

HealFood

B01 - Team 2
SENG 310: Human Computer Interaction
Milestone #3

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Use Cases

These use cases are related to the scenarios created in Milestone #2.

Use Case #1: Trevor is a fitness addict who wants to improve his health

1. Trevor downloads the HealFood application.
2. He signs up for an account with using his phone number.
3. On the main screen, Trevor taps on the "Cook" button.
4. He scrolls through the page that shows him meals options
5. He taps on the meals that look good.
6. He checks their nutritional value and decide if it fits his gym goals.
7. He decides on a meal, taps on it and is taken the "Recipe" page of that meal.

Use Case #2: Jane is a student who lives alone and hates cooking

1. Jane got home after whole day of study and doesn't want to move at all.
2. She started searching on the phone for food delivery apps.
3. Then she found out a local focus for delivery app called HealFood, so she downloaded it.
4. Since she hates cooking and went straight into delivery page after.

1. Jane download HealFood app from app store.
2. She signs in with her Facebook account by clicking on the "F" icon on the signing page.
3. She clicks on the "delivery" icon on the home page.
4. She skipped all the recommendations on the top and chose the restaurant with highest rating, which is the "Healthy Food Bar".
5. Then She sees the location on the top of the screen and list of food below that.
6. She customizes the best-selling food.
7. Then she enters her address, personal information, payment method after click on checkout and pay.

Use Case #3: Jessy is an experienced HealFood user. She wants to search for a recipe and share it with her friend

1. Jessy logs into the HealFood application.
2. She taps on recipes.
3. Jessy enters the name of the meal she previously made in the search box and taps the "Search" button.
4. She taps on the recipe.
5. She taps on the share button and sends the recipe to her friends.

Prototype

Description

Figure 1. The login pages.

There are four main methods to log in: creating account on the app, using google account, using Facebook account, or using mobile phone number.

Figure 2. The main page.

The bar on the top is for personal profile, specific content is in Figure 9. There are two options: delivery and cook which lead to more option in the following step.

And the bar on the bottom is for setting of the app, favorite restaurants and recipes, and sharing your moments with others (specific content in Figure 10).

Figure 3. After clicking Delivery.

There is the search bar which can search the restaurant by its name.

The icon besides the search bar can show the nearby restaurants.

It gives the food and restaurant recommendation, which can filter by more options.

Figure 4. The page after choosing a restaurant.

Clicking the “heart” icon, adding the restaurant to the favorite.

The map shows the location of the restaurant

The list of dishes in that restaurant.

Figure 5. The page of customizing for selected food.

There are a number of choices for user to add to the selected food, and calorie is counted as well.

Figure 6. The check-out page for user who chooses delivery option in figure 2.

It includes the address (edited by user), order list, payment method and total calorie.

Figure 7. The main page for user who chooses cook option in figure 2.

It contains recommendations of various types of food and lists of all kinds of healthy food ordered by views.

Figure 8. The page of selected food in cook option.

It includes the materials needed and process for cook the food.

Figure 9. To change setting of the application and personal information.

Figure 10. User can share text and pictures with friends on the app.

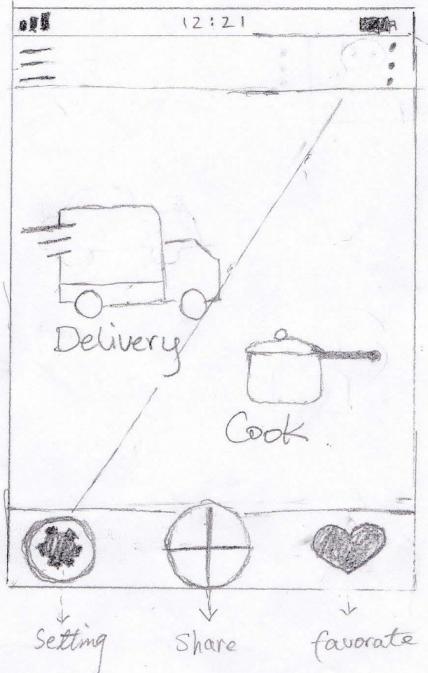




Figure 5

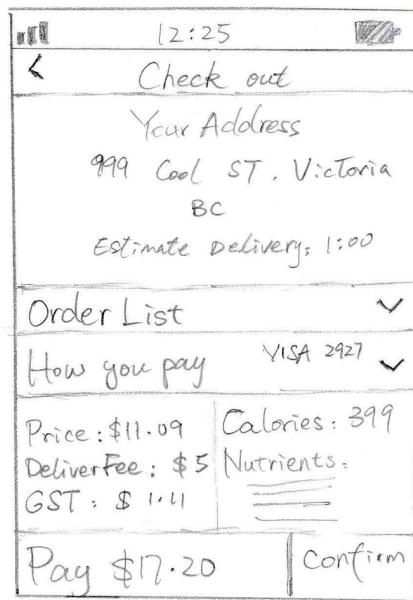


Figure 6

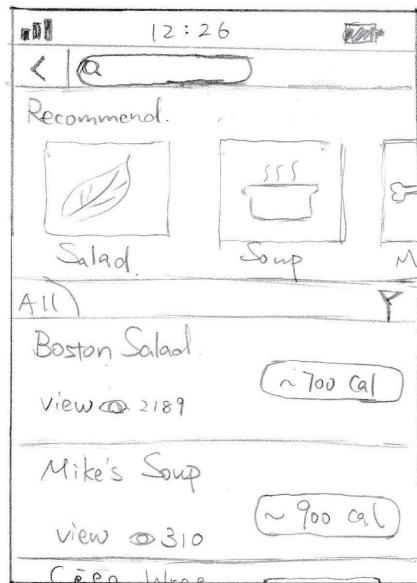


Figure 7.

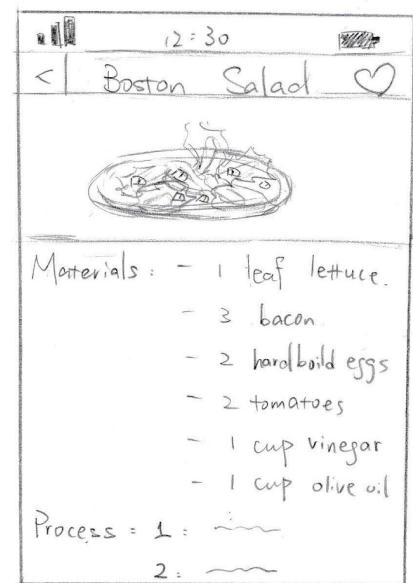


Figure 8.

