

## Design Mockups



### 1. Login Page

- a. This is the first screen that the user will see when they open up the app. They will insert their email as a username and give their password to enter the application. If they do not have an account, the user can click the Sign Up link to get to the registration page.

9:58

Welcome to Bits to Bites!

Let us help you prepare your next meal.

Full Name

Email

Password

Confirm Password

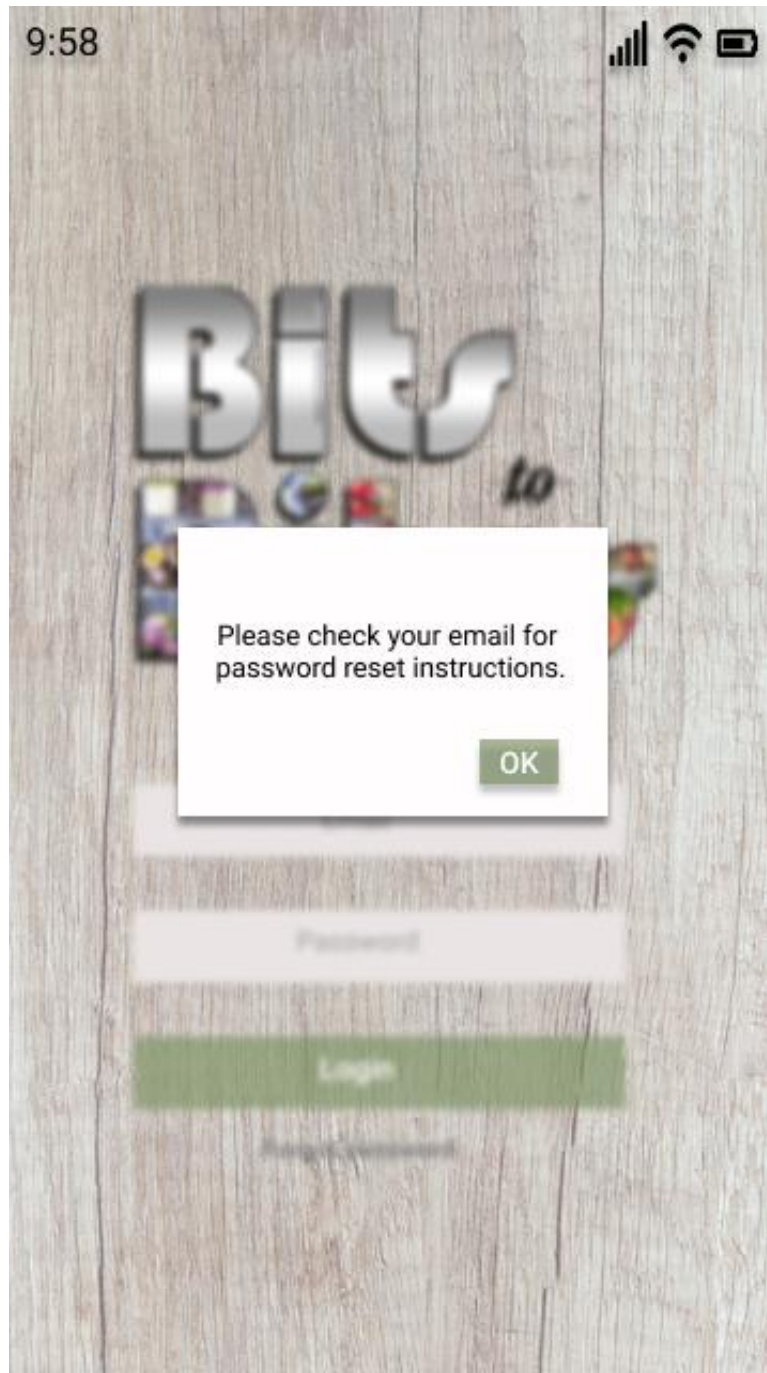
Register

Already have an account? [Sign In.](#)

The image shows a mobile application registration screen. At the top, the status bar displays the time 9:58 and icons for cellular signal, Wi-Fi, and battery. The background is a vertical wood-grain texture. The text 'Welcome to Bits to Bites!' is centered in a bold, black font. Below it, a subtitle reads 'Let us help you prepare your next meal.' in a smaller, regular black font. There are four white rectangular input fields stacked vertically, each with a light gray placeholder text: 'Full Name', 'Email', 'Password', and 'Confirm Password'. Below these fields is a solid green rectangular button with the word 'Register' in white. At the bottom, the text 'Already have an account?' is followed by a red link 'Sign In.'.

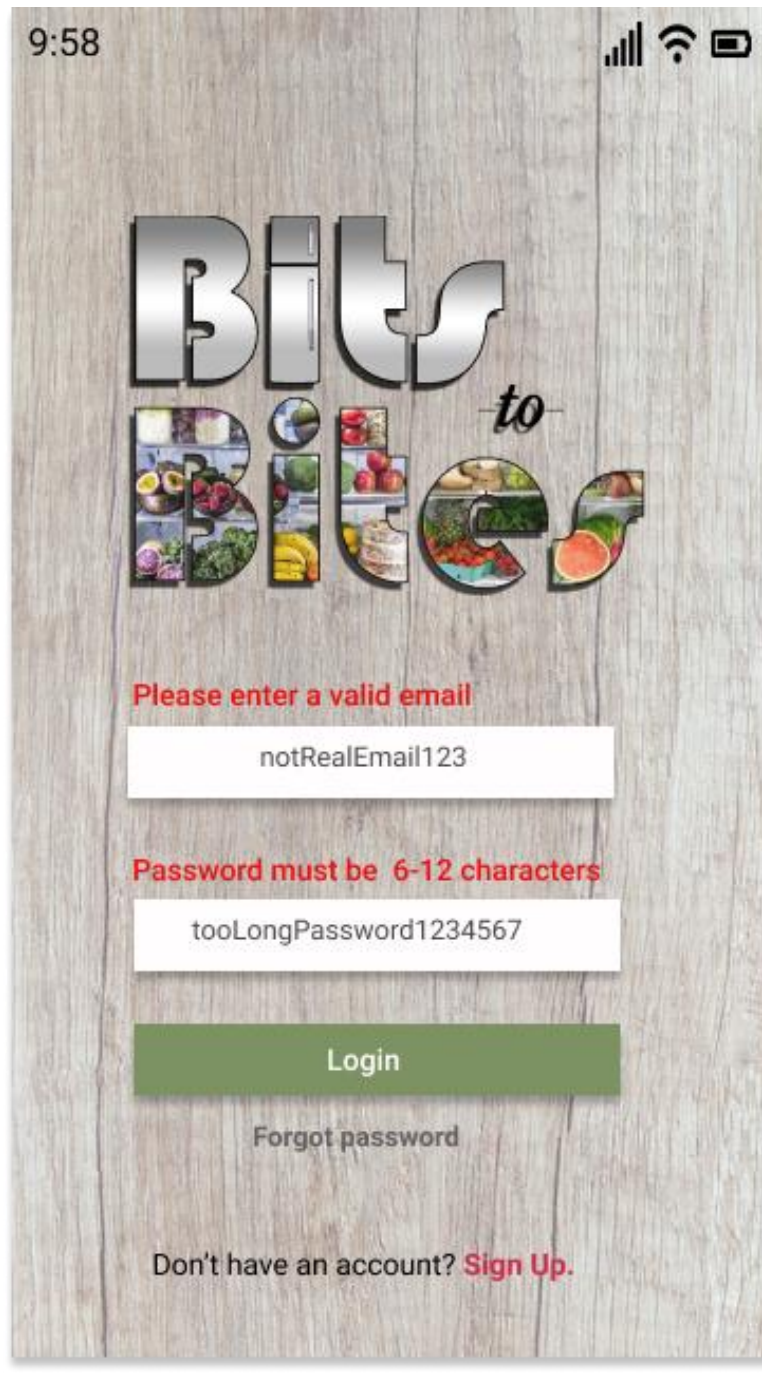
## 2. Registration Page

- a. This is the page that a user will use to create an account if they do not have one. The user needs to give their Full Name, Email, Password and a confirmation of their password to create an account.



### 3. Forgot Password

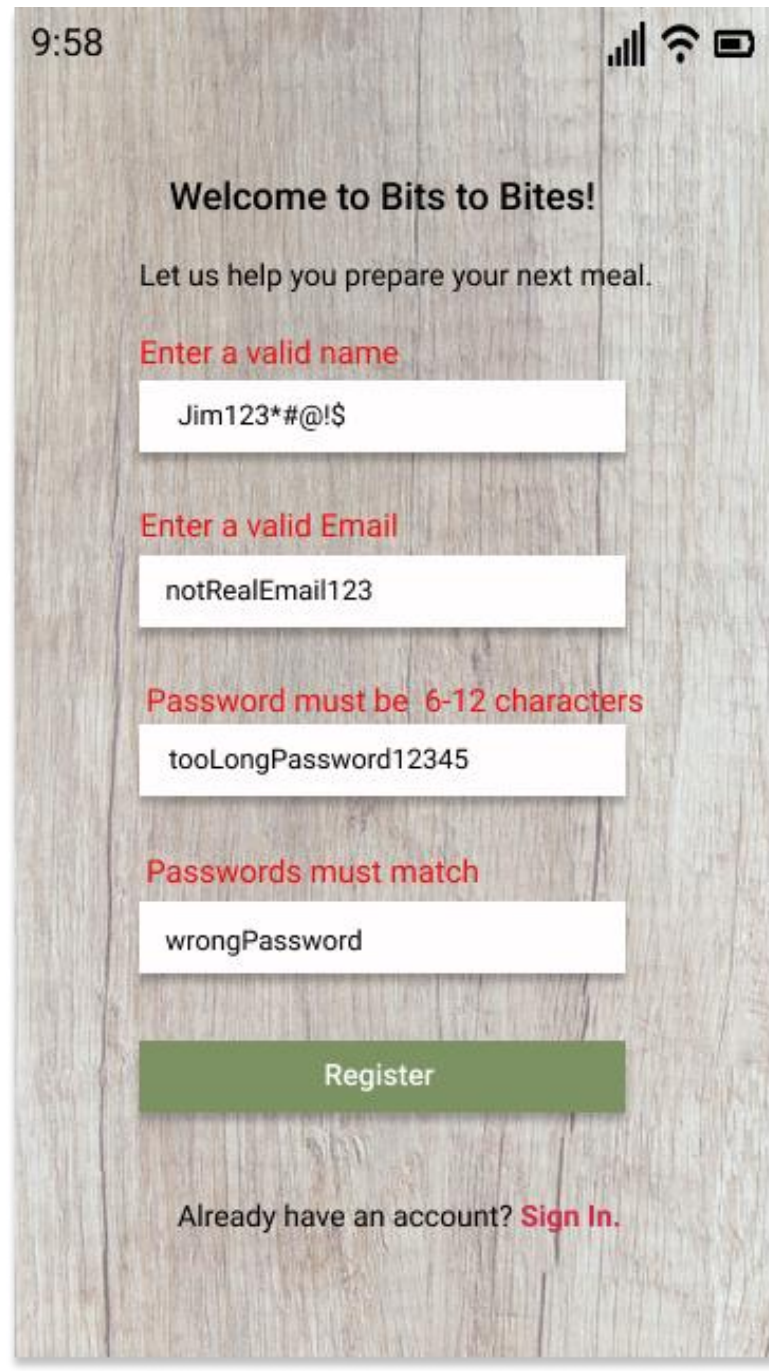
- a. If the user has forgotten their password they can click the Forgot password link and an alert will popup notifying them that an email with password reset instructions has been sent to the given email in the email input component..



#### 4. Login Errors

- a. This is a depiction of the validation errors on the login page. The email must be of valid email type and the password must be 6-12 characters. If either of these are not valid the red error messages will come up for the corresponding error.





9:58

Welcome to Bits to Bites!

Let us help you prepare your next meal.

Enter a valid name

Jim123\*#@!\$

Enter a valid Email

notRealEmail123

Password must be 6-12 characters

tooLongPassword12345

Passwords must match

wrongPassword

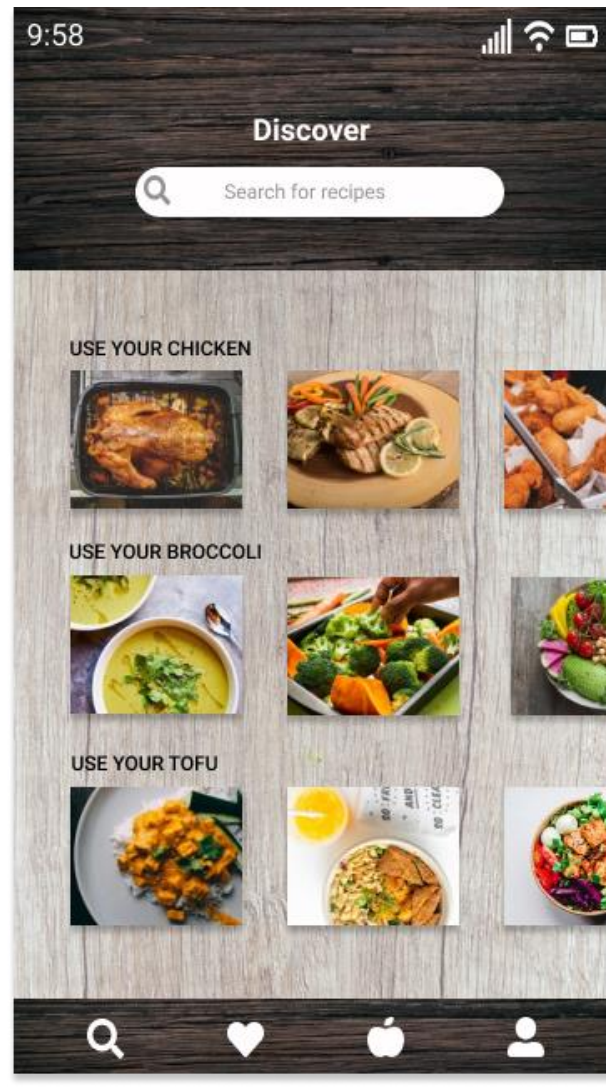
Register

Already have an account? [Sign In.](#)

The image shows a mobile application registration screen with a wood-grain background. At the top, the status bar shows the time 9:58 and icons for cellular signal, Wi-Fi, and battery. The app title 'Welcome to Bits to Bites!' is centered, followed by the tagline 'Let us help you prepare your next meal.' Below this are four input fields, each with a red error message above it. The first field is for the name, with the error 'Enter a valid name' and the input 'Jim123\*#@!\$'. The second field is for the email, with the error 'Enter a valid Email' and the input 'notRealEmail123'. The third field is for the password, with the error 'Password must be 6-12 characters' and the input 'tooLongPassword12345'. The fourth field is for the password confirmation, with the error 'Passwords must match' and the input 'wrongPassword'. A green 'Register' button is positioned below the password fields. At the bottom, there is a link 'Already have an account? Sign In.' where 'Sign In.' is in red.

## 5. Registration Errors

- a. This is a depiction of the validation errors on the registration page. The full name must contain only characters, the email must be of valid email type, the passwords must match and be 6-12 characters long. The corresponding error message will be triggered to the corresponding error event.



## 6. Dashboard

- a. This is the landing page that the user sees after they have logged into the application. Clicking on the search bar at the top will send the user to the search recipes page where they can specify the search criteria. The icons on the bottom will send the user to specific pages where they can do additional functionality. The search icon in the bottom left corner goes to the **Dashboard** page. The heart icon in the bottom will send the user to their saved recipes page, where they can see their favorite recipes. The apple icon at the bottom will send the user to their pantry, where they can add ingredients in their house to their pantry to keep track. The person icon in the bottom right will send the user to their profile page, where they can do additional functionality with their profile.



## 7. My Pantry

- a. The my pantry page will show you all your ingredients in convenient categories, based on type of food, such as dairy, vegetables, etc.. The user can also search for ingredients to add to their pantry using the search bar at the top. The screen will naturally scroll to display all the options.



## 8. My Pantry Drop Down

- a. This is a depiction of what the dropdown menu will look like when the user opens up a category for their ingredients. The user can see all the ingredients they have in their pantry and can use the trash can icon beside each ingredient name to remove that ingredient from their pantry. The calendar icon is used to set an expiry date to the ingredient.





## 9. My Pantry Delete

- a. This is a slide that shows the use of the delete action by the user. The user clicks the garbage can icon next to the butter ingredient in the dairy category and the page should update and show that the ingredient is no longer present.



## 10. My Pantry Search

- a. This is a depiction of what happens in the pantry page when the user searches for an additional ingredient to add. The user will see a list of ingredients based on the search parameter and for each option there will be a plus icon next to it that will be used to add that ingredient to the user's pantry.



## 11. My Pantry Add

- a. This slide depicts the addition of the cream cheese ingredient. The user clicks the plus icon next to the cream cheese option in the search bar dropdown menu, the cream cheese ingredient should then appear in the dairy category at the top of the category.



## 12. My Pantry – Set Expiry Date

- a. This slide depicts the action of setting an expiry date. A calendar will pop up once the button is clicked and offer the user dates to choose from.





### 13. Recipe Search

- a. This slide is the search recipe page where the user can search for a recipe based on additional criteria, such as, type of diet, difficulty to make, type of cuisine, cost to make and time. The user will use the search bar at the top to specify the type of recipes they would like to receive. This page is accessible by clicking on the search bar in the Dashboard page.



#### 14. Recipe Search 2

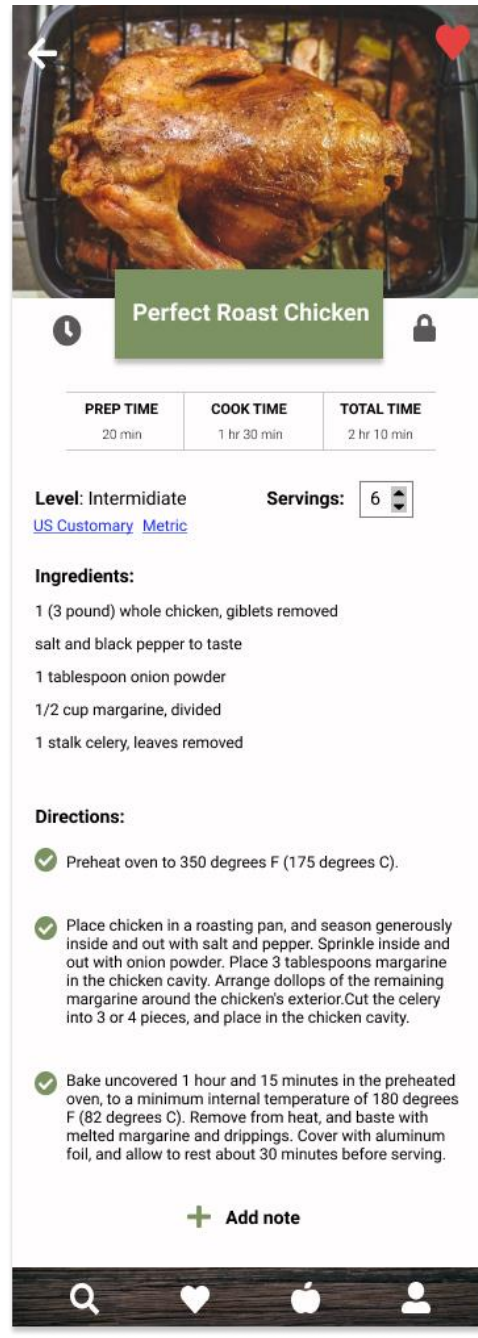
- a. This slide shows the user selecting the options for the search parameters they would like to generate.



**15. Recipe Search 3**

- a. This slide shows the results that are displayed after the search is committed, the results can be categorized by Newly Uploaded, Fan Favorites, Chef's Selections, etc.. The user will then click on their desired recipe and that will send the user to a start recipe page where they can see the actual recipe that they will make.

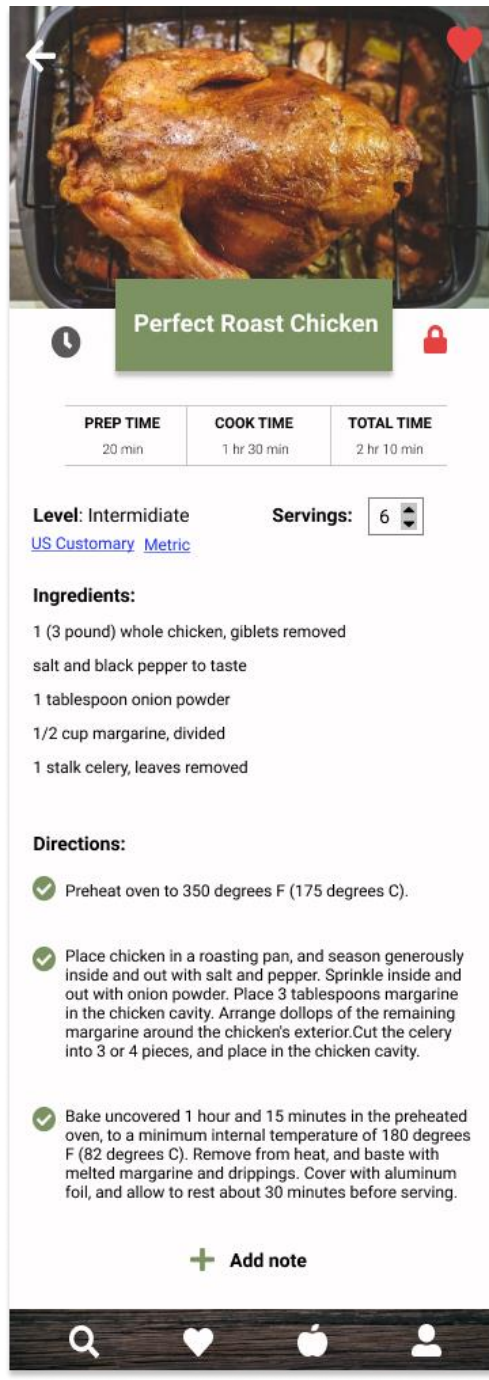




## 16. Start Recipe

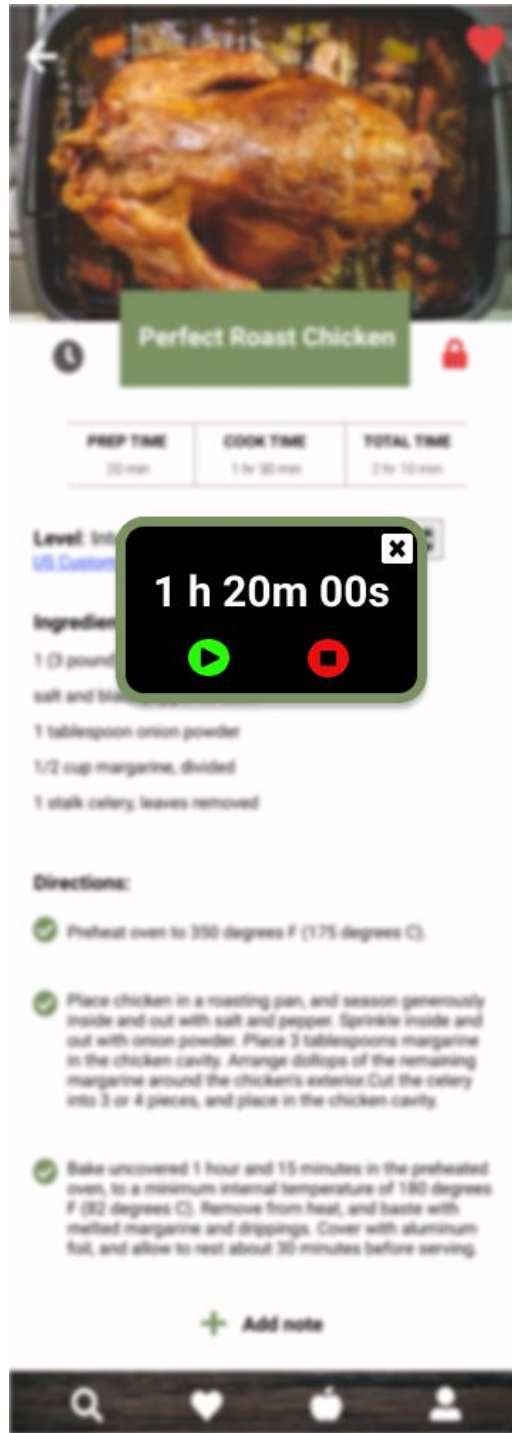
- a. This slide shows the actual recipe that will be generated from the database and given to the user. The Level of difficulty will be given, as well as the duration to make, the ingredients required and the directions to prepare the meal. Users can click on the heart icon in the top right of the recipe to add the specific recipe to their favorites section. The screen will use a scroll feature to show everything to the user.





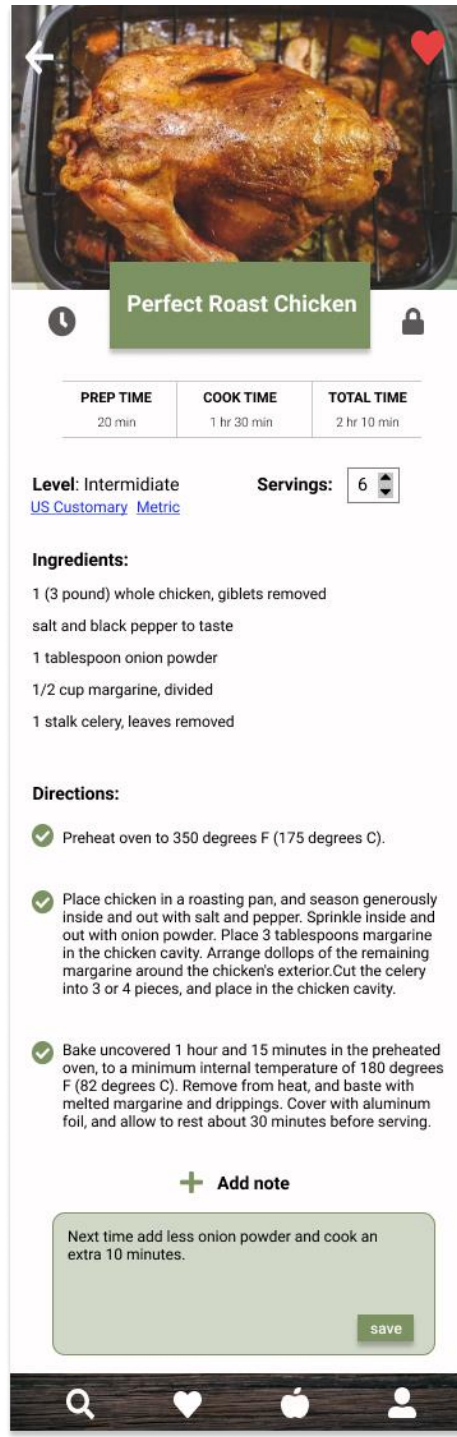
## 17. Start Recipe – Lock Screen

- This slide shows the actual recipe that will be generated from the database and given to the user. When the User clicks the lock icon, it will lock the screen and prevent the phone from going to sleep so that the user does not have to keep tapping their phone to check the instructions.



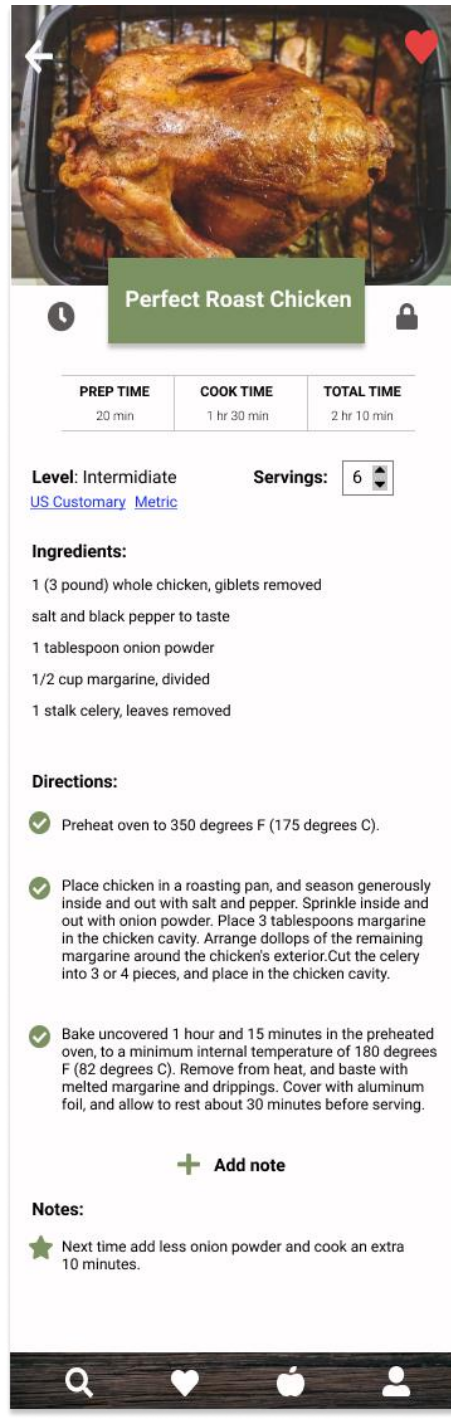
## 18. Start Recipe – Timer Screen

- This slide shows the actual recipe that will be generated from the database and given to the user. When the user clicks the clock icon a timer will start for the user to use while cooking, so that they do not have to leave the app to set a timer.



## 19. Start Recipe – Add Note 1

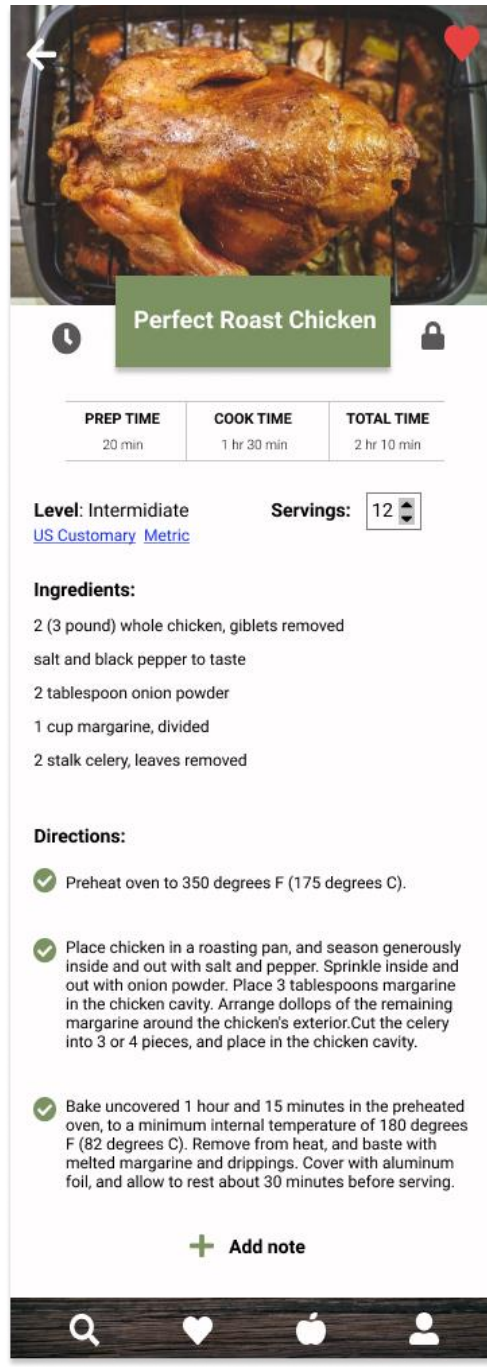
- a. This slide shows the actual recipe that will be generated from the database and given to the user. The user is able to click on the Add note button to add a custom note to the recipe, this will automatically add the recipe to their favorites for easy access.



## 20. Start Recipe – Add Note 2

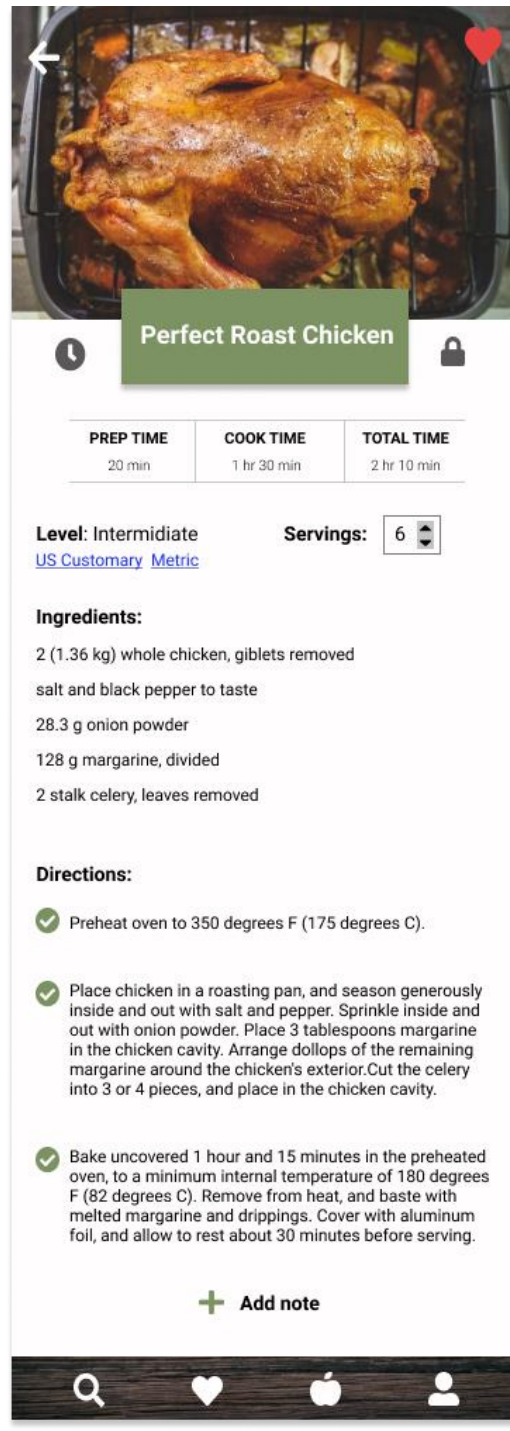
- This slide shows the actual recipe that will be generated from the database and given to the user. This shows what will happen when the user clicks save to the note and it will be displayed anytime the user starts the recipe again.





## 21. Start Recipe – Multiply Ingredients (Change Servings)

- a. This slide shows the actual recipe that will be generated from the database and given to the user. The small option selector right beside the “Servings” label will be used to modify the serving size of the recipe, based on how many people the user would like to make the food for. It will dynamically change the ingredients needed.



## 22. Start Recipe – Convert Units

- a. This slide shows the actual recipe that will be generated from the database and given to the user. The US Customary and Metric links are used to dynamically change the units the ingredients are displayed in, either in the Metric system or the US system.

The image shows a mobile application interface for uploading a recipe. At the top, there is a dark header with a back arrow and the text "Upload Recipe". Below this is a light-colored form area with various input fields. The form includes fields for "Title", "Author", "Prep time" (with separate boxes for hours and minutes), "Cook time" (with separate boxes for hours and minutes), "Total time" (with separate boxes for hours and minutes), "Difficulty" (a dropdown menu with "choose level" selected), "Unit of measurement" (a dropdown menu with "choose unit type" selected), "Servings" (a single input box), "Ingredients" (a large text area with a vertical scrollbar), "Directions" (another large text area with a vertical scrollbar), and "Photo" (a file input field with a "Choose file" button). A green "Submit" button is located at the bottom right of the form. At the very bottom of the screen is a dark navigation bar with four icons: a magnifying glass, a heart, an apple, and a person silhouette.

← Upload Recipe

Title:

Author:

Prep time:  hours  minutes

Cook time:  hours  minutes

Total time:  hours  minutes

Difficulty:

Unit of measurement:

Servings:

Ingredients:

Directions:

Photo:

### 23. Start Recipe – Convert Units

- a. This slide shows how the user can upload their own recipes to the database. The form will include ingredients, directions, prep time, cook time and all the other fields needed to properly display the recipe.



## 24. Saved Recipe

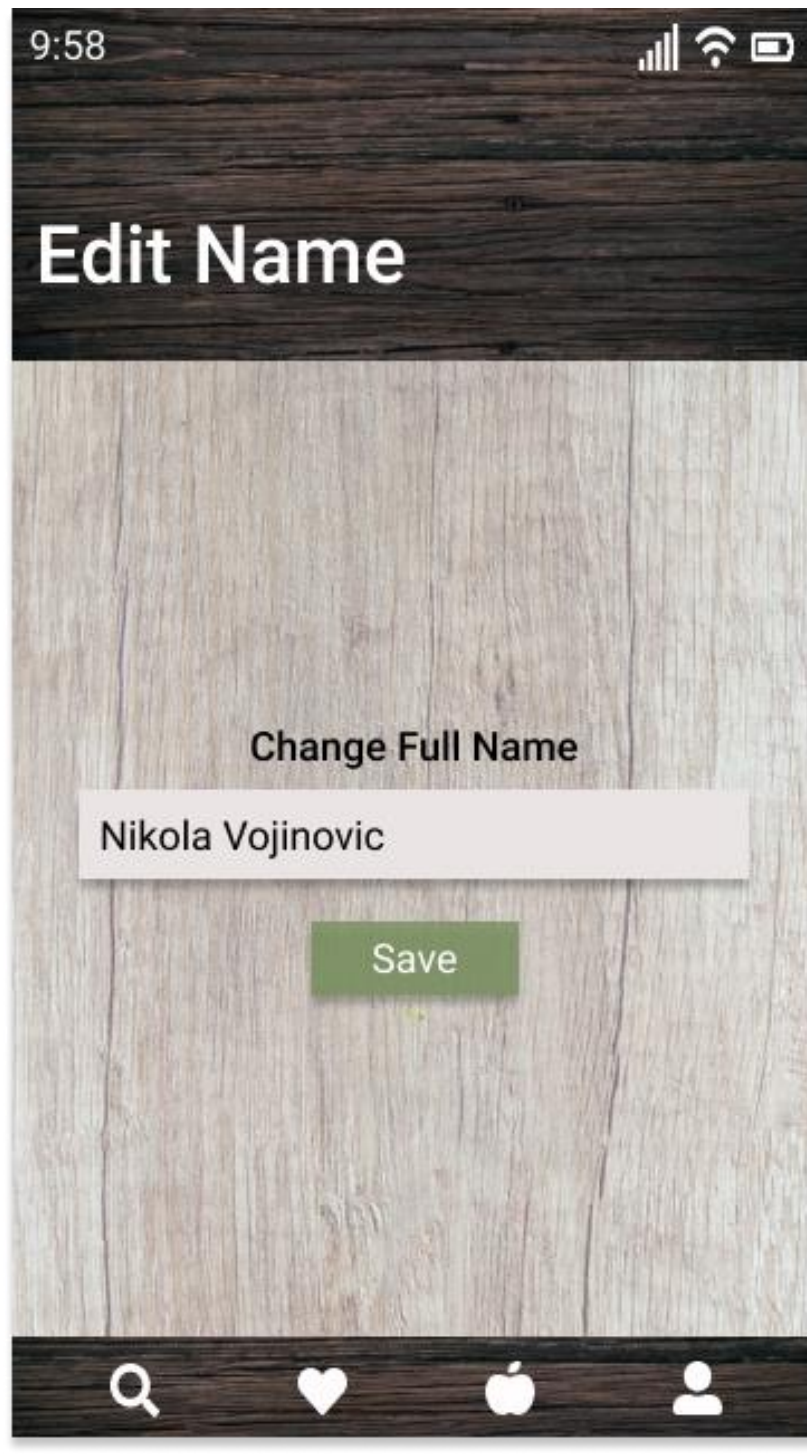
- a. This slide is the users' favorite recipes, so that they can access them quickly. The recipes will be sorted into categories, such as, Recently Made, Vegan Favorites, Gluten-Free Favorites, etc.. The user navigates to this page by clicking the heart icon at the bottom of the screen in the bottom bar menu. The user can also search for specific recipes within their favorites section for quick access.





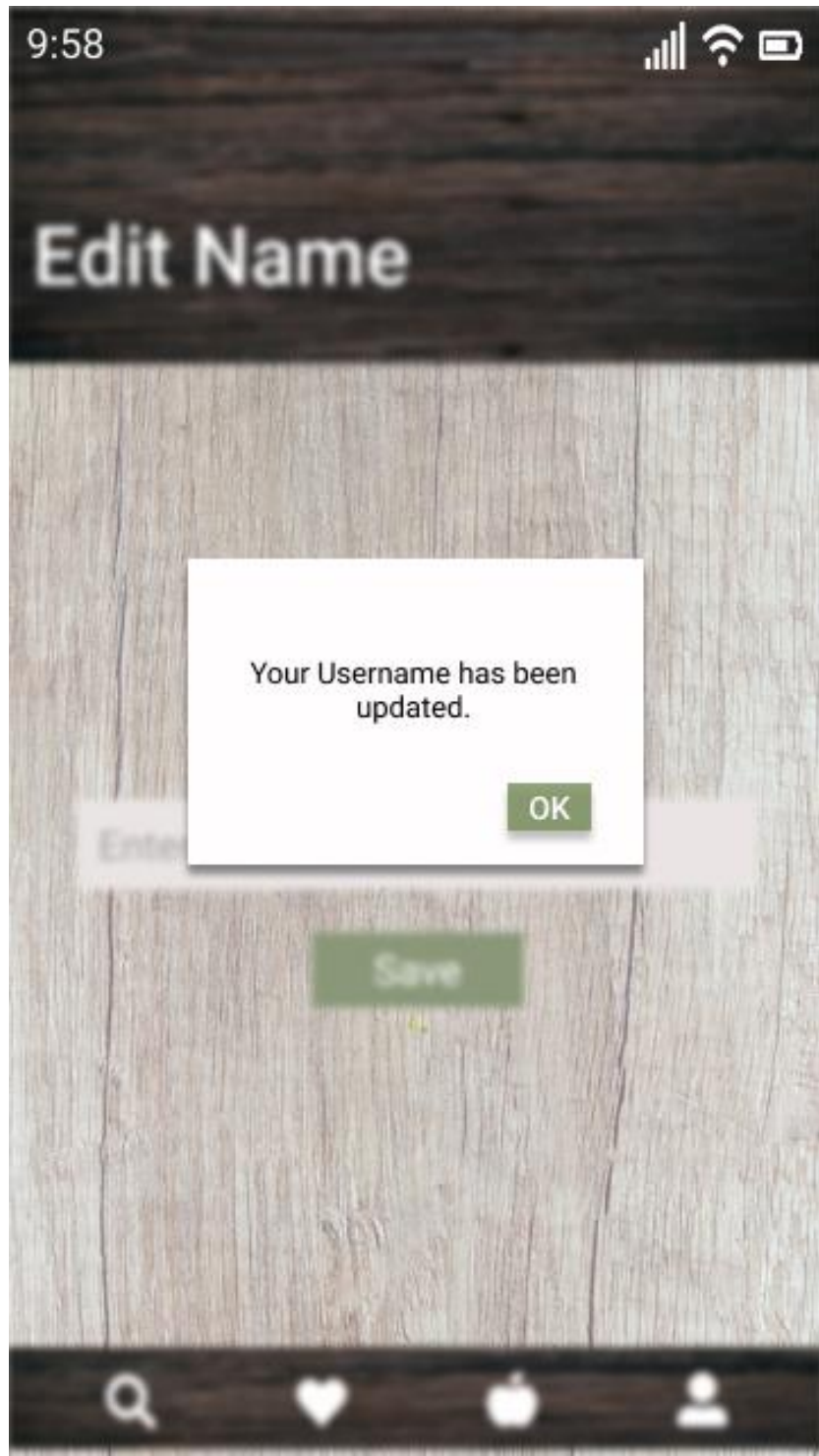
## 25. My Account

- a. This slide is the profile slide page, where the user can change their full name, their email, or their password by clicking on the corresponding buttons. The buttons will then send the user to the corresponding page, be that the Edit Name Page, the Edit Email Page, the Edit Password Page.



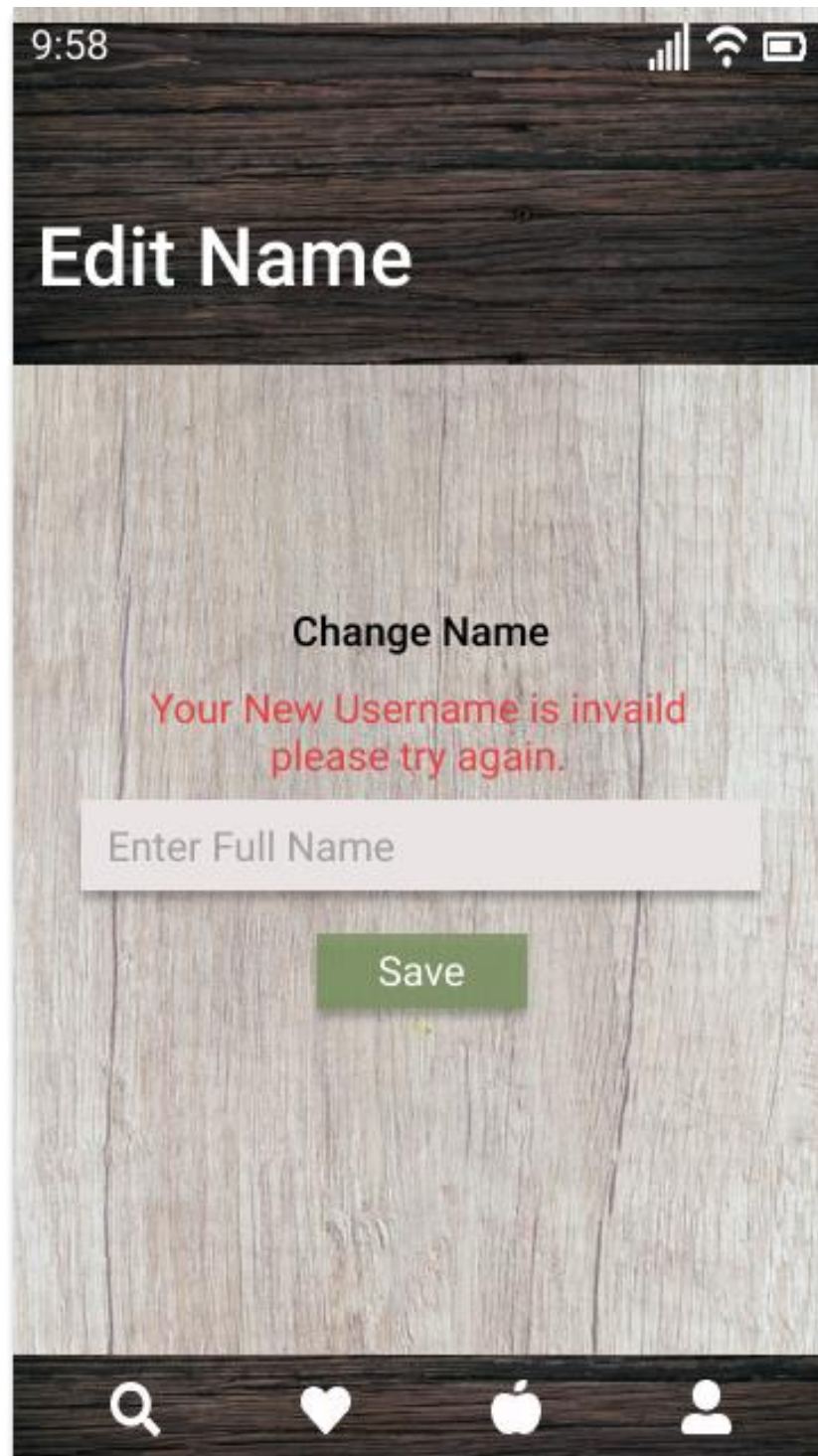
**26. My Account Edit Name**

- a. This is the page to edit the users name, they change the value in the input bar and then click the save button to update their account.



**27. My Account Edit Name Alert**

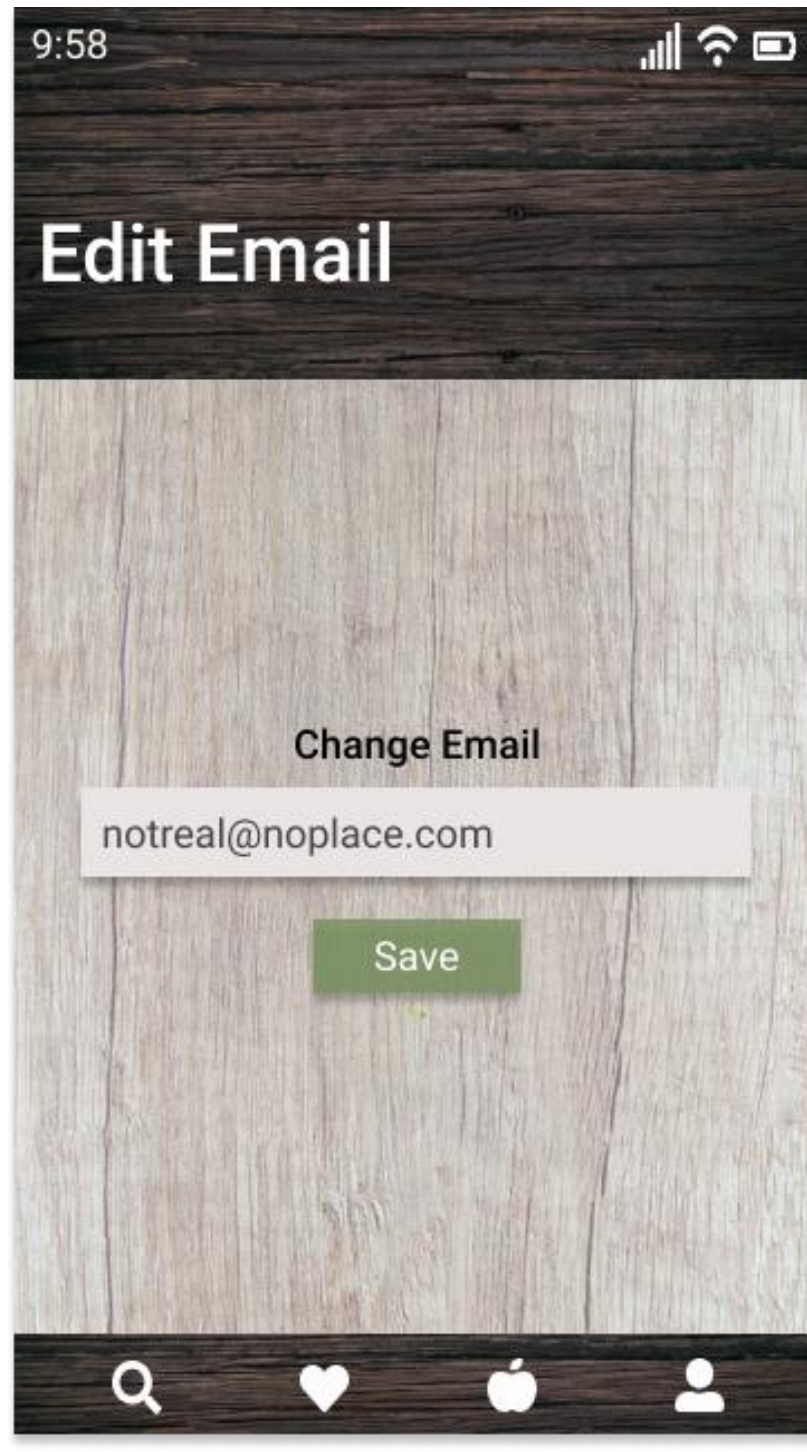
- a. This is the alert that is displayed after the user clicks the save button and updates their account successfully. And when you go back to the my account page you should see your information updated.



**28. My Account Edit Name Error**

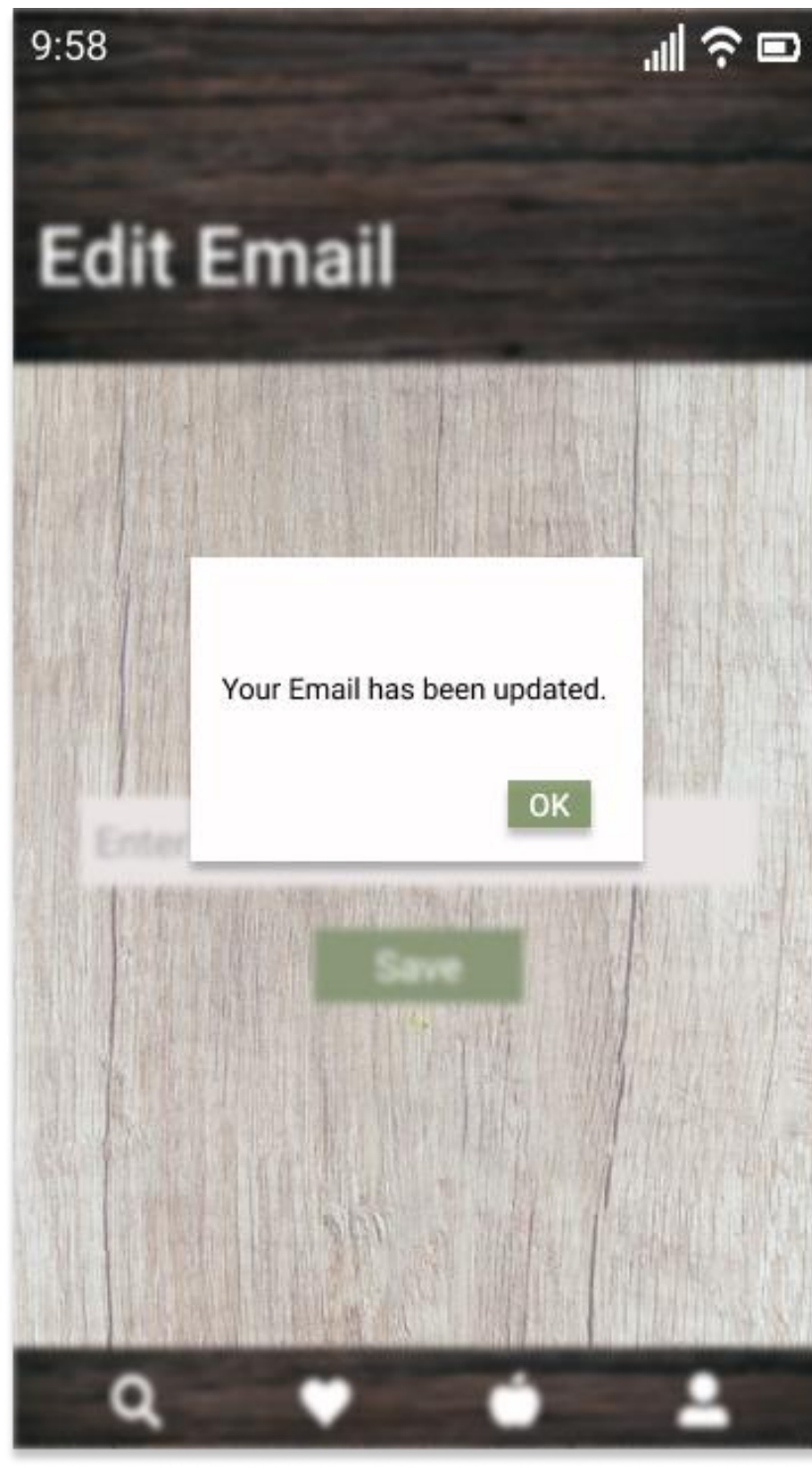
- a. These are the errors that are displayed after if the user enters invalid information.





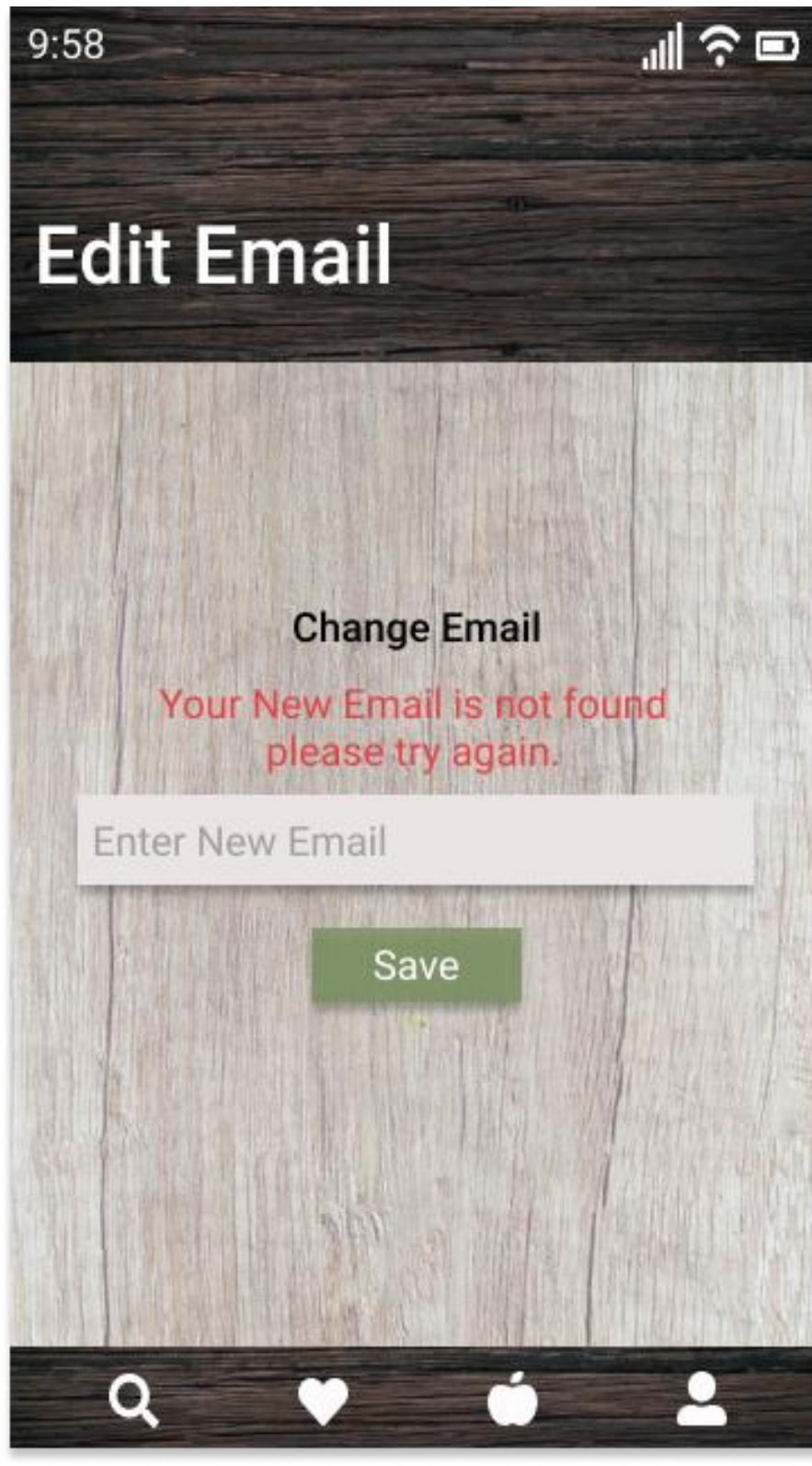
## 29. My Account Edit Email

- a. This is the page to edit the users email, they change the value in the input bar and then click the save button to update their account.



### 30. My Account Edit Email Alert

- a. This is the alert that is displayed after the user clicks the save button and updates their account successfully. And when you go back to the my account page you should see your information updated.



**31. My Account Edit Email Error**

- a. These are the errors that are displayed after if the user enters invalid information.

9:58

# Edit Password

**Current Password**

Enter Current Password

**New Password**

Enter New Password

**Confirm New Password**

Confirm New Password

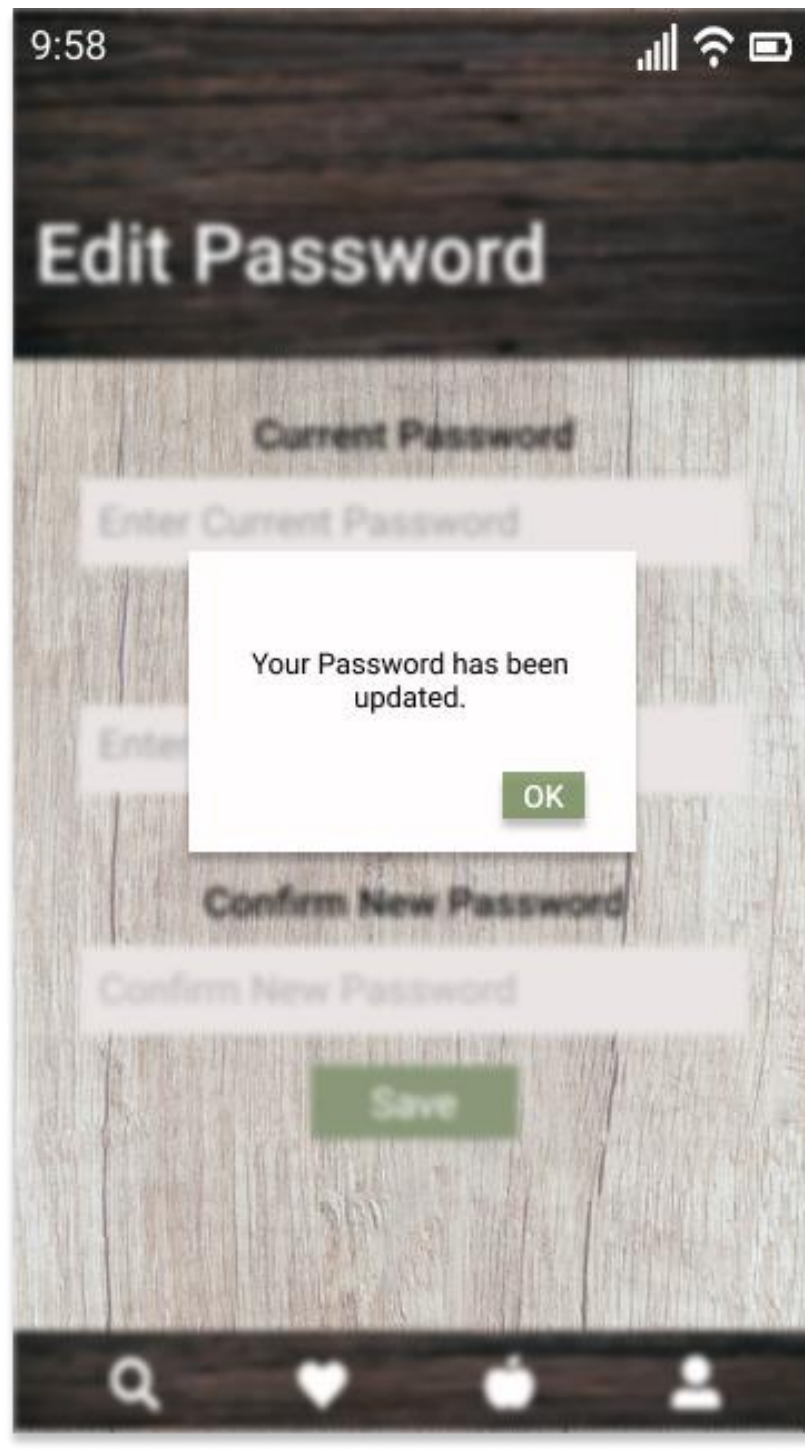
Save

Search, Heart, Apple, User icons

### 32. My Account Edit Password

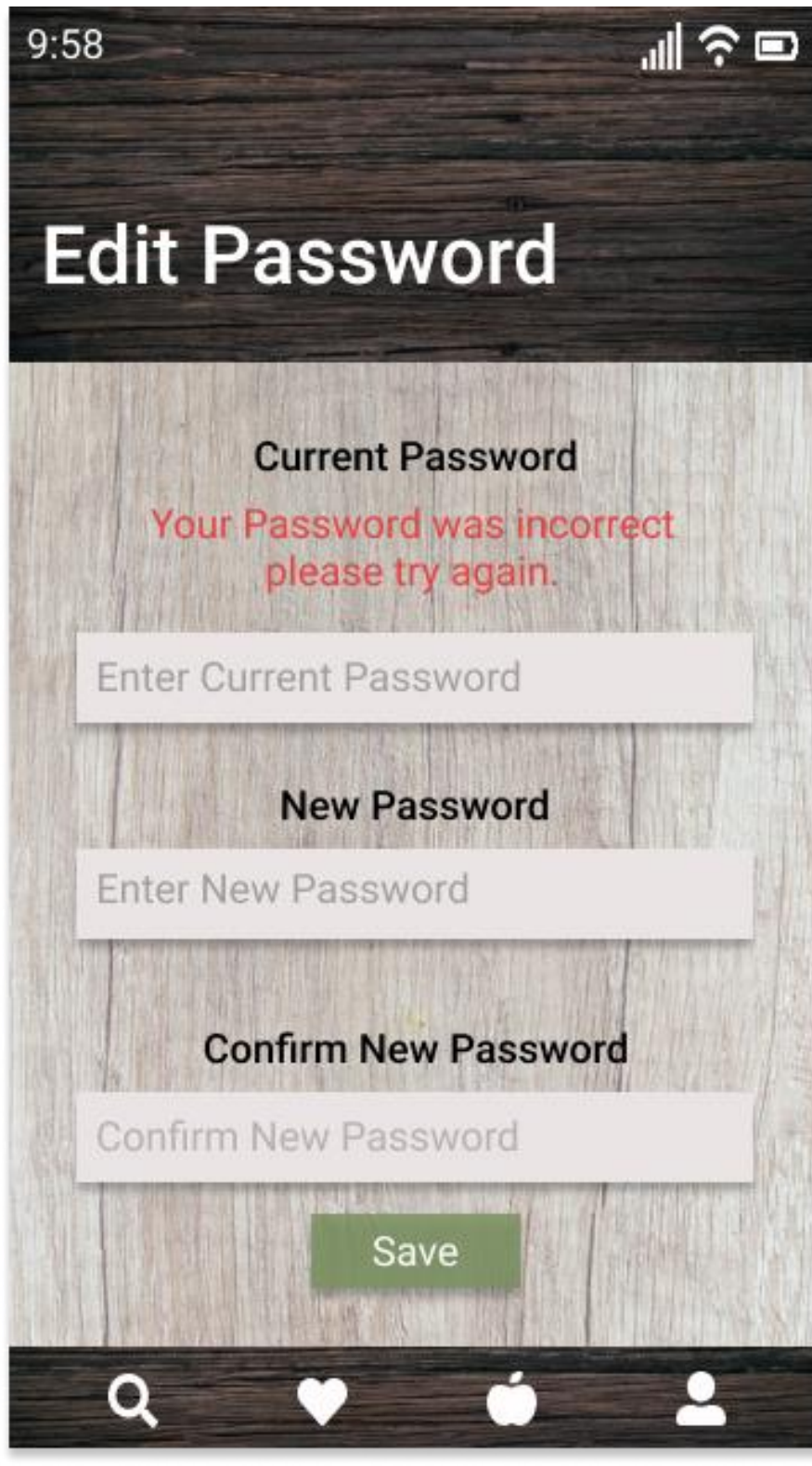
- a. This is the page to edit the users password, the user must re-confirm their old password and then give a new password and a matching password to confirm the new password. The user will then click the save button to update their account.





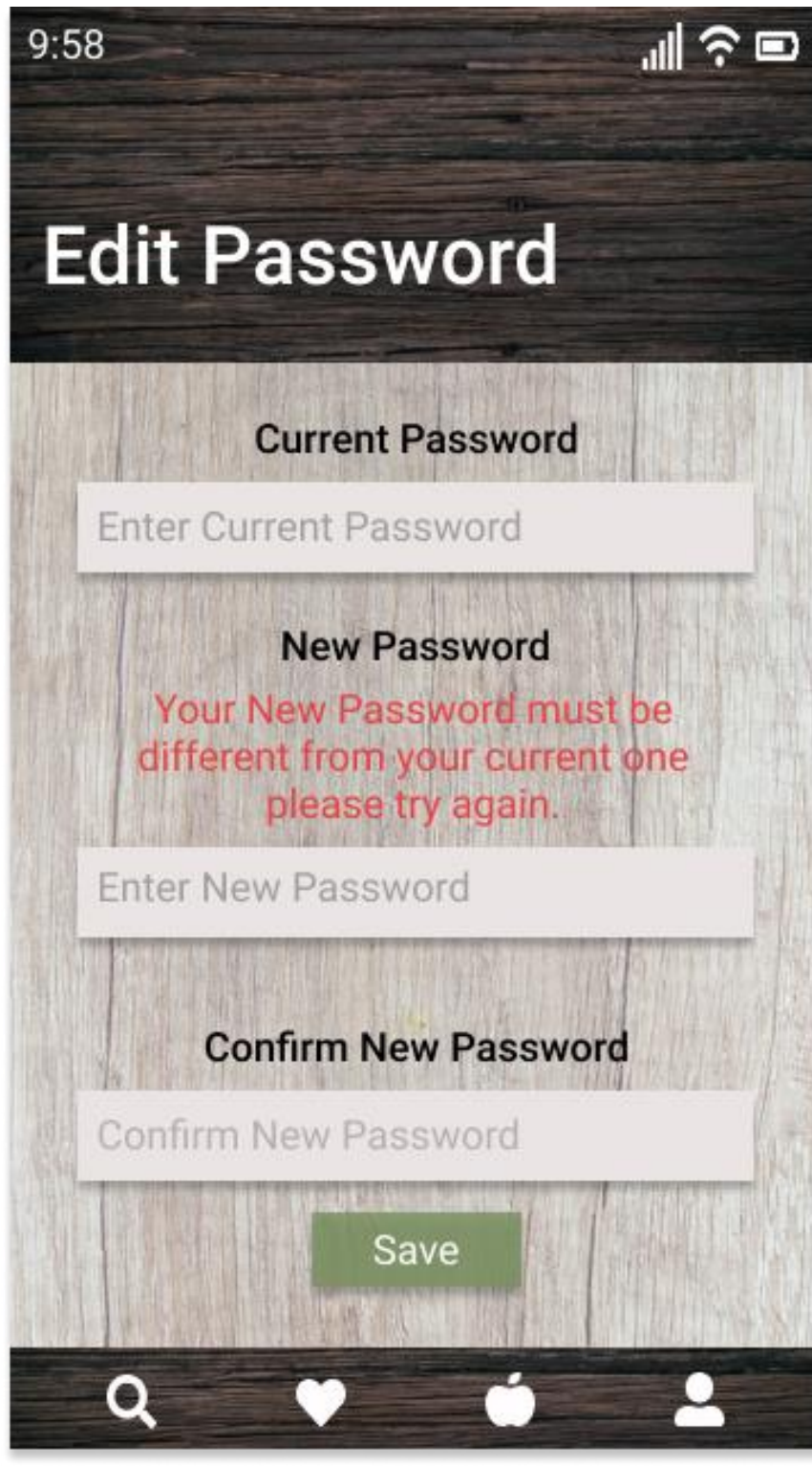
**33. My Account Edit Password Alert**

- a. This is the alert that is displayed after the user clicks the save button and updates their account. And when you go back to the my account page you should see your information updated.



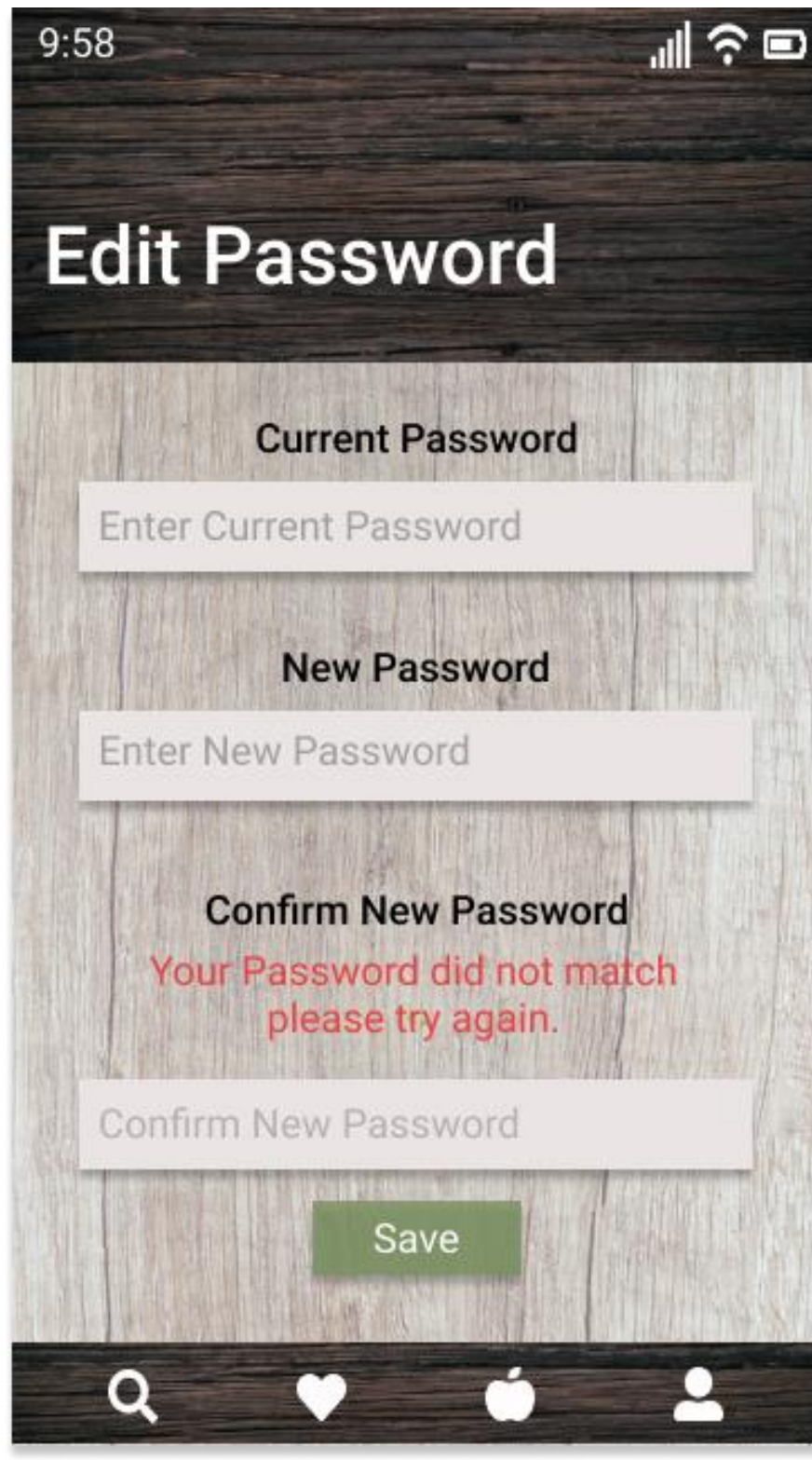
**34. My Account Edit Password Error**

- a. This is the error that is displayed after the user enters invalid information.



**35. My Account Edit Password New Error**

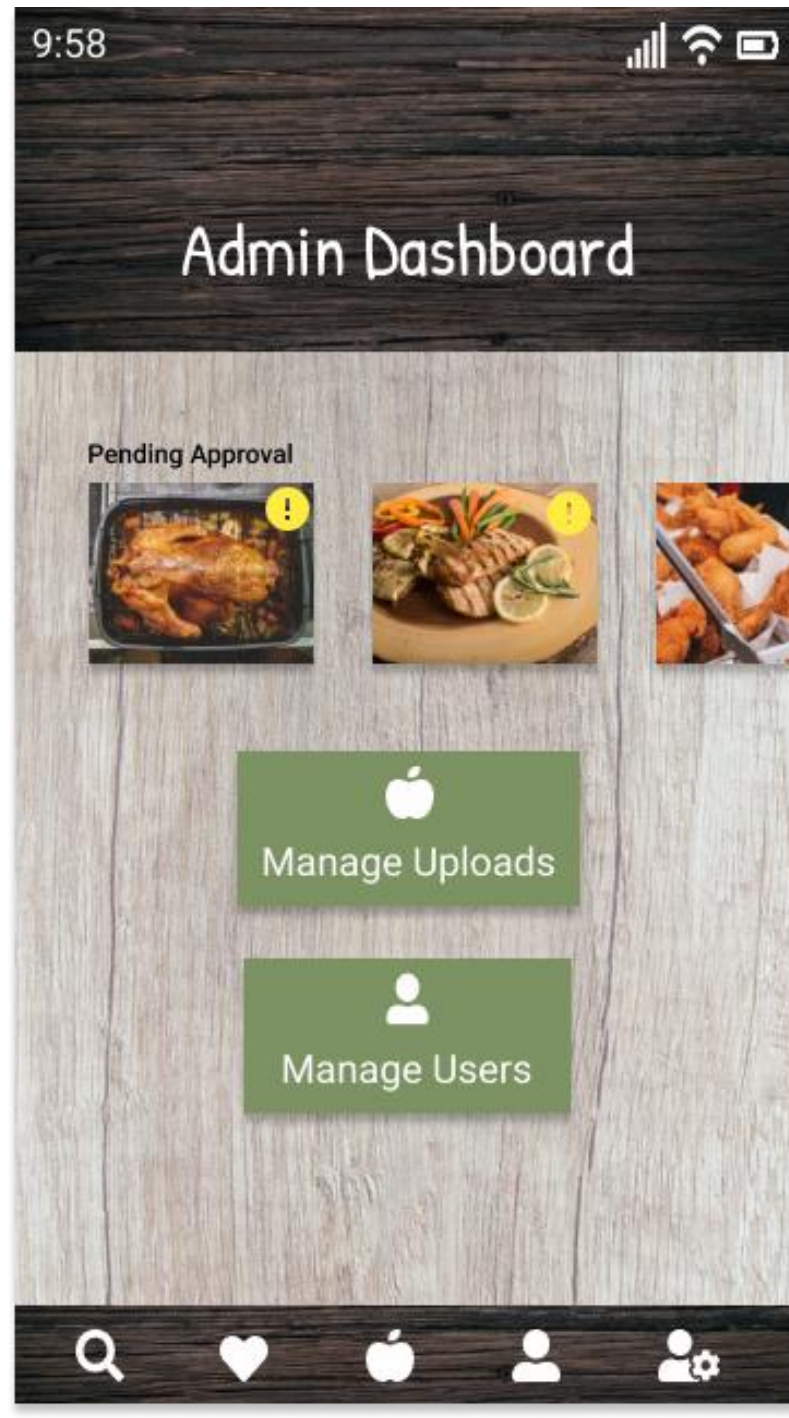
- a. These are the errors that are displayed after if the user enters information that is different from the user's old password.



**36. My Account Edit Password Match Error**

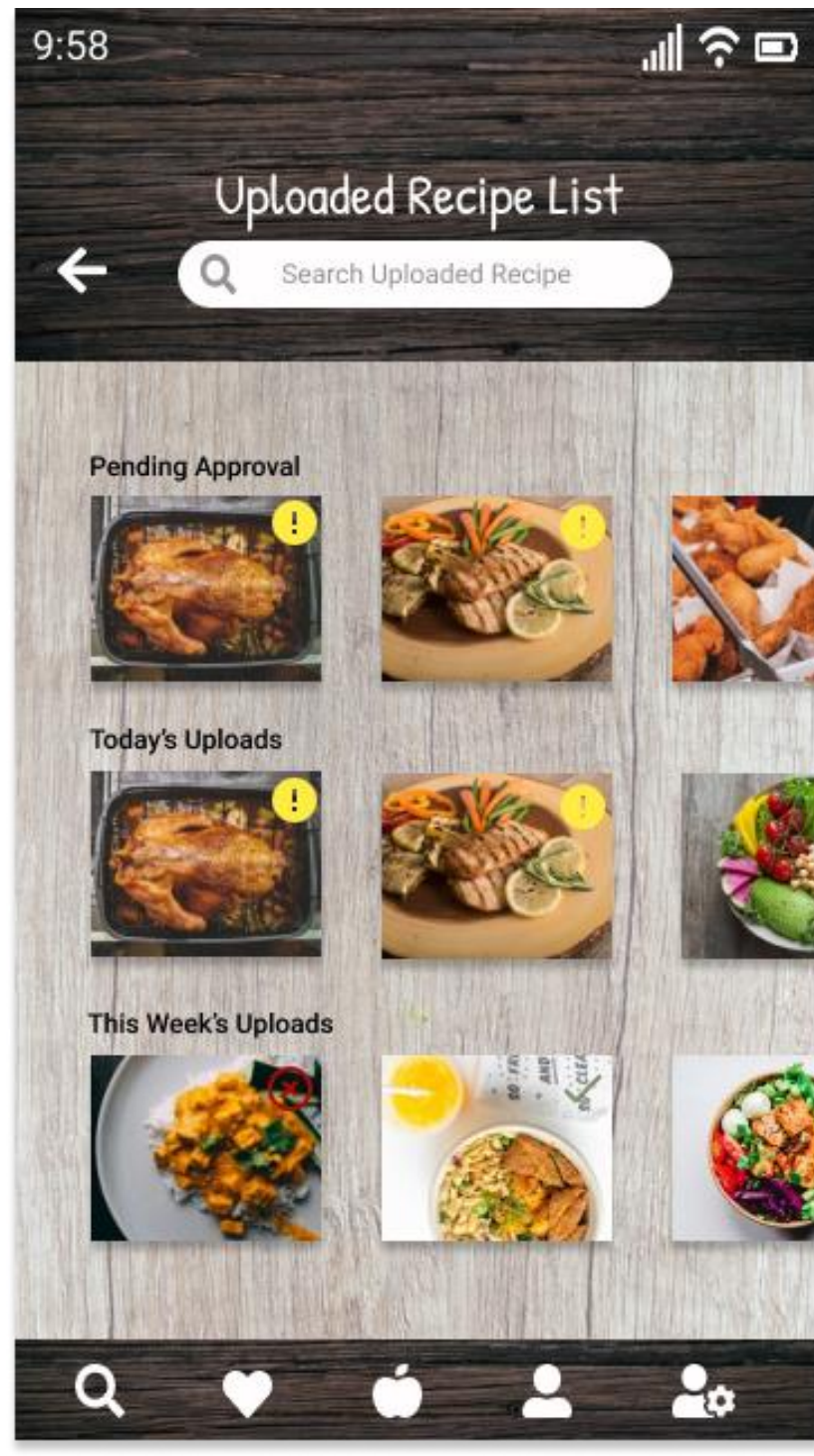
- a. These are the errors that are displayed after if the user enters invalid information.





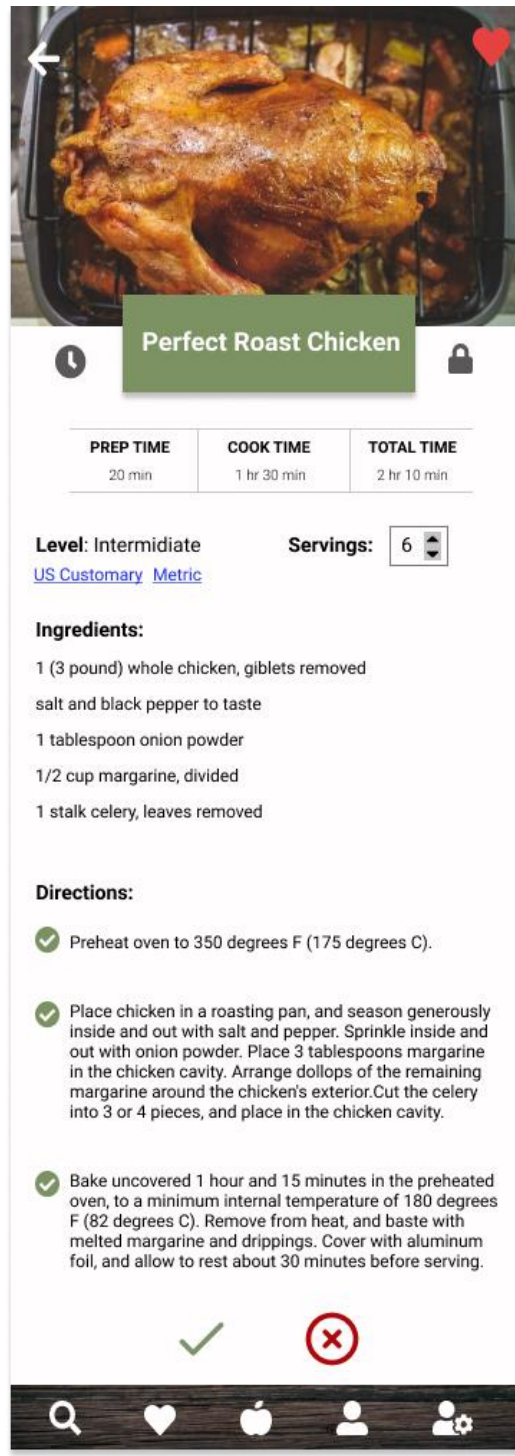
### 37. Admin Dashboard/Landing Page

- a. This is the page that the admin first sees upon signing in. The recipes that users have uploaded will be displayed, as well as the options to Manage Users or Manage the Uploads of Users. Additionally there will be an extra icon in the menu bar at the bottom to send the admin to their functionality



### 38. Admin Uploaded Recipe Manager

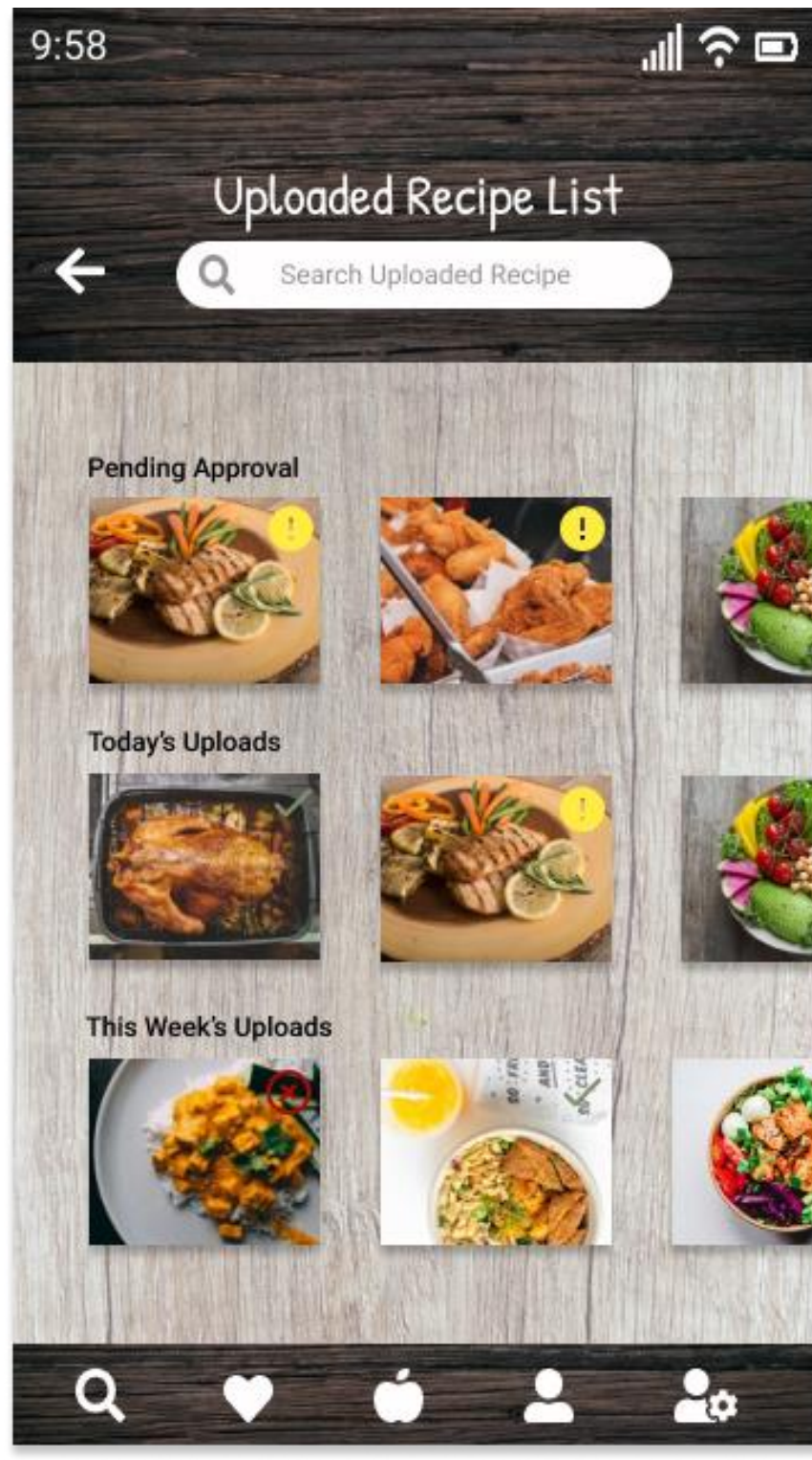
- a. This is the page that the admin gets to after clicking on the manage uploads button or the icon in the bottom right corner. It shows a list of all the recipes the users uploaded and the admin can click on specific recipes read them over and approve them.



### 39. Admin Uploaded Recipe Manager – Admin Approve/Reject

- This is the page that the admin gets to after clicking on the specific recipe. The admin can either choose to approve that recipe and it will be added to the database or reject the recipe and it will be removed from the Uploaded Recipe Manager.

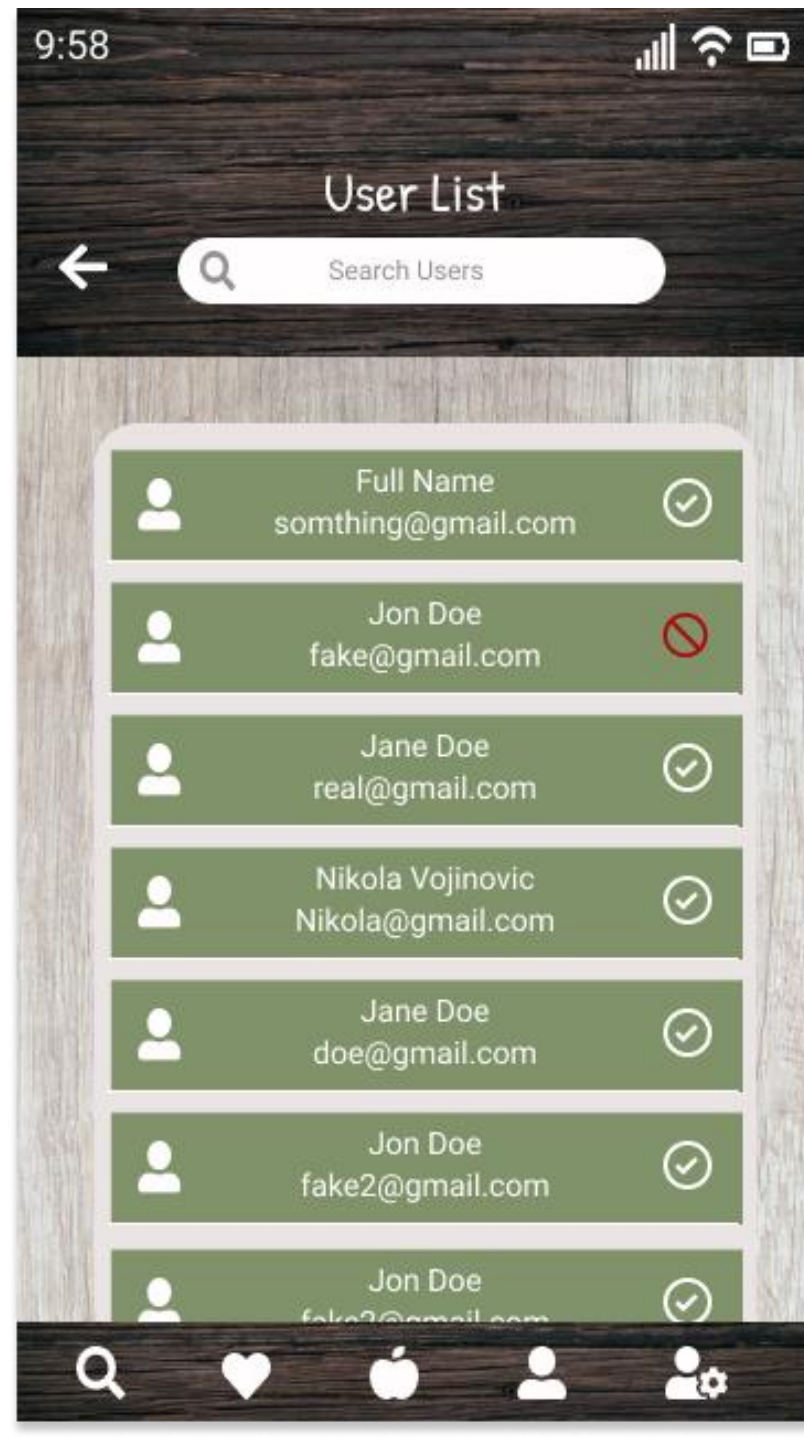




#### 40. Admin Uploaded Recipe Manager – Approved/Rejected

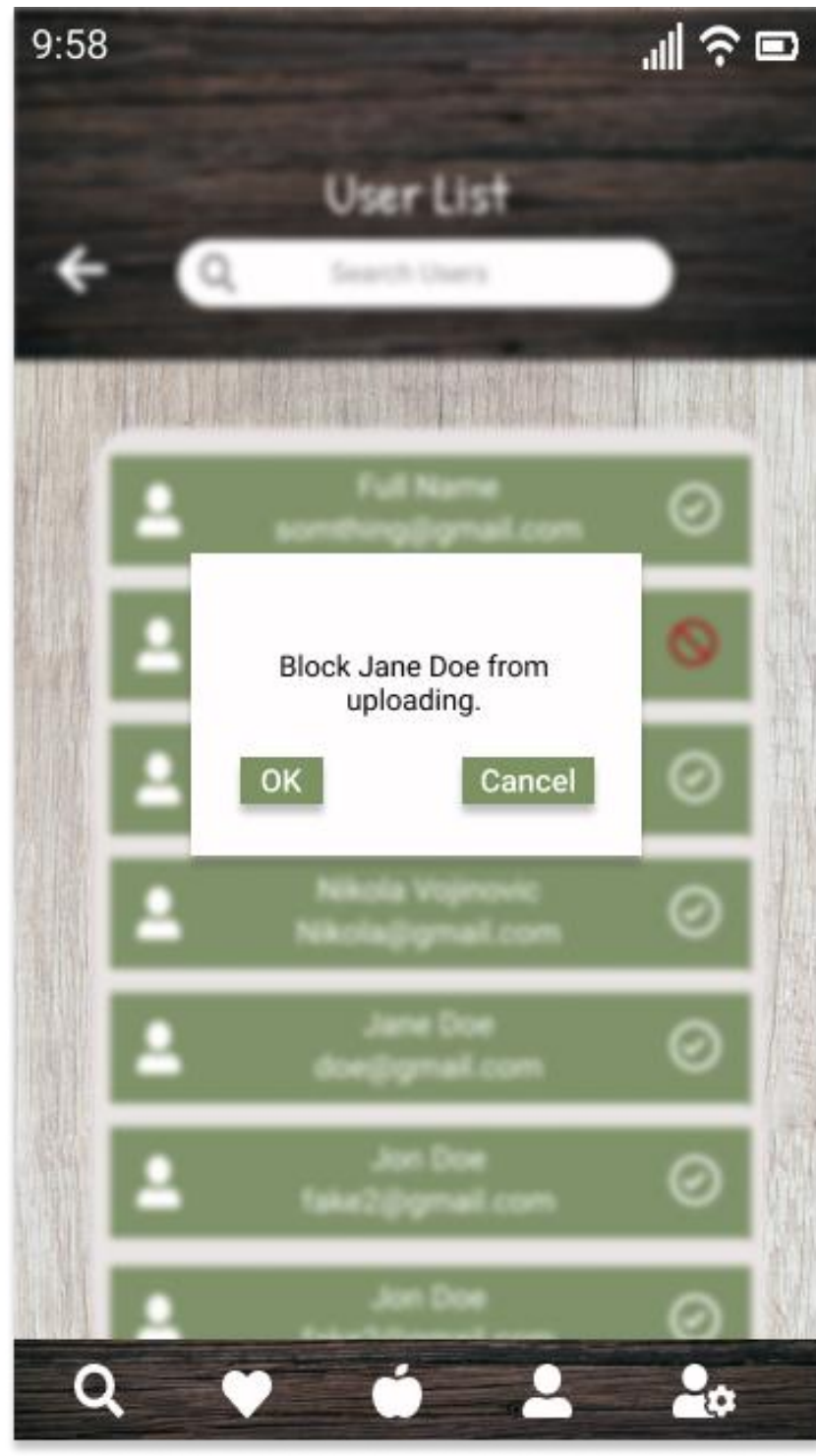
- a. This page shows that the uploaded recipe is no longer in the listings for the Uploaded Recipe Manager.





#### 41. Admin User Manager

- This page the user gets to by clicking on the manage user button in the admin dashboard. It shows a listing of users that the admin can choose to ban from using the application, in the case that they upload too much inappropriate content. The Admin can click on the check mark to block the user, and will be prompted for a confirmation via alert box.



#### 42. Admin User Manager – Block User Confirm

- a. This page shows the alert message that is shown to the admin after clicking the block user button. The admin can click OK to finalize the ban of the user, or Cancel to undo the action.



#### 43. Admin User Manager – Block User Confirmed

- a. This is the page after the admin has clicked the OK button to confirm a ban of the user. Now the user will have a red stop sign symbol next to their name and be unable to access their account.