

**Interação Pessoa-Máquina  
2017/2018**

# Can I Cook It?

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Stage n: 6



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## Introduction:

Our evaluators pointed out a few problems, described in detail in the following table. We fixed all of them being that the used solution is also presented in the table, most go hand to hand with the evaluators proposed solution.

Nº	Problem	Heuristic	Description	Severity	Applied Solution
1	Line thickness	10	The selection lines feel a bit too wide and thick in comparison to the surrounding elements.	1	We reduced the thickness and applied a more soothing color scheme.
2	Animation duration	5	The <i>add/check</i> and <i>star/favorite</i> animations take a bit too long, and so the feedback isn't as fast as it should be.	1	We reduced the animation time.
3	Misleading hint text	3	Even though we are searching for ingredient(s), the hint text displays "search for a recipe".	2	The hint now displays the appropriate message.
4	Label resembles an editable text field	2	Being surrounded by a box gives the idea that the list items are editable text fields (they aren't).	2	We removed the border, to avoid misleading the users.
5	Feedback on emptiness	5	All over the application, <i>empty</i> UI elements (e.g. lists) don't give any information that they are empty. They simply stay blank.	3	Every empty screen now displays an appropriate message with indications.
6	Inconsistent button styles	2	Buttons with similar purpose are often found with different styles. Some have just an icon, others just text and others are mixed.	2	We uniformized the button styling throughout the application.

7	Inconsistent element spacing and margins	2	The spacing between UI elements feel <i>arbitrary</i> at times (for both related and unrelated elements)	2	Padding and margins on the elements indicated are now fixed and coherent within the same screen.
8	Tiny modal space	2	The edit modal is tiny, to the point where it makes it surprisingly difficult to touch its individual UI elements.	2	Modal was remade, to ensure it is properly seen and usable.
9	Confusing Routing	4	The application's routing (specifically going back through activities) feels broken and deeply affects the experience.	4	We created an error prevention mechanism to avoid opening a new screen equal to the one the user is already on, when pressing the menu tabs. On regards to the "go back" button functionality, it mostly remained the same as we believe it does exactly what it is supposed to do, go back to the previously opened activity.

#### Additional fixes and features:

- We added a feature, so the user can now include items in his inventory directly from the shopping list, which provides an easier way to update the inventory when the user his updating his shopping list manually.
- When the user introduces items in his inventory, the shopping list is automatically updated, by removing the items added to the inventory.
- Selecting items in the inventory can now be made by a press or a long press, previously only the long press option was available, and we felt it was not intuitive enough.