# Cover Sheet/Overview of Progress

**Problem Statement**Our application, Foo-D-Mah, addresses the challenges of finding dining options that truly reflect personal preferences, dietary restrictions, and real-time restaurant data. Popular food-ordering and review platforms frequently rely on generalized, advertiser-driven recommendations that fail to account for niche eating patterns. This often leaves users wading through extensive menus, crowded review sections, and inaccurate or outdated information regarding restaurant details leading to decision fatigue. By integrating user-specific dietary needs, real-time social media data, and streamlined restaurant reviews, Foo-d-Mah aims to be a comprehensive solution that reduces guesswork, provides transparency, and personalizes dining decisions for diverse lifestyles.

In refining our designs for Milestone 2, we updated the interface and user flows to better guide users through discovery while also emphasizing personal dietary accommodations, community-driven insights, and relevant details such as operating hours or portion sizes. Our core goal remains: reducing confusion, increasing trust, and simplifying the overall experience of finding new, appealing and diet-friendly dining options.

**Overview of Major Features/Progress**

* **Updated Onboarding Flow**: We refined the preference setup for users to get clearer instructions and interactive guidance for specifying allergies, dietary restrictions, cuisine and restaurant preferences.
* **Streamlined Restaurant Discovery**: A new “Discover” tab suggests restaurants to users using updated filters, dietary restrictions and allergies compatibility indicated by the user, tapping into crowdsourced user verified data for accurate restaurant food quality, wait times, opening hours for the restaurant.
* **Enhanced Reviews & Social Integration**: We introduced a cohesive review layout that highlights both user and community feedback, enabling quick scanning of key information such as portion sizes and dietary compliance.
* **Dynamic Settings Page**: Our reorganized settings page splits personalization options into logical groupings, preventing users from scrolling through excessively long lists.
* **Icons and Cues for Actions**: We implemented consistent iconography and short textual cues, following Nielsen’s Heuristic Evaluation principles (Nielsen, 1995), to clarify gestures like swiping and toggling favorites.

**Major Changes Between Milestone 1 and Milestone 2**

* **Refined Target Audience**:
  + Our user research indicated our core user group were mostly stationary city dwellers located around Minneapolis looking for specialized dining experiences. We therefore removed certain travel-related features like location-based pop-ups for multi-city searches to keep the scope focused to specific user groups around minneapolis.
* **Improved Accessibility**:
  + Based on heuristics evaluations identifying colorblind accessibility issues, we switched from relying solely on color-coded cuisine icons to using labeled or patterned icons.
* **Consolidated Dietary Preferences**:
  + Rather than scattering dietary preference settings throughout the app, we created a unified space where users can update allergies or new eating habits. This move addressed feedback about confusing menu layouts and excessive steps required to edit preferences.

**Lessons Learned**

Throughout this milestone, we discovered the importance of iterative prototyping for improving both the clarity and breadth of our design. By testing and discussing UI heuristics in detail within our team, we recognized that even small changes such as reorganizing icons, merging settings screens, or adding short textual explanations could significantly reduce confusion among users. Moreover, the process of consistently revisiting our original problem statement in milestone 1 helped us avoid feature creep and reinforced our commitment to a user-centric approach. Frequent check-ins, low-fidelity trials, and user feedback loops emerged as vital tactics for ensuring that each design choice continues to serve the main objective of Foo-d-Mah which is to provide an intuitive, personalized dining recommendation platform.

**Reference**

Nielsen, Jakob. “How to Conduct a Heuristic Evaluation.” *Nielsen Norman Group*, 1 Jan. 1995, www.nngroup.com/articles/how-to-conduct-a-heuristic-evaluation/.

Team 6. *Milestone 1 Submission.* 2025, University of Minnesota.

# “Initial” Low-Fidelity Prototype

# Cognitive Walkthroughs

## Task Descriptions and Walkthrough Scenarios

## Cognitive Walkthrough Evaluation Worksheet

## Issues/Resolutions Worksheet

## Cognitive Walkthrough Debrief

## Revisions Plan from Cognitive Walkthrough

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