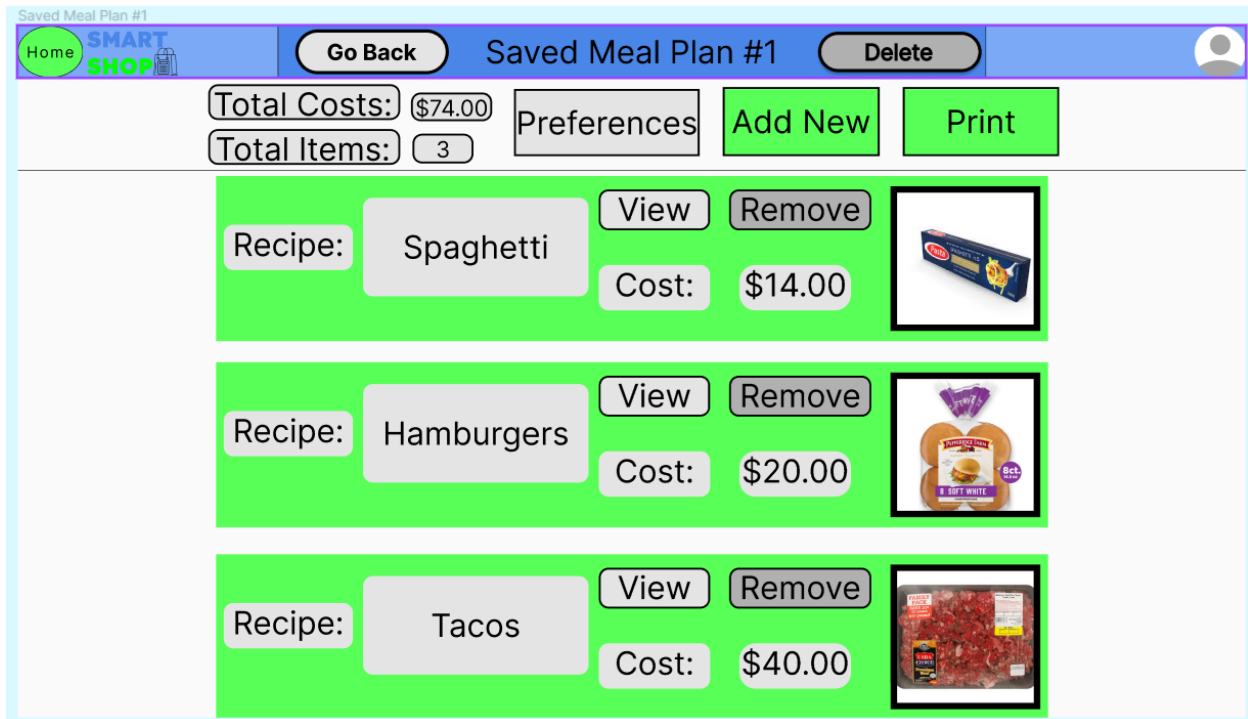
Visual Guidelines for SmartShop



With this visual guideline, the three main recipe pages were designed and created, which can be seen below, as well as accessing the Figma [here](#).

Diagram 4 (Figma Designs):





Although similar, each was given a layout unique to the others so that the user could identify where they were on the site, and allow for the unique actions that some pages would need. With this design in Figma, a second functionality design was created early on as well, which gave a flow of the site in use but with less design completeness compared to this finalized design. That version can be viewed along with these designs on the Figma, showing the growth

of the design during the design phase and changes made due to added scopes. These designs were then utilized in the creation for the website and how it would be organized.

Differences to Finished Product:

In the finished product, some aspects of the UX design and wireframe was not able to be completed due to the length of project time and overall focus on the project. Due to this, the frontend design on the live server has some not yet implemented key missing UX elements listed below:

- Saving multiple meal plans, and saving the list.

Due to the website not being fully functional, the saving feature was not yet implemented, so while user could temporarily create a meal plan, it would not be possible to save and have multiple in use. This also meant that things such as printing the list and other options were not fully completed as well.

- Add and Saving recipes

Recipe were able to be accessed, but the creation of a recipe was not able to match the overall finished design ideas due to some functionalities not yet completed like an auto search, so a quick redesign was done on the finished product.

- Layout of the Figma design

Some areas did have differences in between the Figma designs made and the end product, as during the implementation phase, some parts of the design were found to be too small of scope and had issues compared to the needs of the project as time progressed. Because of this, some spots were created with a different layout, but still keeping an overall wireframe same to the one created.

- Following of Visual Guidelines

Due to the functionality not being fully completed, aspects of the visual side of the project were not completed due to being lower priority compared to getting a functional product. Even so, the guidelines are in place for any improvements on the project and future development of it.