Usability Report - Team Pacman

After creating our first low-fidelity prototype, we conducted usability tests using the Thinking Aloud technique. Subjects were instructed to click through the app in the prototype version of the Figma sketching program. Both screen and voice were recorded during this process. Subjects were asked to vocalize all the steps they took and the thoughts they had during each action.

After opening the app, they were able to easily start the onboarding flow by clicking the "Let's start" button. Also, the preferences were quickly entered without any problems. Once on the main screen, how to start the user flow "let's suggest a dish based on your available ingredients" was not obvious to the subjects. A prior selection of whether a dish should be freely selected or recommended based on ingredients was suggested as the preferred input type. The category selection based on the three tabs "Breakfast", "Lunch" and "Dinner" was correctly identified. However, there were problems in correctly assigning and explaining the "Let's choose" button. Here, the underlying function (to start the selection process of the ingredients) was not immediately recognized. Also the categorization of the ingredients was misleading (just 4 ingredients as options were shown). Furthermore, it would have been helpful to choose also between different cuisines (Indian, Chinese, Thai, etc.).

The structure of the selected recipe was described as very intuitive and easy to understand. In addition, the video received positive feedback. Also, questions about the function of the buttons in the app bar were answered correctly.

From this usability rating, it can be concluded that a revision of the "Let's choose" button is necessary regarding its position and presentation. In addition, the prototype still needs to be optimized in terms of the level of detail and the development of further functions.

Link of our Figma File:
https://www.figma.com/file/h84h7g8BAsLOiNw8uyKVOt/FOODIYO?node-id=121%3A702