

# 5COSC025C.1 Human Computer Interaction and User Experience

## Coursework 2 Report – High Fidelity Prototype

Author: Navindu Perera  
Student ID: 20200502

Links to Website-Prototype: <https://xd.adobe.com/view/f6276bf9-5c59-492e-8976-86a45d03053e-a374/>

URL to Video:

1.

<https://drive.google.com/file/d/18vIZIsoAa7oGrcfqTZoRaGpFbPsFSx9h/view?usp=sharing>

2. [https://drive.google.com/file/d/1cOjqSN3KD1GxgFhLz-7pS4OKf\\_QMpruQ/view?usp=sharing](https://drive.google.com/file/d/1cOjqSN3KD1GxgFhLz-7pS4OKf_QMpruQ/view?usp=sharing)

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## Discuss the high fidelity prototype

From our low fidelity prototype, I have created the Login page, signup page, intro page, home page, food section of the app and the profile page. When the user launches the app, it goes through a small loading screen and then goes to the log in page but if it's the users first time logging in user will have to create a account where the user will have to input a name, Email, Password and accept the terms and conditions or the user can take a easy of logging through a Gmail account or a Facebook account after creating an Account the user will be directed again to the sign up page.

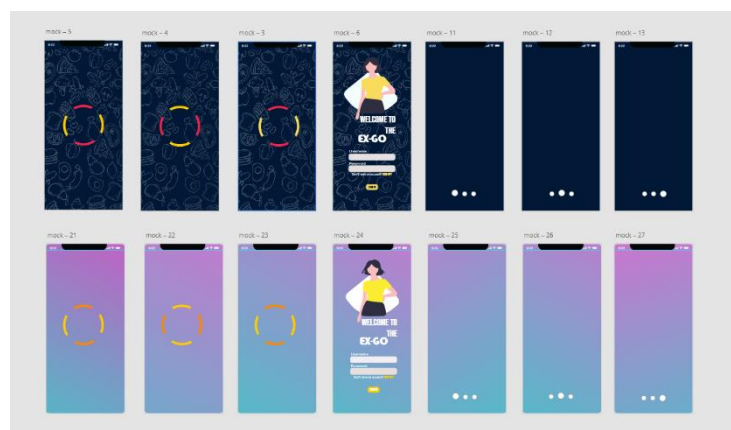
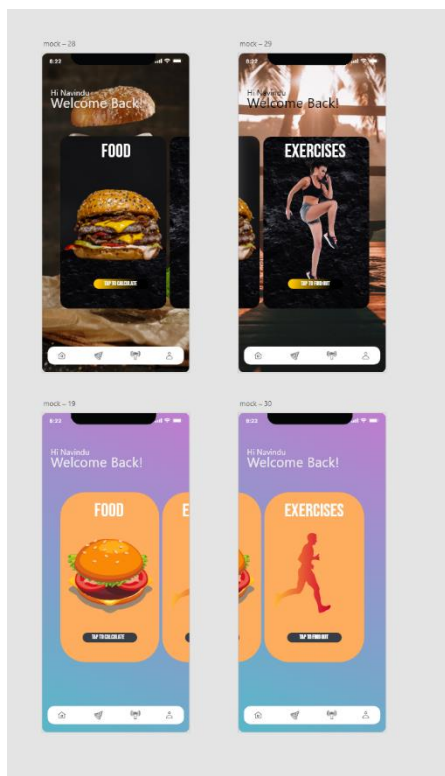
After coming to the home screen, it will be consisted with a navigation bar in the bottom food section and a exercise section, both sections will have a background picture of food and exercise respectively to make sure the user knows where the user is in the app.

When the user touches the "Tap to Calculate" in the food section the user will be directed to the food section where he can input the food user has consumed (for example I have added 4 types of fast food). Depending on what the user has consumed he can add the food to calculate the exercises he needs to do.

In the profile tab user can change Details, change password, see user statistics, read the terms and conditions and sign out button if the user needs to log out

When talking about my design I started with an animated/cartoon design but when reading

about the human psychology I found out that colors and fonts can play a huge role in making the application useful, so I went with a dark design where I used black and orange where black color means strength, solidarity and where orange means happiness, energy and optimism. Another thing I did to make the user less confusing was highlighting the navigation bar icon depending on where the user is Example: - if the user is in the home page the home page will be highlighted in the navigation bar



## Evaluation of the proposed solution/system.

FORM LINK :-

[https://docs.google.com/forms/d/e/1FAIpQLScVGXQhMKsfkw6Lhf4ibT6seE2VVEckBNbxkqWJu70SbCWtcg/viewform?usp=sf\\_link](https://docs.google.com/forms/d/e/1FAIpQLScVGXQhMKsfkw6Lhf4ibT6seE2VVEckBNbxkqWJu70SbCWtcg/viewform?usp=sf_link)

### EX-GO

Today, humans are one of the world's fastest-growing and most technologically advanced beings. As a result, human beings have to face both positive and negative effects in life as well. Such an adverse effect is that people have to be confined to their homes due to the current epidemic and have to carry out their daily activities. Due to this situation people have been facing various complications such as changing their life style and the daily working routines therefore this has brought the fast moving world into a standstill.

Are you satisfied with the User Experience you got from this application

☐ Very Satisfied

☐ Satisfied

☐ Medium

☐ Bad

Would you Recommend this Application

☐ Yes

☐ No

☐ Maybe

What are your impression if the on-boarding experience within the application?

☐ Very satisfying

☐ It was Okay

☐ Confusing

Should we improve our features of the application ?

☐ Yes

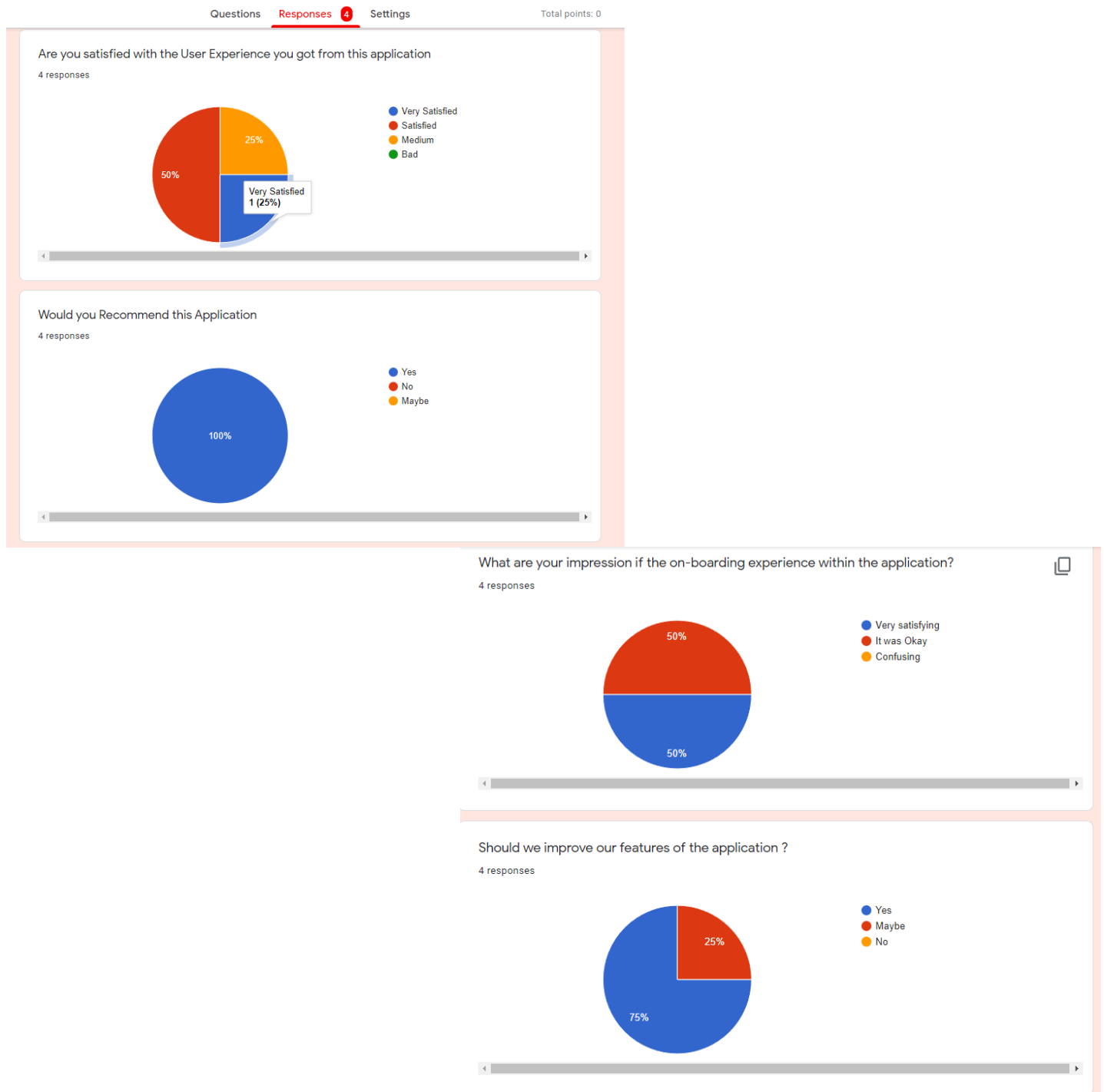
☐ Maybe

☐ No

If 'YES' what should we improve on?

Long answer text

## Analysis of the user feedback



In accordance with the responses, I got from the google form, I got zero unsatisfied user other users are in the range of medium to very satisfied. When the form asks the users if they would recommend this app for others everyone had answered with a yes, this generally means that all the users enjoyed it very much. I will have to improve a lot on the on-boarding experience the user gains when they launch the app because half of the users had responded as “It was okay” that means it wasn’t for their standards if I had researched more about how they would like the launch experience to be could have got a better response.

Nearly all the users wanted more features to be added but 1:4 of a response had said maybe. In my opinion the user is not fully happy with the app for the features in this app is up for the users’ standards. After getting the responses from each user I got three improvement ideas ,I did my very best to implement those ideas for the first response I made my whole User interface start with dark element until the user signs in then the user has the ability to change its mode to light mode or dark mode with just a press of a small icon on the right top corner so when they press it the background gets little lighters and all the shape fills will turn white and the fonts will turn to black to create that contrast for the user to see clearly. Graphic design latest trends include high contrast elements and minimalist designs, so I tried to achieve those with my design where I didn’t fill my white space with unnecessary details or elements. For the idea of animations, I have made nearly all the icons with a hover effect where in the navigation bar when you hover over the icons, they will go from sketch icons to colored icons.

For future improvements I do want to add more food and more statistics about those food so that the user will have a clear idea about it and fit in with more fun activities like daily login achievement and coupons for friends and etc.

If 'YES' what should we improve on?

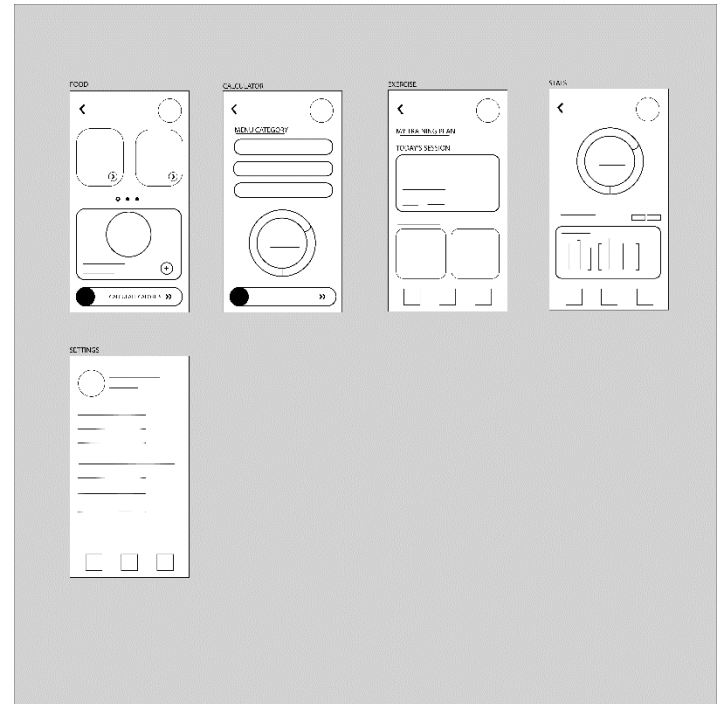
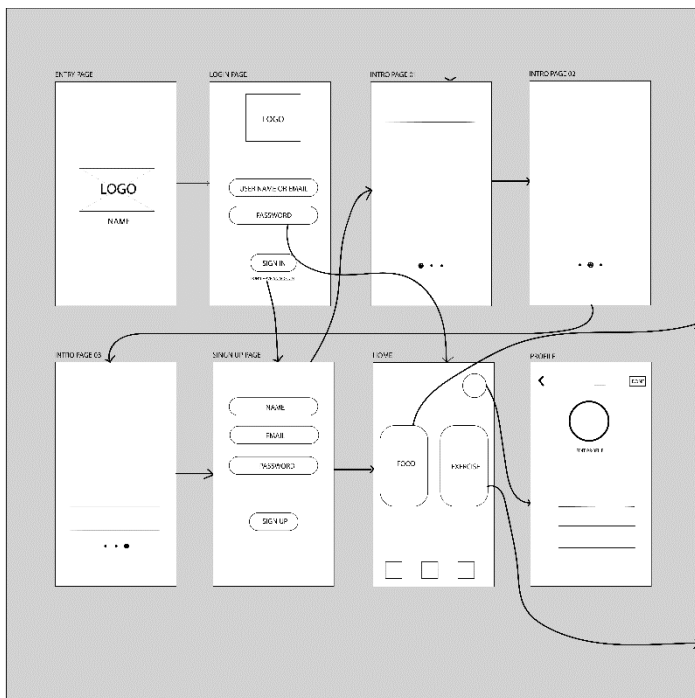
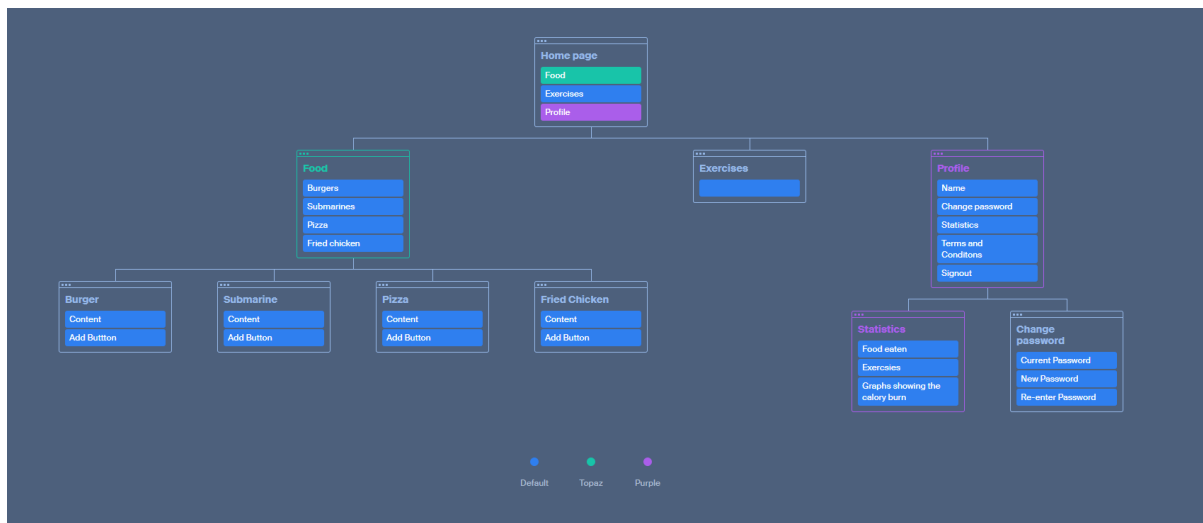
3 responses

IF the App starts with a dark background an lets the user to choose the mode they want would be great

animations

Using dark mode will be a much better option as it allows one's mind to relax

## Sitemap or a wireframe



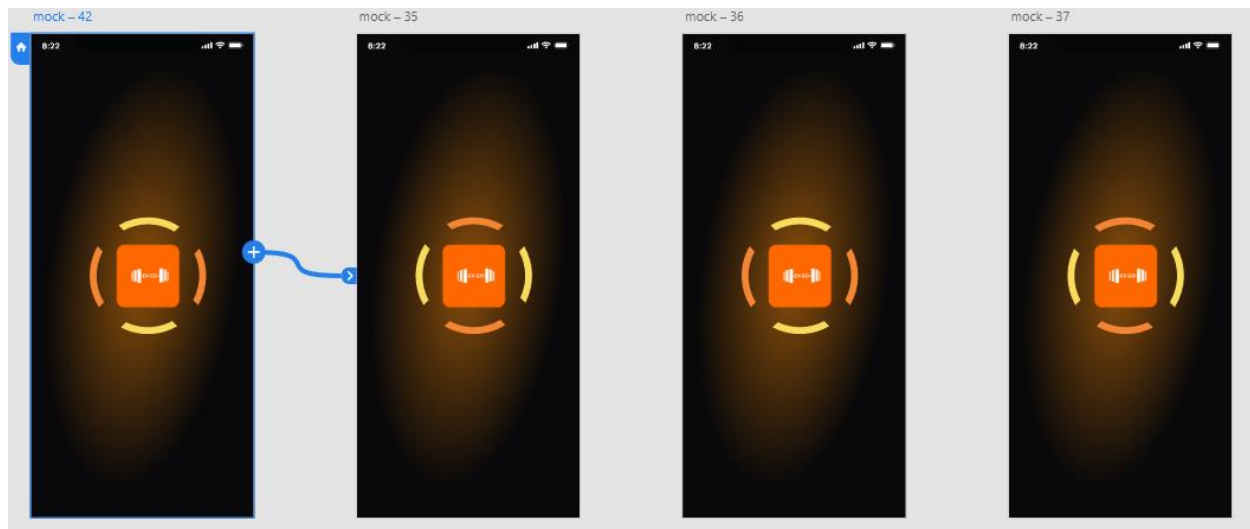
## High fidelity prototype

DEMO video-

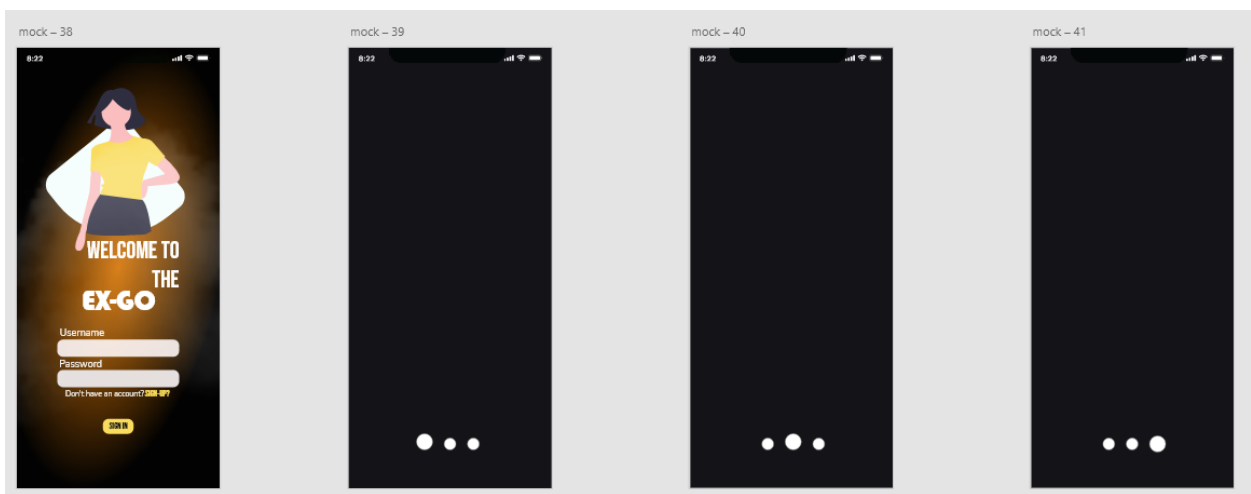
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Intro video-[https://drive.google.com/file/d/1cOiqSN3KD1GxgFhLz-7pS4OKf\\_QMpruQ/view?usp=sharing](https://drive.google.com/file/d/1cOiqSN3KD1GxgFhLz-7pS4OKf_QMpruQ/view?usp=sharing)

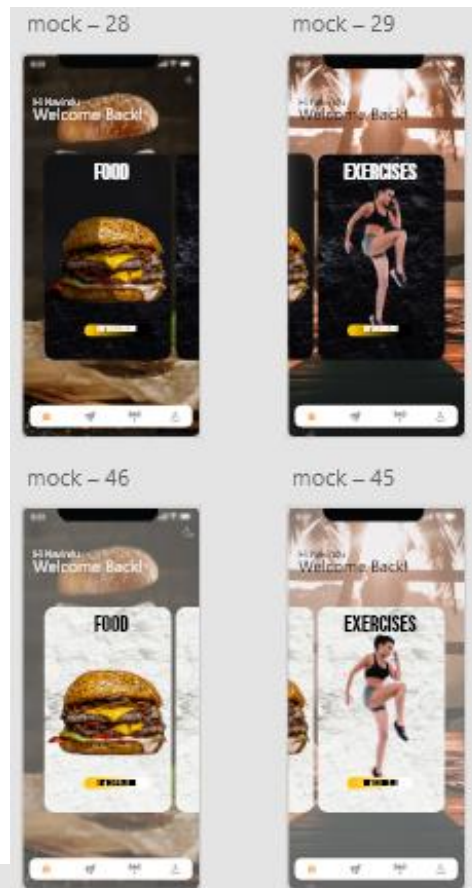
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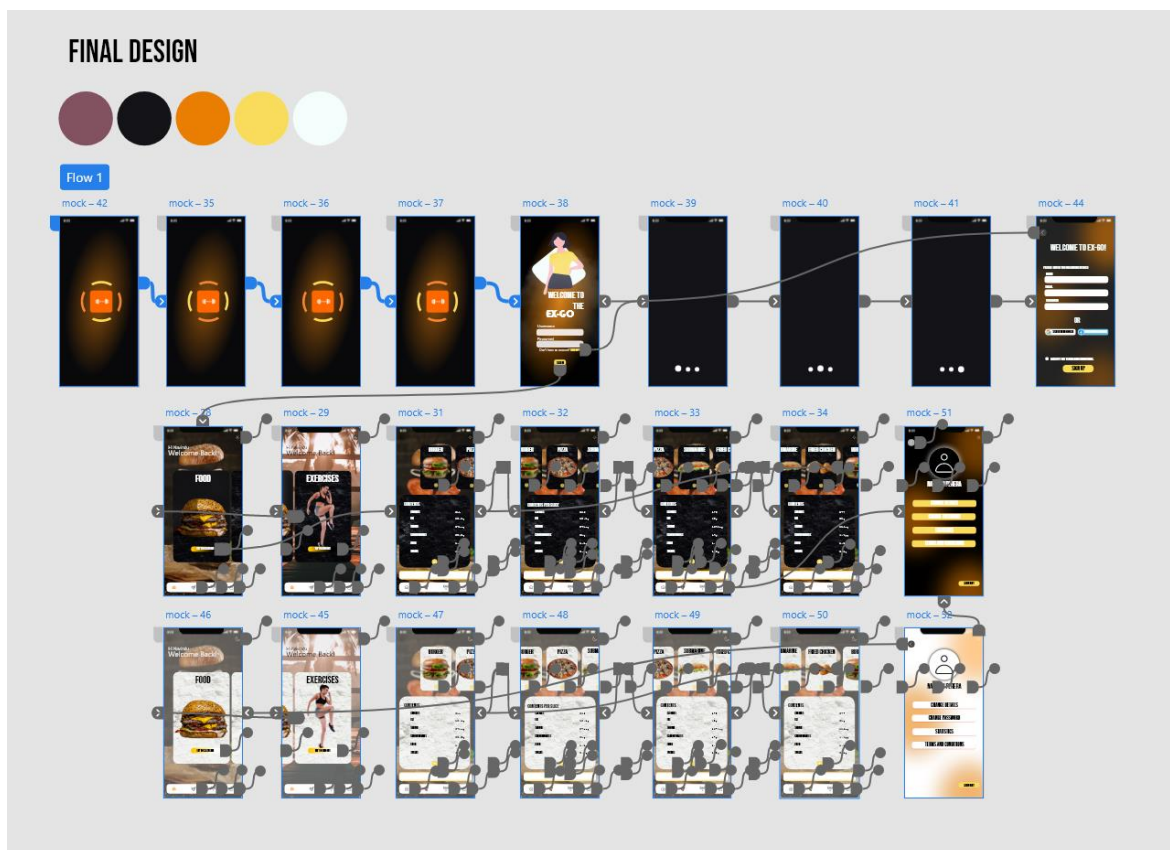
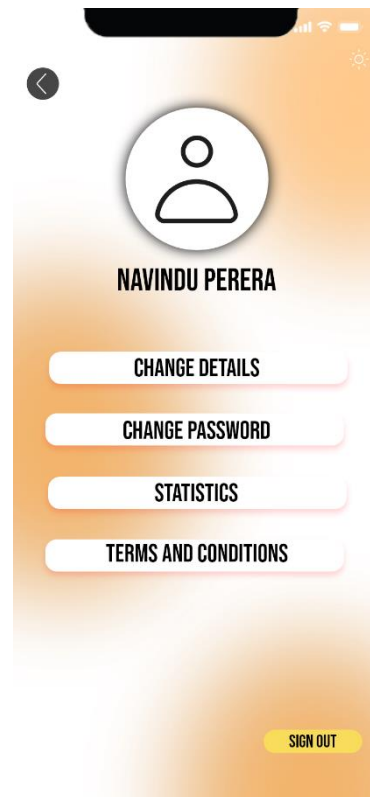
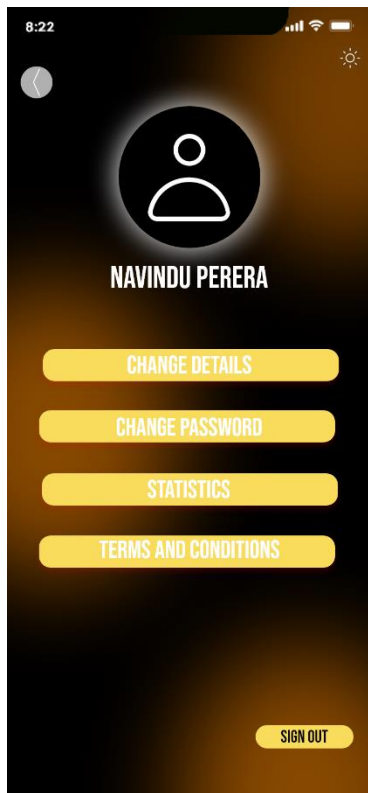


## Introduction Pages









## Appendices

Our mission was to be helpful for the people in this pandemic situation where we provide them with exercises to do depending on what they have consumed so they don't have to waste time researching what is good and not to do. This has been done by creating a very interactive User interface which is not just a combination of colors and elements because it has thought of every detail of user psychology (color schemes, fonts, elements to use, icons).

## **References**

<https://www.pexels.com/search/food/>  
<https://icons8.com/icons>

*Color Psychology: How Color Meanings Affect You & Your Brand.* 31 May 2019,  
<https://www.oberlo.com/blog/color-psychology-color-meanings>.