* We decided to change the keyboard from only taking up a part of the screen to taking of the entire width of the bottom of the screen. This change was decided on due to the feedback given from in lab stating that the keyboard felt too cramped.
* The main screen has been changed to save grocery lists rather than trips. Upon feedback it was determined that using full trips as opposed to lists was counter intuitive and people felt like they would search for the same groceries again rather than the exact same trip. Therefore Jonathan will now load up an old grocery trip and be transferred to the grocery list screen with his old grocery list loaded.
* We decided to add values to the search sliders to give the user a better sense of feedback when they were changing the values. Also we determined in order to make things easier it would just be considered a maximum value slider.
* As opposed to selecting multiples stores in the store selector screen it was determined that all the stores would be combined into one pane to make the usability easier for the user. This way the user can simply push one button to select the best trip as opposed to pushing multiple buttons in order get to the trip screen.
* It was determined that when there were multiple stores in the trip screen, and if the user had grocery items remaining when the finish store button was selected they should be moved to the next store. The system would prompt the user asking them if they wished to do this. This was determined to be a simpler solution if an item was sold out at the first store, or if the user simply preferred the item at the second store.
* It was determined in Kimberly’s use case that we needed to add a quantity button in case she would like to add more than one item at a time when she searches.
* During group feedback it was decided that only one trip should be added at once. As a result during Kimberly’s use case she originally selects the first option and then changes her mind and selects the second option, being Thrifty Foods. As a result the system will now deselect the first trip option and only allow one trip to be moved into the trip screen. This was changed as a result to reduce user confusion when attempting to add trips. If there were too many trips being added it could severely dilute the straightforwardness of the design. By only allowing the user to select one option at a time it prevents them from becoming overwhelmed, and also reduces the possible need for them to undo some of their actions if they wanted to change around the number of stores. Also, if multiple stores were selected the amount of information changing on the screen for determining the best possible grocery list from remaining items could confuse the user.