# Eat:

User clicks the EATING button.

If there is more than 1 participant they must then select the Participant to record an eating occasion. Otherwise the one participant is automatically selected. And the user is progressed to the next page. Note, if the user clicks back, they will be returned to the select household member page even if they were automatically selected as the only household member.

The user can link recipes, this button will open a pop up which allows the user to check the recipes which are part of the eating occasion.

The user clicks the Add Food button which opens the camera. The user then takes an image and accepts the image.

The user then progresses to record the audio. If English version they also have the option to record a text description instead. Once the user has accepted the text or audio they are returned to the Eating Occasion page which will now show the new Food Item and an Audio file which when clicked will play the recorded audio file, or if a text description was recorded a “Toast” pop up will appear containing the text. It is during the return from the recording audio to the Eating Occasion page the notifications to review the day and finalize the eating occasion are created and scheduled.

The user may long click the image to delete the food item. A confirmation pop up will appear to confirm the delete.

The user can record more food items or click the Submit button to return to the home page.

Shared Plate: If the version supports shared eating occasions the user may click “Meal” instead of “Own Plate” to capture a dish which is shared by multiple people (participants and non participants). Shared dishes are created and handled the same way as the own plates however, the user will not be required to select the household member and will be directed to the eating occasion page.

# Finalise Eat:

User clicks the Finalise Eating or, User clicks Notification to Finalise Eating Occasion.

If there is more than 1 participant, they must then select the participant to finalise eating occasions for. If the participant has an eating occasion to be finalised an Asterix (\*) will be appended to their name. Otherwise the one participant is automatically selected and progressed to the next page.

The user is presented with a list of Eating Occasions which can be finalised. If there are many images, they can be horizontally scrolled to give a preview of the food items. To begin finalising the user must click the Finalise button.

For every food item in the eating occasion the user is presented with the image of the food item and three options: Ate All, Ate Most and Didn’t Eat.

Ate All: No need to take leftover image/audio so finalises the food item and the app moves on.

Ate Most: Moves to the camera to take an image of the leftovers and then to the audio to capture an audio description. Once audio is recorded the food item is finalised and the app moves on.

Didn’t Eat:Finalises the food item but flags it as not eaten. The app then moves on.

Shared Plate: When the user clicks finalise the app creates a new eating occasion per household member and duplicates each (shared) food item from any shared plate ‘meals’ that have been recorded. These duplicated (shared) Food Items will contain a reference to the original food item they were copied from as a way of linking them all together. Each household member will have to finalise their own copy of the shared dish food items.

When a shared dish (duplicate) is first finalised by any participant, the user will be asked if there were any leftovers of the shared dish. If the user selects “Yes” they are moved to the camera followed by the audio recording screens to capture any information about the leftovers. If they select “No” they proceed to capture the Guest information.   
  
A pop up will appear asking the user to enter how many (**including** those members participating in the study) people shared the dish. The user may use the + and – buttons to increase the counter for each category (Adult Male, Adult Female and Children). After leftover and guest information is captured once for a (shared) food item, the results are copied to all other duplicates of the (shared) food item, meaning no other participant is required to capture this information again and will be directed to the next step automatically.

Each participant will then have to answer if they ate or did not eat from the shared dish.

# Cook:

User clicks the Cook button and is taken to the Recipes page.

A list of recipes is displayed with the final image of the recipe displayed first.

The user clicks the Red plus button to add a new Recipe. User is taken to the create recipe page.

User can click the microphone button to record the name of the recipe. If English version a text recipe name can be entered instead of audio file. Once recorded an audio file icon appears which when clicked will play the audio or show a “Toast” message containing the name.

Ingredients can be added by clicking the add ingredient button. The user is taken to the camera to take an image of the ingredient. Once the image is accepted, they are moved to the audio recording screen. No text descriptions are permitted for describing ingredients. Once the audio has been accepted the user is moved back to the Create Recipe screen. The image of the ingredient is now shown with an audio file icon which once clicked will play the audio description of the ingredient.

The user may long click the image to delete the ingredient. A confirmation pop up will appear to confirm the delete.

Once all the ingredients are captured the user can click the Submit button. A prompt to take an image of the final product will appear, if the user wishes to take the image now they can click yes and will be moved to the camera. If they click no they will continue back to the create recipe page.

The recipe will now be displayed with the final image as the first image in the list. If no final image was taken a placeholder icon will be displayed instead.

If the recipe is unlocked the user can click the edit button to return to the create recipe page with the Ingredients loaded to add or delete ingredients. A recipe becomes locked when the record review process begins.

The user can long click the edit button to delete the recipe. A confirmation pop up will appear.

# Breastfeed

If a household member has been created which is breastfed, the Breastfeed button will be displayed on the main screen. Once clicked the user is taken to the select household member page to select the participant being breastfed. If the user selects a participant not being breastfed an error “Toast” will be displayed. Once an eligible participant has been selected the app moves to the breastfeed page.

The user can press the breastfeed button to record the time at which the breastfeed occasion takes place. A breastfeed occasion is a regular eating occasion however it does not require finalising.

# Record Review

Each recording day requires the participants to finalise their day. At the scheduled time (set when setting up the household) a notification will be sent to remind the user to review their day. This notification when clicked will take the user the record review screen. The notification will also be added to the list of notifications which can be accessed from the main screen by clicking the bell icon. These notifications will remain in the list for 24hrs or until they are “seen” which ever is greater. A notification from the bell menu becomes “seen” once the “Day Complete” button is clicked.

When the record review screen is first accessed all the recipes are locked so they can no longer be edited.

On the record review screen the user is shown the images of all the food items grouped by eating occasion. With the question if they ate anything else for the day.

The user may click yes to make an audio only record of what they ate but did not capture an image for. If English a text description may be made.

When the user clicks “Day Complete” all the eating occasions are finalised along with the food record. The app then moves on to the main home screen.

# Verify

Only available through the settings menu behind the PIN number is the verify screen. The verify screen displays all the eating occasions, for all the food records for each household member. Each food record will either have a green title (time and day of food record) which symbolizes the food record has been reviewed via the end of day review use case (Record Review), or a red title which symbolizes the food record has not been reviewed. The user can click the title which will move to the Record Review page for that food record from which they may review and add any audio only records as required. Once “Day Complete” has been clicked the user will be returned to the Verify page and the previously red title will now be green.

# Reminders:

## Unfinalised Eating Occasion

**Created:** When user adds a food item to an eating occasion.

**Delivery Time:** 1 hour after the final food item is added to the Eating Occasion

**Action:** Opens screen to select eating occasion not finalize

**Note:** A notification will also appear under the bell icon for unfinalized eating occasions. This will clear once the eating occasion has been finalized.

## Record Review

**Created:** When user adds a food item to an eating occasion.

**Delivery Time:** Time scheduled during household set up. Default 7:30pm.

**Action:** Opens screen Review day for given food record.

**Note:** A notification will also appear under the bell icon for the user to review their day. This will clear once the day has been reviewed (Clicked the “Day Complete” button) and 24 hours since the delivery of the notification has passed.

## Reminder to Record for the Day

**Created:** When user sets times for reminders during household set up.

**Delivery Time:** At time/date scheduled.

**Action:** Opens the Application to the home screen.

## Reminder to wear sensor

**Created:** When user sets times for reminders during household set up.

**Delivery Time:** At time scheduled on the days the Reminders to record are scheduled.

**Action:** Opens the application to the home screen.

**Note:** This notification contains an audio button which will play the instruction to wear the sensor.