

# RIPPLE RECIPE SEARCH



**PREPARED FOR**

Milestone 3

**PREPARED BY**

Krupali Prajapati  
Jiehao Lai  
Mahmud Usman  
Ashish Ashish

# Table of Contents

## Ingredients

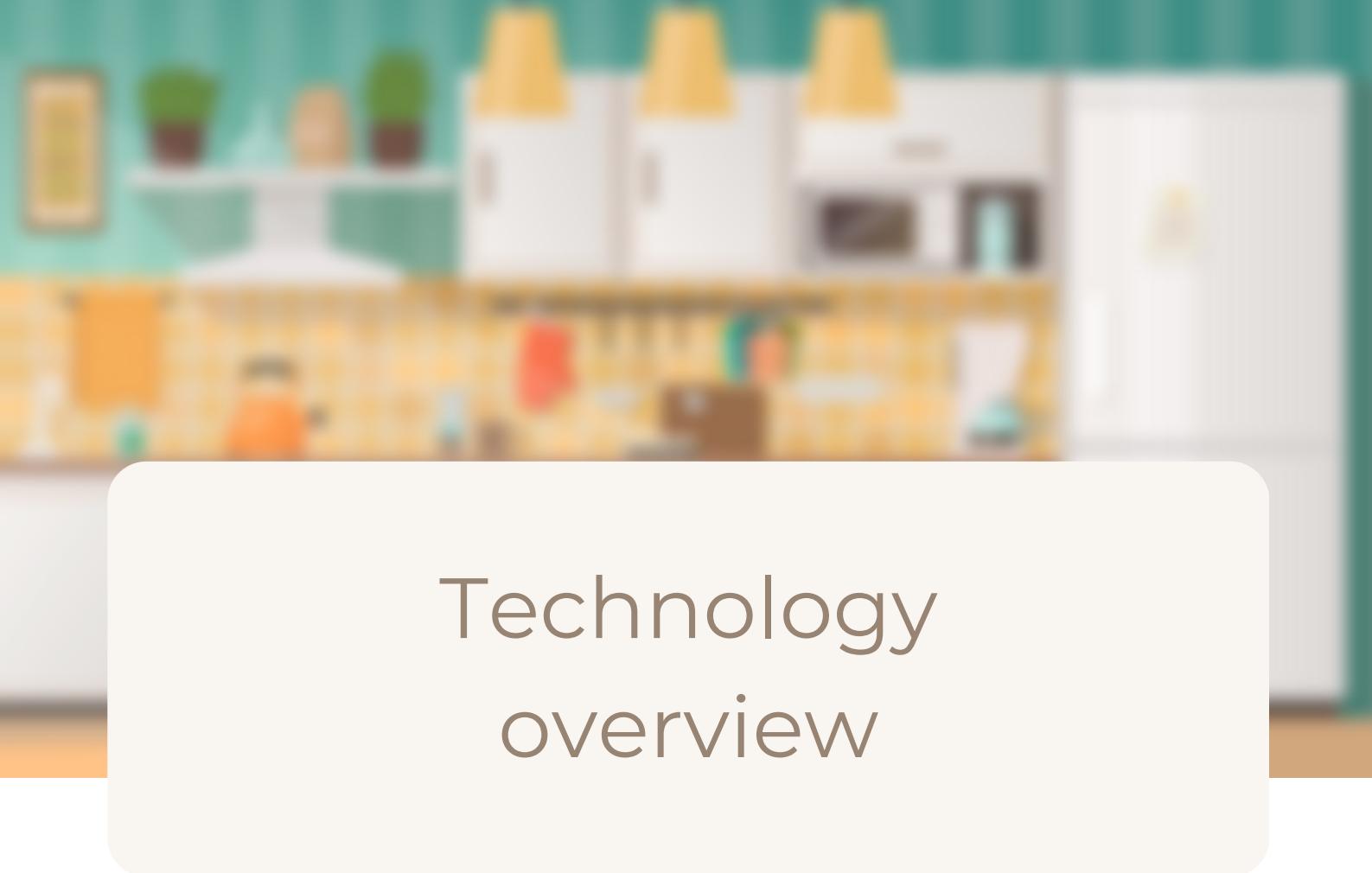
- 1/2 page of technological overview
- 2 parts of what was used
- 2 parts of the approach
- 1 part of libraries used
- 1/2 page design deviations and evaluations
- 1 section of what changed from M2
  - Including why the change was made
- 2 pages Usability "sales pitch"
  - Including guidelines employed

## Directions

1. Open /Final/index.html
2. Click on the Fridge/Cupboard to access pantry items and fridge items.
3. If unsure on if the item is in the "Pantry page", use the search button on the Home page to find it!
4. Once confident about the ingredients selected, click "Get Recipes" to get a list of recipes displayed in order of the ingredients you have.

### Tip:

You can always go back to change the selection of ingredients!



# Technology overview

Ripple is a platform that allows its users to search for and discover new recipes based on their ingredients and preferences. The website contains a database of ingredients and recipes (currently hard coded). The recipes are displayed by the priority of the ingredients present in the recipe from the ones selected.

The website has a visually appealing aesthetic with the help of libraries such as Google API and Font Awesome to integrate fonts and icons. Along with these libraries, the website uses HTML, CSS and JavaScript to implement its functionality. Additionally, GitHub was used as a site for source control to ensure all team members are up to date, Discord was used as the main communication medium and iStock for the main image used throughout.

Ripple consists of four pages: “Home page”, “Pantry Items page”, “Ingredients search page” and a “Recipes page” interconnected to implement different aspects of the website as a whole. The “Recipes page” and “Home page” can be accessed from all sites while the “Search page” and “Pantry Items page” can be reached from the “Home page”.

# Design Deviations and Evolutions:

The following are some deviations from the paper-prototype along with an explanation of why:

- The “Cart” button was changed to “Basket” since it was misunderstood as items that need to be bought during the feedback interviews.
- Instead of a search bar – there is a search button that leads to another page to prevent users from entering ingredients not in the database for now as these ingredients will not be in the recipes database either.
- The “Pantry” page was updated to display all the ingredients in the pantry and fridge with more clickable options to match the database. This was updated so that the display is more interactive and functional as well as more aesthetically pleasing.
- The last page in the paper prototype displayed the recipe that the user selected. However, to give credit to the original creator of the recipe and to prevent overwriting the images of the recipe displayed in the original page, this implementation was replaced with displaying the original recipe page

# Usability Sales Pitch

The following are some usability Goals that were employed when designing Ripple:

## Effectiveness

The goal of Ripple is to provide suitable recipes for users based on ingredients available which is achieved once the user clicks on "Get Recipes" based on what ingredients they chose.



## Efficiency

There are very few steps required for the user to get to the results page. Additionally, each page connects to all the other pages making it easy to navigate without going back to the main page.

## Utility

There is a search bar for ease of use when searching for ingredients - this prevents the hassle of finding the ingredient in the search page if you are already familiar with the database. The ingredients page allows scrolling so that ingredients that you may have forgotten to select such as spices are visible. The recipe page is displayed with images for ease of understanding as well as an indication of the number of ingredients present. This allows the user to quickly scan the results and identify ideal recipes.

## Safety

The user can always undo one of their choices, all the ingredients can be removed from the selection simply by clicking on them again. The user can also go back from the Recipes page without loosing their selection of ingredients.

# Usability Sales Pitch

Continued:

## Learnability

There is a non-existent learning curve. The website is simplistic and easy to navigate with minimalistic styles and texts. The objective is straight forward and takes very few steps to get to the Recipes stage. The homepage is a kitchen with ingredients found where they are expected to be in a kitchen: the cupboard and the fridge. Additionally a search bar is provided for ease of understanding. The interactable icons on pages react when the mouse hovers over them as displayed below making them simple to understand.



## Memorability

The system is incredibly easy to remember due to the simple design. Buttons are clearly labelled with its functionality or with an icon indicating its use. The "Get Recipe" process is not complex for easy memorability. If the user is unsure about where the ingredient is in the page or is in a rush, the search button is accessible from all pages.

# THANK YOU

