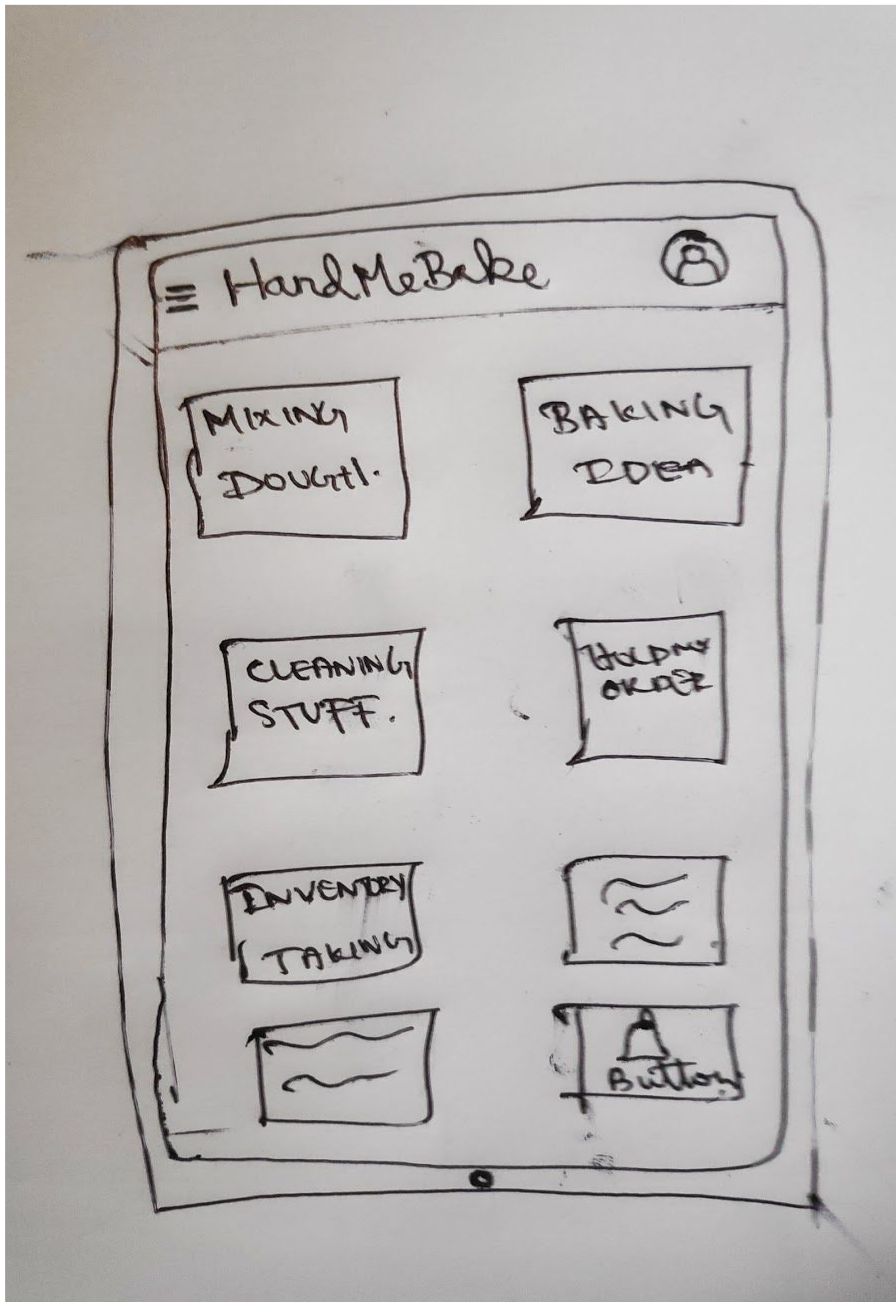


Design Sketch

HandMeBake - Cleaning Menu

Naveen k, May 8th 2020



Front Screen

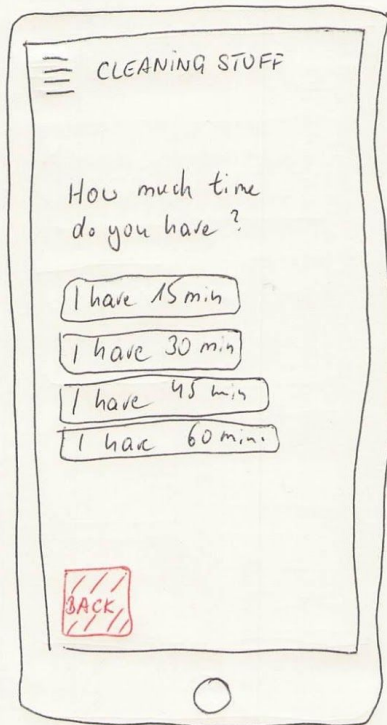
Main page of the app where baker can choose a workflow. Every workflow is represented by an icon or picture.

- choose a workflow
- large menu buttons for easy clicking
- Users don't read; they scan
- baker can chose by holding smart-phone in one hand

Cleaning Screen

Front Iteration

1



What is it about?

First Page of the Cleaning Menu where baker has to choose the time interval

What are users suppose to do?

- choose a time interval

What else to know?

- hamburger menu on top left corner (same as on front page)
- return button left bottom

Cleaning Screen

Front Iteration

2



Design Principles applied

- people are used to that return (back) buttons are usually placed on the top left corner (past experience shapes expectations)
- users want choices: now they can decide whether they want to choose a time interval or directly choose a task
- the task list is now on the front screen and updates according to chosen time interval
- the task list reaches to the bottom and can be scrolled
- scanning instead of reading: no need for writing "I have 15 min"
- emotional design: positive emojis after finished tasks

What else?

- the task list is now on the front screen and updates according to chosen time interval
- the task list reaches to the bottom and can be scrolled
- small preview picture of the cleaned task with short description and time
- choosing an item by swiping right
- let item disappear by swiping left

- statistics to the top and time buttons under (must be changed)

Cleaning Screen Checkbox/ Reporting

What is it about?

- Progress Bar to motivate user
- Checklist for finished subtasks with short description what to do
- Big picture of cleaned item (to motivate baker -> wished result)
- Button for taking picture to document cleaning result
- Text field for optional comments

What else?

- Uploading a picture will check all subtasks, store the picture and the meta data (when, who cleaned) in the system, updates the progress bar(s) and closes the cleaning task

Design Principles applied

- motivate user (emotional design)

Key Findings applied

- cleaning tasks are annoying -> the task is divided into sub-tasks which usually motivates more and gives the user the choice to spread the task over time

