FP9 – Final Prototype

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User-Based Evaluation Findings

Task/Screen	Design Recommendation	How it is reflected in the final prototype
Dining Hall Page	The user is unsure what the navigation icons do at the bottom of the screen. Leads to confusion in navigation across the application.	Labels have been added to indicate the destination of the navbar buttons.
Meal Tracker	The user needs clarification when items are added to the meal tracker, leading to unnecessary additions to the tracker log.	A pop-up notification has been added, and the “add” icon will change from “+” to “-” to clarify when a meal item has been added successfully.
Dining Hall Page	The user is unsure what the definition of balanced, vegetarian, or vegan definitions are on the filter menu.	Labels have been added to define balanced, vegetarian, and vegan on the filter menu.
Dining Hall Page	The user is unsure when an ingredient filter has been applied.	After applying the filter, the filter menu closes automatically, and a button appears at the top of the page showing the list of applied filters.
Dining Hall Page	The user could not apply filters consistently to desired items and ingredients.	The team audited the ingredient and nutrient data to ensure the search and filter functions matched the expected results.
Dining Hall Page	The filter pop-up menu does not close automatically when filters are applied.	Added a function to close the filter menu after pressing apply automatically.

Online link to the prototype:

Axure Link: https://zo0jy0.axshare.com

Prototype Access and Testing Instructions

[LOGIN]

- Login username: user, login password: 1234.

[HOME]

- You can only use [Barcode] on the home page and click into the dining hall that’s active.

[DINING HALL]

- Press the search icon  to search for specific food after typing the food or ingredient name.

- The whole page may be a little slow to respond because many features have been added, so please be patient.
- In [Nutrient Facts] you can “like” the item you prefer.
- In [Meal Tracker] you have to pick a date before you can save meals, and you can only save once per day.

[JUKEBOX]

- To give everyone equal access to the jukebox, you can only add one song at a time, but you can modify it unlimited times.

Prototyping Assumptions

- The user is a registered student, and everyone with access has a valid login. There is no requirement to create an account for a user.
- The user and application device has a stable internet connection.
- The application can only be viewed in portrait mode with their mobile device; when the device is titled to a landscape orientation, the app does not rotate the view.
- The dining staff regularly updates the meal plans, and the app's data reflects what is being served on that particular day for each station.

UI Patterns

Information Architecture - Our application utilized a modified search, feature, and browse information architecture. With an emphasis on the searching and browsing functionality. In the app, the goal of the home page is to search and browse dining halls available on Northeastern’s Boston campus. While the dining hall section allows the user to search and browse the food items based on the kitchen station, nutrient filters, or ingredients.

Navigation - The application combines the hierarchy view and tabbed navigation. After logging in, each user is shown the home page, which is the top of the application’s hierarchy, with each dining hall on the second rung of the hierarchy. Within each dining hall, there is a tab layout at the bottom of the page that allows users to edit the dining hall’s playlist, access their meal tracker, and liked meals.

Page Layout - Visual Framework - Our App uses a combination of the module tabs and a grid of equals design patterns on the home page and the dining hall page. The general functionality of each page is controlled by opening a series of tabs and pop-up menus. However, the repetitive information, such as dining halls, foods, and stations, are treated equally in a card-style repeater table or recycler view to give a consistent appearance between items. Also, our GUI uses consistent color, font, and layout and has constant features in the same place on all applicable screens; attention is brought to the action taken by highlighting buttons so that users know where they are and where to find things.