# Group 4: Paper Prototype

Author: Han Yin, Kin Seet

- Notes and discussion from our initial meeting

Meeting details:

Time: 2018/11/9 17:00 to 19:00 (including meeting and testing)

Location: Math library

Member: Han Yin, Kin Seet

Main idea: major design and tasks in our project. Critical areas, example tasks, paper prototype, Figma design.

Discussion content:

Because we are developing food recommending user interfaces, the most important part of our design should be the food/restaurant searching system, because not all users are willing to find restaurant based on our filters, they may already know where to eat and just want to see the details of a restaurant or special food. Besides, we wish to provide a better feedback system for the user so they can share their experiences. In order to provide information of the food and the restaurant, it is also essential to create the restaurant profile in our project. The system will display information about the restaurant such as open hours, popular dishes, menu, and happy hours. Therefore, the summary is below.

- The critical areas
  1. The food/restaurant searching system
  2. Feedback system
  3. Restaurant profile

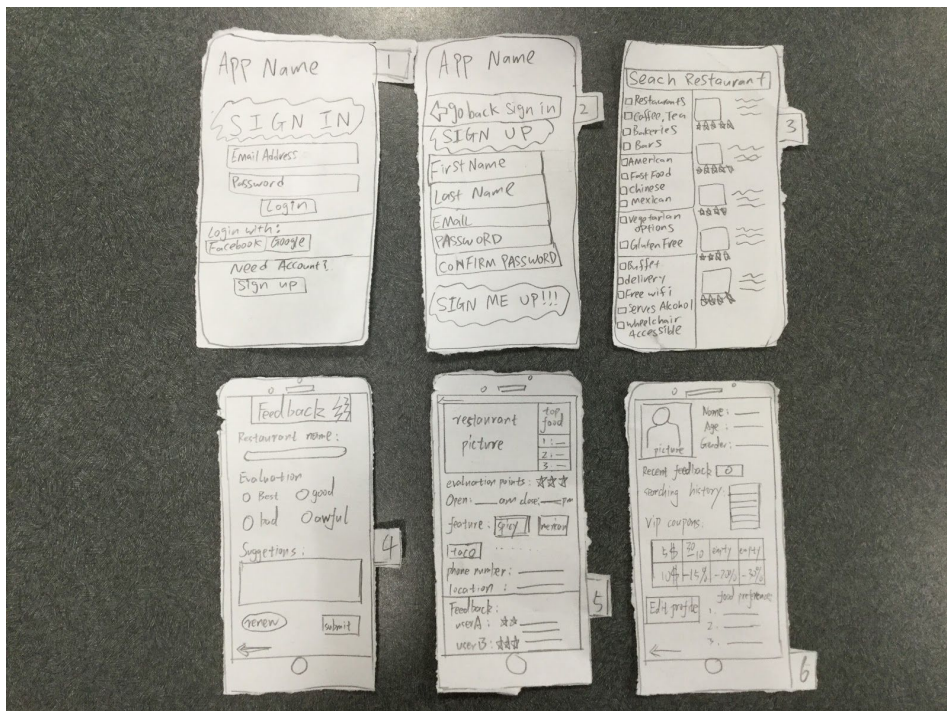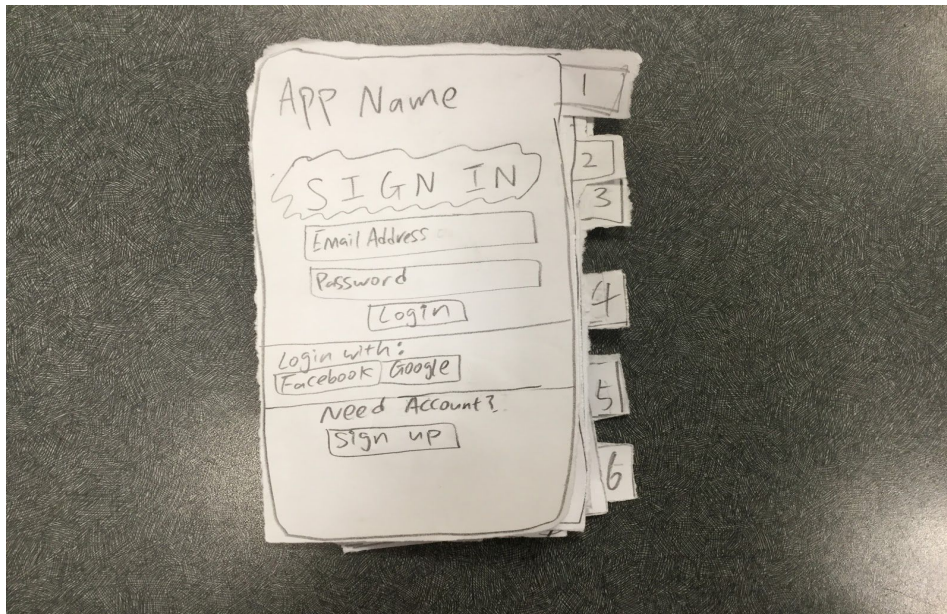Based on the critical areas that we have make, we design the following study tasks.

- The study tasks

(3-5 example tasks)

1. Using our food filter to find your favorite restaurant

2. Give a feedback to a restaurant that you find

3. By using the search engine, try to find the restaurant profile

- Images of your paper prototypes





- Links to your prototype on Figma

https://www.figma.com/proto/KHJtZoVXpDn9eut914sP95Wx/Group-4_Han_Kin?node-id=9%3A17&scaling=min-zoom