

Group Project #3

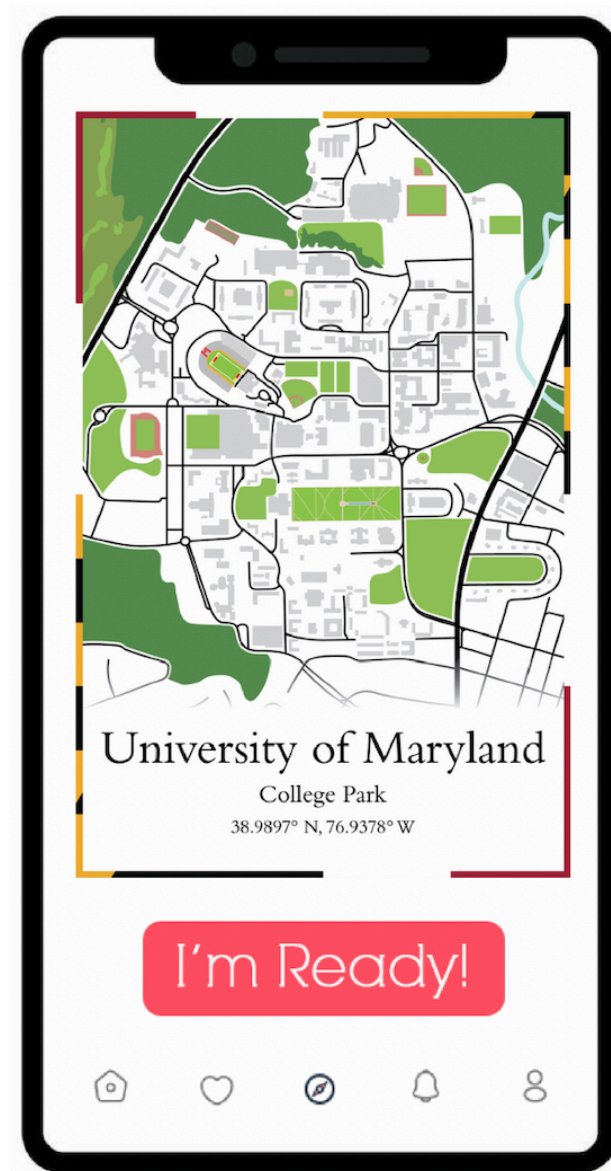
INST402 Section 0101

Jihwun William Lee - Prototype #1

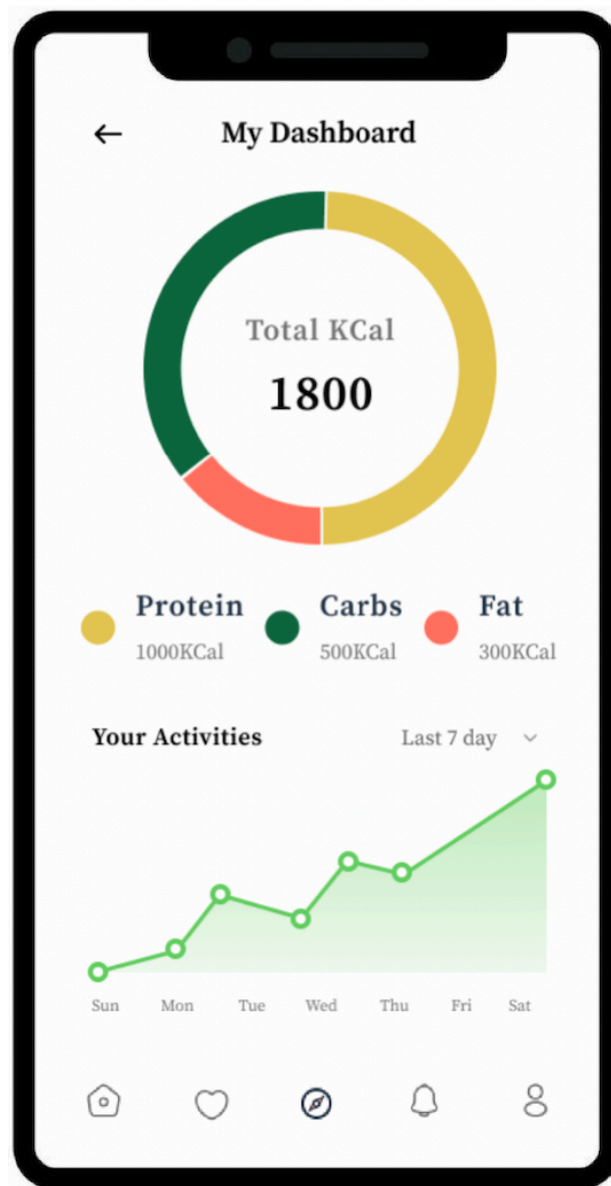
Gordon Brown - Prototype #2

Rajja Usman - Prototype #3

Prototype #1 – Jihwun William Lee

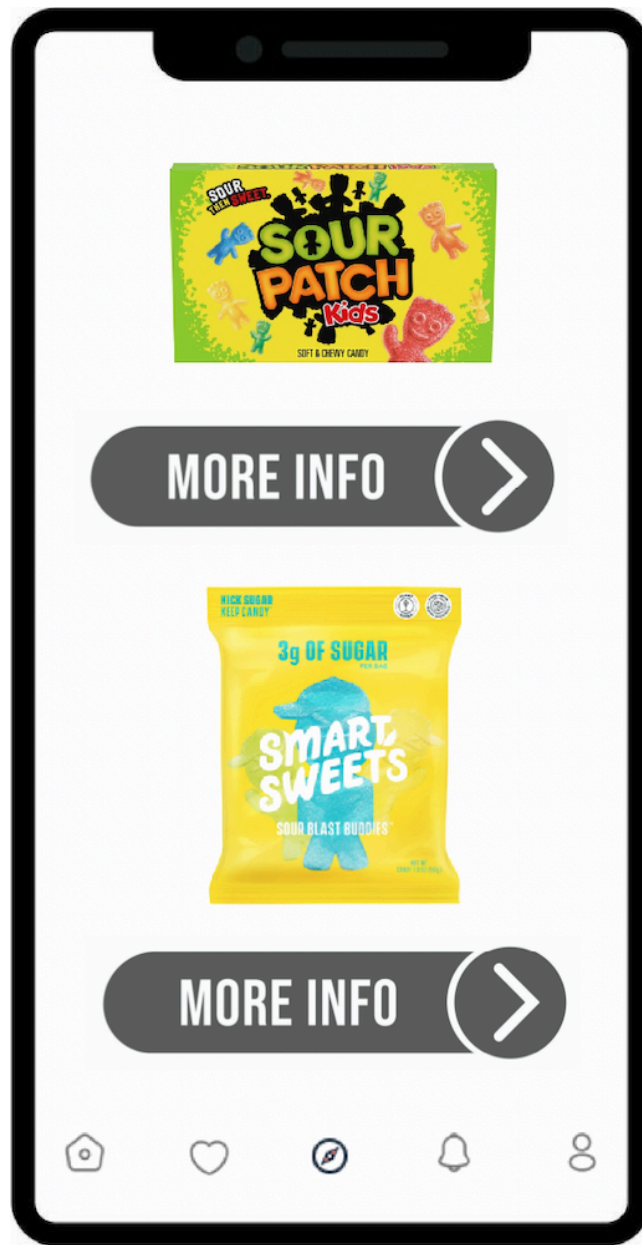


The main screen will feature a map displaying the user's current location. Below, the user will find buttons for the user's profile, home, favorites, notifications, and exploration. After selecting a location, a "Ready" button will appear, allowing the user to input their food choice to access its nutritional information.



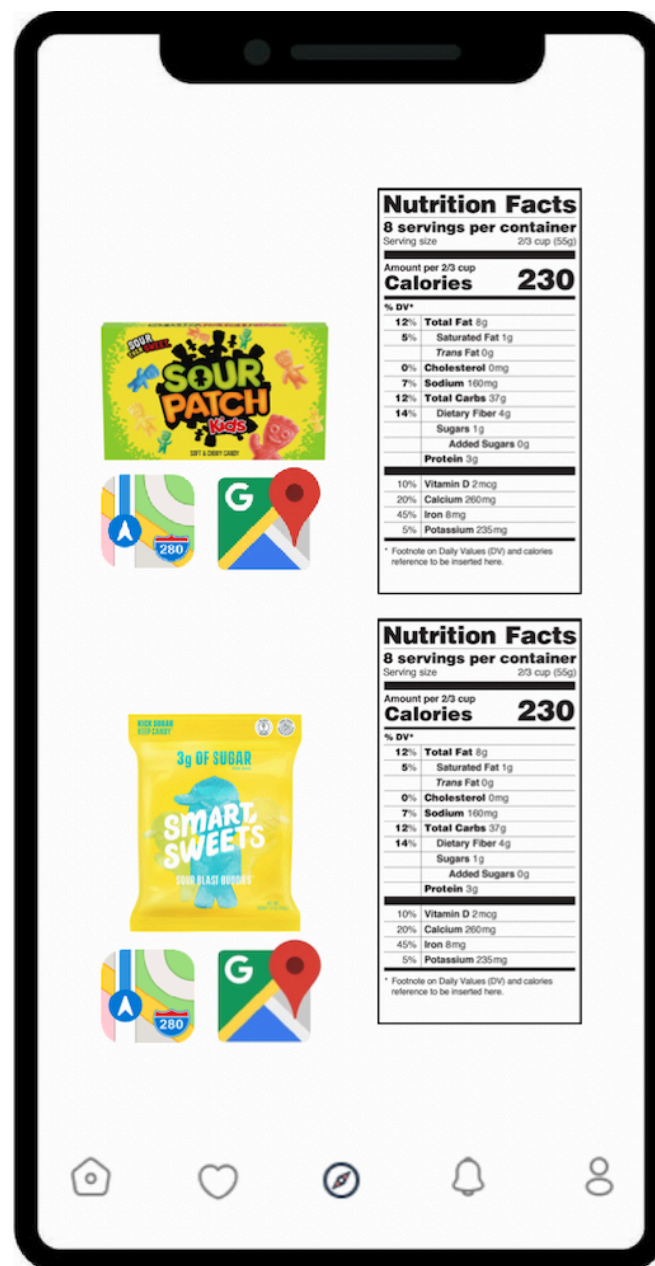
The profile button will provide access to a dashboard enabling users to monitor their calorie consumption. In addition, the app will calculate various nutritional metrics such as protein, carbohydrates, and fat based on the user-inputted food items. Beneath this, there will be a graph illustrating the daily calorie intake for comparative analysis.

Prototype #1 – Jihwun William Lee



The application enables users to enter their desired food choice. It will then suggest a healthier alternative for that specific food. Each food option will feature an "Additional Information" button, which, when pressed, will display the nutritional label for the user's reference.

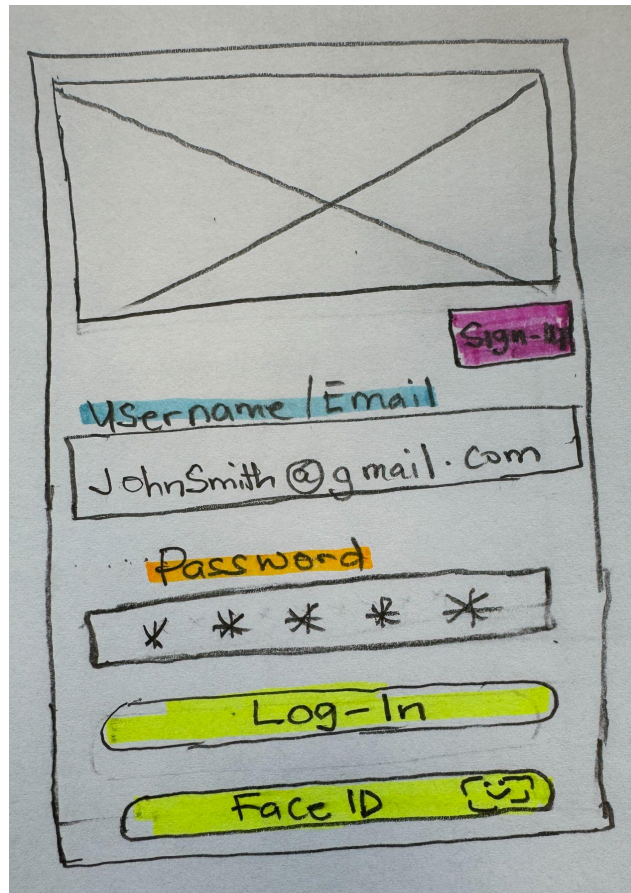
Prototype #1 – Jihwun William Lee



Users will have the capability to compare the nutritional information of their chosen food item with the healthier alternative suggested by the app. This feature enables users to evaluate and contrast the nutritional content while considering a healthier option. Additionally, each food item will include a map button that, upon selection, will display the nearest store where the food is available.

Prototype #2 – Gordon Brown

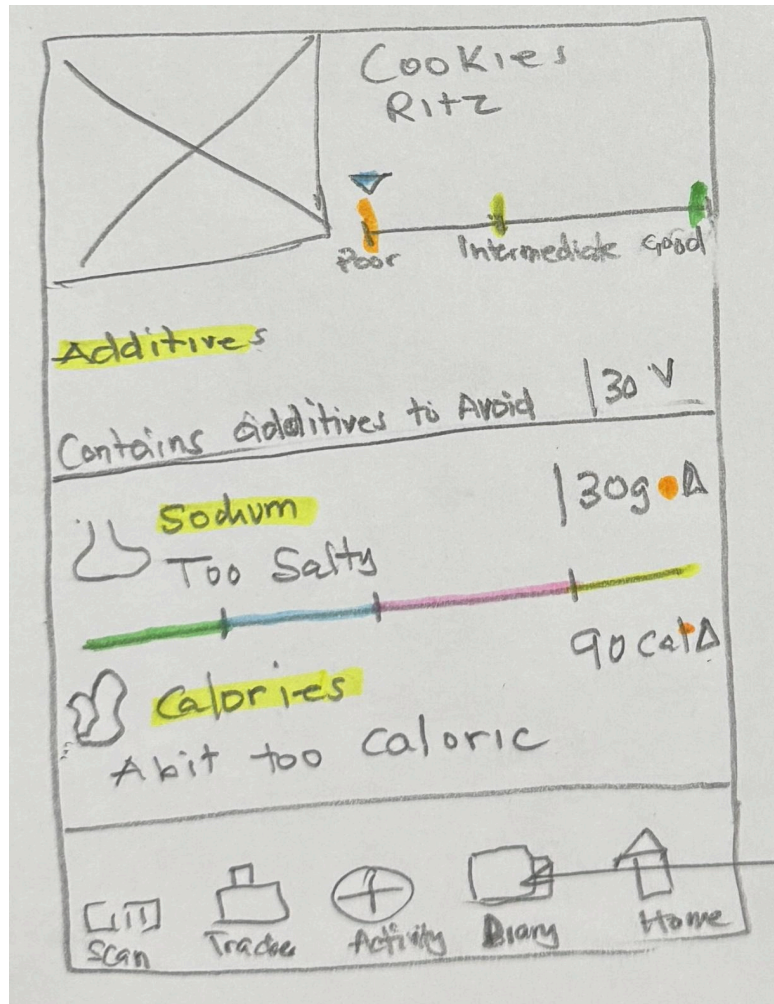
Log-In Page



Log-in screen: This page will allow existing users to sign in using their email and password or they can as well activate FaceID to log-In for their convenience. It provides a layer of security/confidentiality for users' accounts. New users can sign-up and answer a few questions for a better app experience in terms of recommendations and help track their goals.

Prototype #2 – Gordon Brown

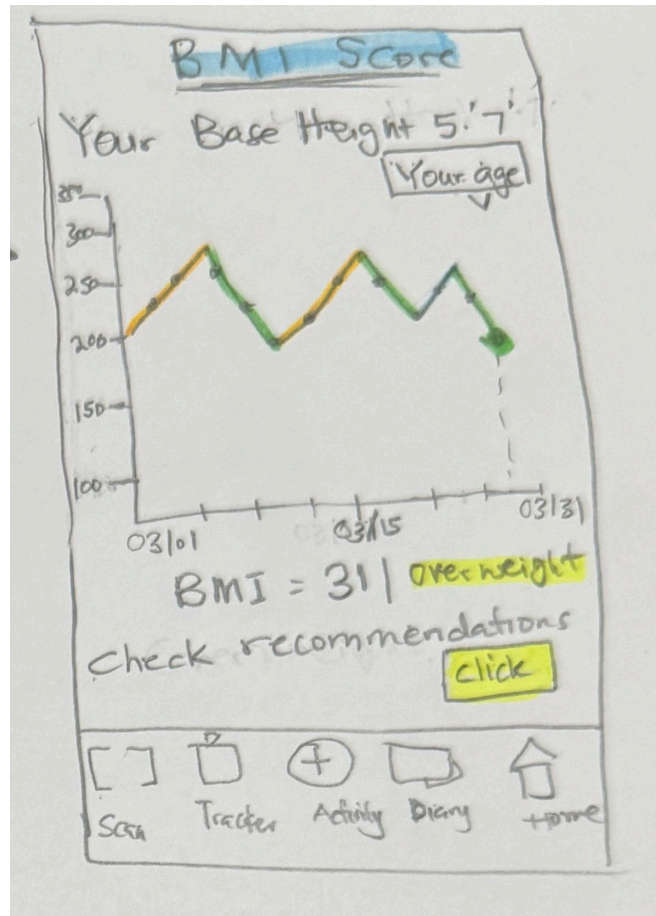
Product Information



Product Information: When users scan the barcode of any product (cookies, canned food, etc) our app will automatically generate the nutritional facts about the product from our robust database. It will also rate the product level of healthiness (Poor, Intermediate or bad) providing users the ability to make informed decisions on the fly. Other features on this page includes the amount of salt, calories and additives in products with their specific measurements.

Prototype #2 – Gordon Brown

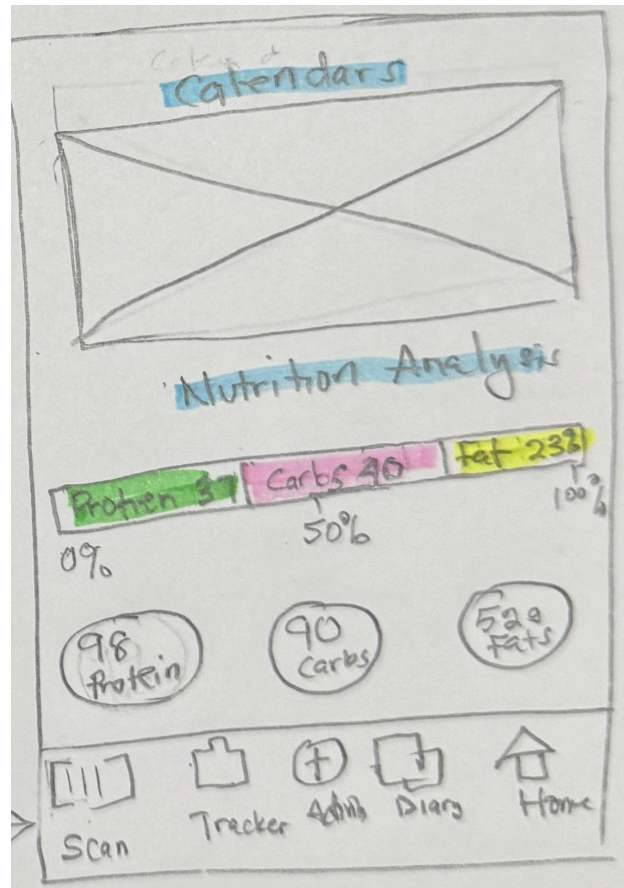
BMI Score



BMI Score: The BMI (Body Mass Index) allows users to select their age, height and weight to determine if they are overweight or not. Based on the user's goal the app will provide them with dietary recommendations and workouts if needed. The page also has interactive graphs that actively track users' daily weight.

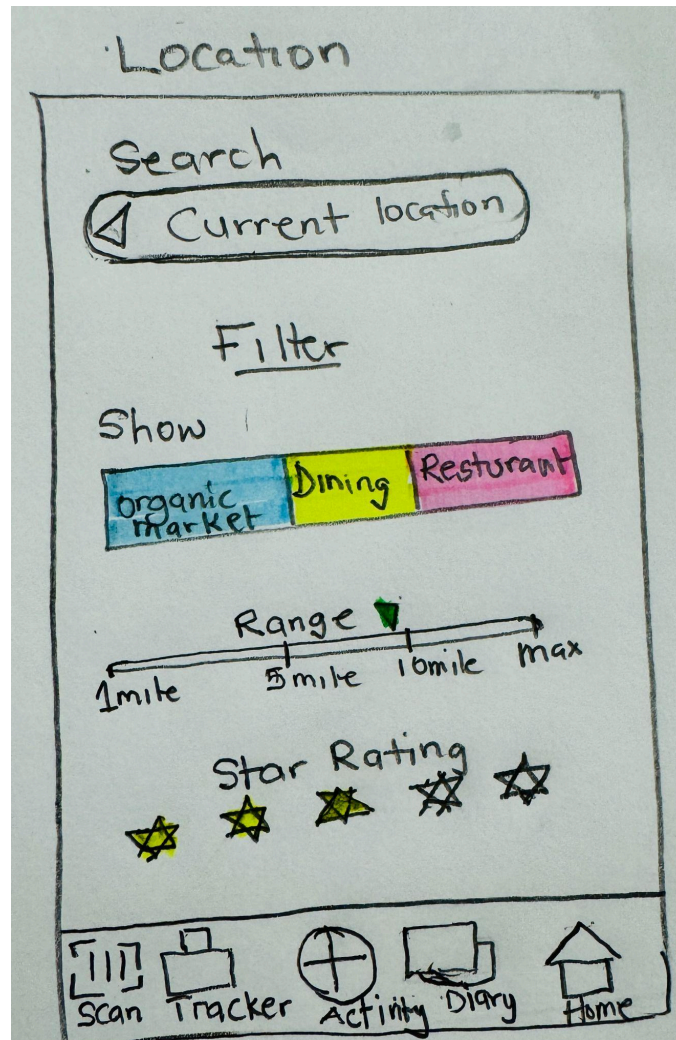
Prototype #2 – Gordon Brown

Calendar



Calendar: The calendar page allows users to track their nutritional intake by specific day, week, month or year. Based on the range input, users can get information about their protein, carbs and fat intake over a set period. It gives the user a bird eye view about his/her routine dietary intake and eating habits.

Location:

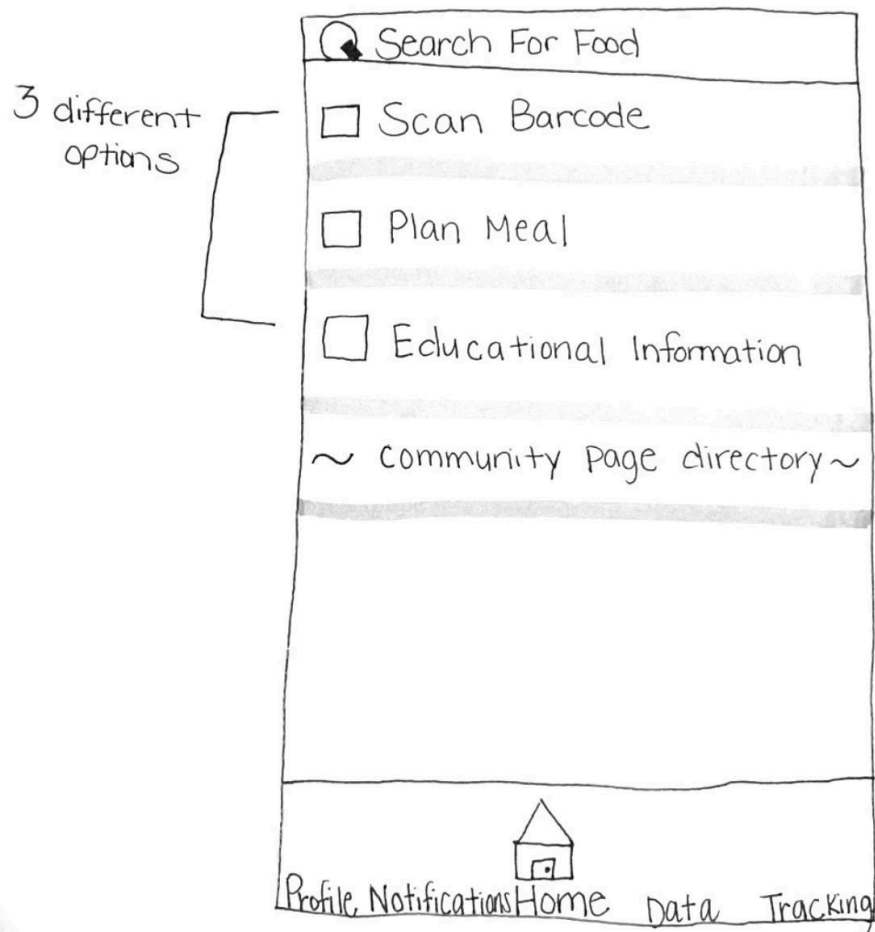


Location: The location page allows users to share their location with the app. With the built in filter, users can have precise access to healthier food they want based on star rating, distance, school dining, organic market or restaurant food across campus. From there the map page is loaded and the user is directed to the chosen location.

Prototype #3 – Rajja Usman

Sketch 1: This sketch represents the main homepage of the nutritional app. Providing users with easy/direct access to various features and options. At the top, there is a search bar with a placeholder text “Search For Food” to allow users to easily search for nutritional information of different food items. Below the search bar navigation, there are three prominent buttons, “Scan Barcode”, “Plan Meal”, and “Educational information”. These buttons offer quick access to key functionalities of the app. The homepage at the very bottom is a grid layout on how to navigate through the app.

Sketch 1



PART II:

Some key features identified in our prototype include a map feature integral to the app's functionality. To access healthier food options, users will need to share their location with the app. Additionally, users can input their daily food choices, weight, height and age, allowing the app to calculate and record calorie, nutritional intake and BMI score for as long as they utilize the app. Another feature is the "More Information" button, which generates healthier alternatives for desired foods. Within the nutritional label, users can click on specific categories for a clearer understanding of the nutrition. Furthermore, the app will provide a map directing users to the nearest locations offering healthy food options. Moreover, users can be able to track their eating habits daily, weekly, monthly or yearly to help them make informed decisions. Combining the BMI score and calendar data allows users to traceback the types of food that made them gain/loss weight

We intend to concentrate on developing a prototype specifically for the mobile app. Our target demographic are college students (UMD students), as we believe that accessing the app via phone would be more convenient and accessible for this generation than using a computer or website.

Team Responsibility

Gordon Brown and Jihyun William Lee will be responsible for developing prototypes for our mobile design. Jess Fayer and Rajja Usman will be responsible for adding details to the design including fonts, color scheme, ensuring that our design is in a high fidelity stage for final deliverable . We will collectively work to continuously improve upon different features we could add or change the format for optimal usability.