Christina Matthews Project 03 Ruth Ron October 23<sup>rd</sup> 2022

## **Project Assignment Description**

Create an interface prototype for 2D>3D OR 3D<2D interpretation of a room (domestic/ office) submission

Prototype Link: <a href="https://www.figma.com/proto/cHpsNEETKt6TIYYjwOZOvD/Hungry-APP?node-id=1%3A35&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A2&show-proto-sidebar=1">https://www.figma.com/proto/cHpsNEETKt6TIYYjwOZOvD/Hungry-APP?node-id=1%3A3&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A2&show-proto-sidebar=1">https://www.figma.com/proto/cHpsNEETKt6TIYYjwOZOvD/Hungry-APP?node-id=1%3A3&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A2&show-proto-sidebar=1">https://www.figma.com/proto/cHpsNEETKt6TIYYjwOZOvD/Hungry-APP?node-id=1%3A3&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A2&show-proto-sidebar=1">https://www.figma.com/proto/cHpsNEETKt6TIYYjwOZOvD/Hungry-APP?node-id=1%3A3&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A2&show-proto-sidebar=1">https://www.figma.com/proto/cHpsNEETKt6TIYYjwOZOvD/Hungry-APP?node-id=1%3A3&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A3&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A3&scaling=scale-down&page-id=0%3A1&starting-point-node-id=1%3A3&scaling=scale-down&page-id=0%3A3&scaling=scale-down&page-id=0%3A3&scaling=scale-down&page-id=0%3A3&scaling=scale-down&page-id=0%3A3&s

Frames Link: https://www.figma.com/file/cHpsNEETKt6TIYYjwOZOvD/Hungry-APP?node-id=0%3A1

**Application Name**: HUNGRY

## **Project Background**

The hungry app caters to young men and women who live alone and want to learn how to cook. This application will use artificial intelligence along with augmented reality to help its users. The "back end" of artificial intelligence would work by uploading training and testing data to a processor that helps depict different kitchen items. Augmented reality is used by taking a 360 degrees scan of the kitchen. Many people who don't understand how to cook are hands-on learners and need extra help when it comes to cooking basic foods in the fridge.

This app could later be developed to upload recipes and help guide the user with a particular recipe step by step. This app isn't only about cooking, it tells the user small things they need to keep up with in the kitchen like cleaning the microwave and fridge. The app works by allowing the user to take a picture, recognize the picture, and then allowing the user to choose an option that best fits their needs. For example, when a user goes to take a picture of the water in their pan, the app will ask what they are most likely doing: boiling an egg, making pasta, etc. This app is designed to make beginner cooks better at cooking. Instead of having to call a family member or friend, they can rely on the app to help them. What makes this app different from a basic recipe is that it assumes that the user has never touched a pan in their life. It provides the user with information so they can learn the *how* but also the *why*. It asks for pictures to make sure the user is cooking the right way. If there are any errors in the cooking process the system will be able to read it and output a red exclamation point if they are doing something wrong.

## **Important Frames**

Below are the most important frames. See the link above to access all of the frames.











Kitchen 8



Kitchen 9



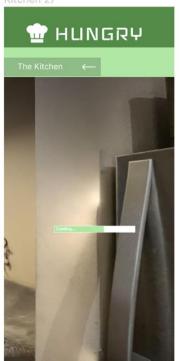
Kitchen 10



Kitchen 26



Kitchen 27



Kitchen 28



The Stove 16

Kitchen - Tips







## Kitchen - Tips

