## Interaction Prototyping: Heuristic Evaluation

Evaluating group: Fantastic Trio

Assessed product: FOODIYO

### Visibility of system status

* High visibility due to the coloring of the icons when they are selected (e.g. screen 2, “vegan”)
* High visibility due to the descriptions on the different pages with explanations what on this screen can be done (e.g. screen 4)
* High visibility due to the status bar, where the user goes through the two steps of choosing diet and pantry (screen 2-4; tick when user finishes first step)
* High visibility due to getting feedback when having made changes on the diet style (screen 5; feedback “changes saved”)
* High visibility due to changing the color of the icon in the bar at the bottom of the screen when user switches into another menu (e.g. screen 9)
* Suggestion for improvement: displaying “Step 1/3” rather than only “Step 1” to let the users know how many steps are left (screen 7)

### Match between system and the real world

* the concept of the app addresses a very real concern of many people
* the choices of the different ingredient in the pantry may be limited in the app (screen 3)
* most icons are strongly related to the real word and can be understood intuitively
* suggestion for improvement: the icon on the left in the main-menu-bar (which represents the pantry) may be confusing 🡪 maybe a “box”, a “shopping bag” or a “refrigerator” are more intuitive to understand

### User control and freedom

* suggestion for improvement: once the recipe has been favored, it should be possible to undo this again (screen 6)
* suggestion for improvement: when user clicks on X in the video, it would be better if the user gets back to the recipe than to the overview page (screen 8)
* suggestion for improvement: when user views a recipe in the “Favorite”-view, an then closes the recipe by pressing the X, it would be better to get back to the “Favorite”-view than to the home screen (screen 11 and 6)
* search-function: Does the search function on the different pages have different functions? E.g. in the pantry search for a certain ingredient, in the recipe book search for a certain recipe and in the homescreen search for meal suggestions according to a certain term? 🡪 functionality isn´t clear
* “suggest ingredient”: how does that function work? Who will check the suggestions?
* How can the user, having already received recipe suggestions, but once again adjusting the contents of the pantry, confirm this adjustment to receive new recipe suggestions --> add a "submit" or "save changes" or "Get new recipe suggestions" button (screen 10)
* High user control due to the possibility of mostly getting to the previous pages by clicking “X” or the “back-button” of the smartphone
* Redundant function possibly confusing: when adjusting the pantry, the button “show more” has the same function than the “v”-button (screen 10)
* Suggestion for improvement: The filtering icon doesn´t directly correspond to the possibility of changing the diet-style 🡪 icon may be reconsidered (screen 5)

### Consistency and standards

* in total very consistent design: the main colors are green and shades of grey, the color if the icons is white, the font-style is unique
* suggestion for improvement: make the transitions between the screens consistent (for now there are some sliding transitions and some “normal” ones)
* suggestion for improvement: make the function of closing upslided pages consistent (sometimes user closes them by clicking on the “X” (screen 6), sometimes by clicking on the background screen (screen 5, when has opened the filter option), and sometimes on the horizontal line or on the “v”-Button (screen 3))

### Error prevention

* Descriptions on what can be done on every screen helps to prevent errors
* Good and clear design helps to prevent errors
* Good error prevention due to getting feedback when having made changes on the diet style (screen 5; feedback “changes saved”)
* Search function: when the user clicks on the search icon, he already receives a suggestion for a possible search term --> gives the user information on what can be searched for in the search (screen 11)

### Recognition rather than recall

* There´s a limited amount of steps to do in the App, so not that much to recall
* User always gets lists to choose from (e.g. ingredients in the pantry, diet options)
* Suggestion for improvement: add a title on the video-screen, so that the user knows what recipe it is (screen 8)

### Flexibility and efficiency of use

* Very efficient to use, e.g. the users can directly find their favorite recipes on the “Favorite”-Page (screen 11) or use a filter-function (screen 5)
* Sometimes limited flexibility 🡪 suggestion of improvement: add possibility to add own categories on the “Favorite”-Page (screen 11)

### Aesthetic and minimalist design

* Designed very appealing and clearly, e.g. simple but pretty colors and the rounded design looks comfortable
* Information is mostly presented not only by text but also by photos
* Suggestion for improvement: displaying every cooking step on a new screen and adding photos of the corresponding steps (screen 7)
* On the main screen there might be a little too much information (screen in total is a little crowded) (screen 5)

### Help users recognize, diagnose, and recover from errors

* The settings (diet-style, content of the pantry) can be changed and adjusted at any time
* “Back”-Button or several options to close windows

### Help and documentation

* There are help function/tipps shown during the cooking steps (screen 7)
* Suggestion for improvement: a help-button could be added