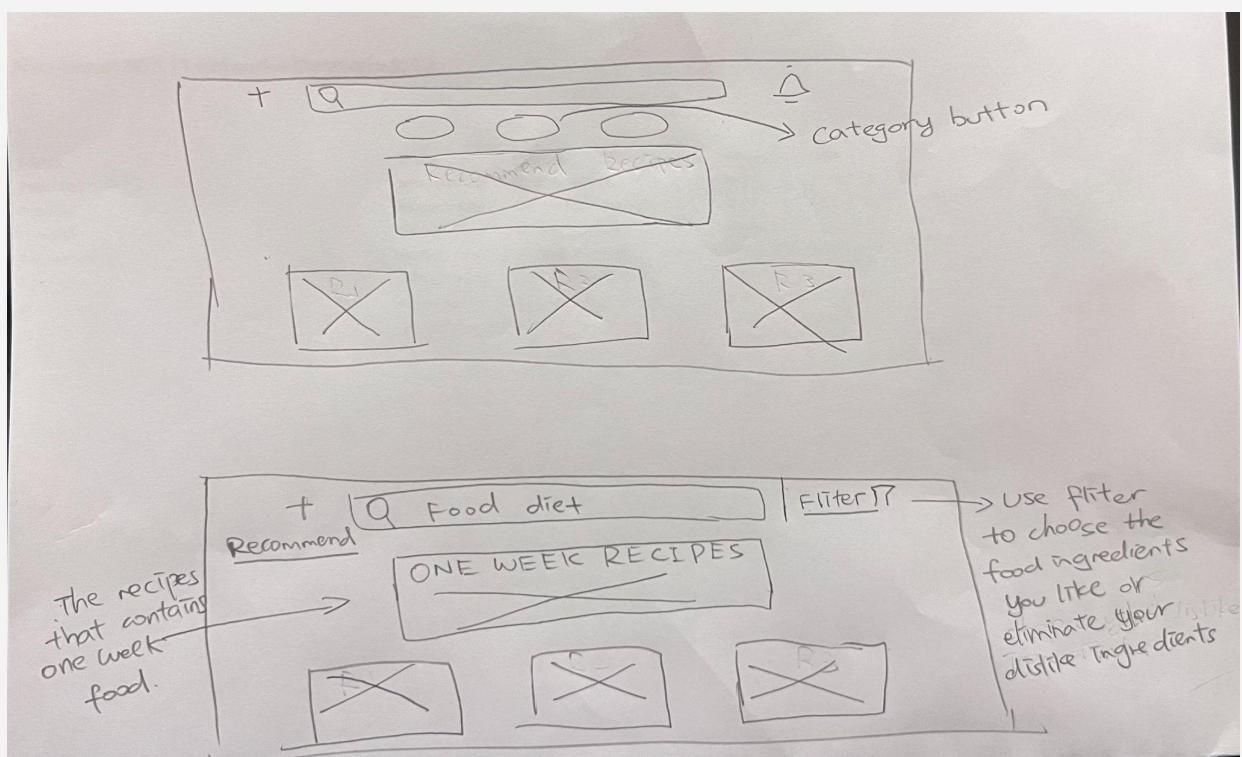


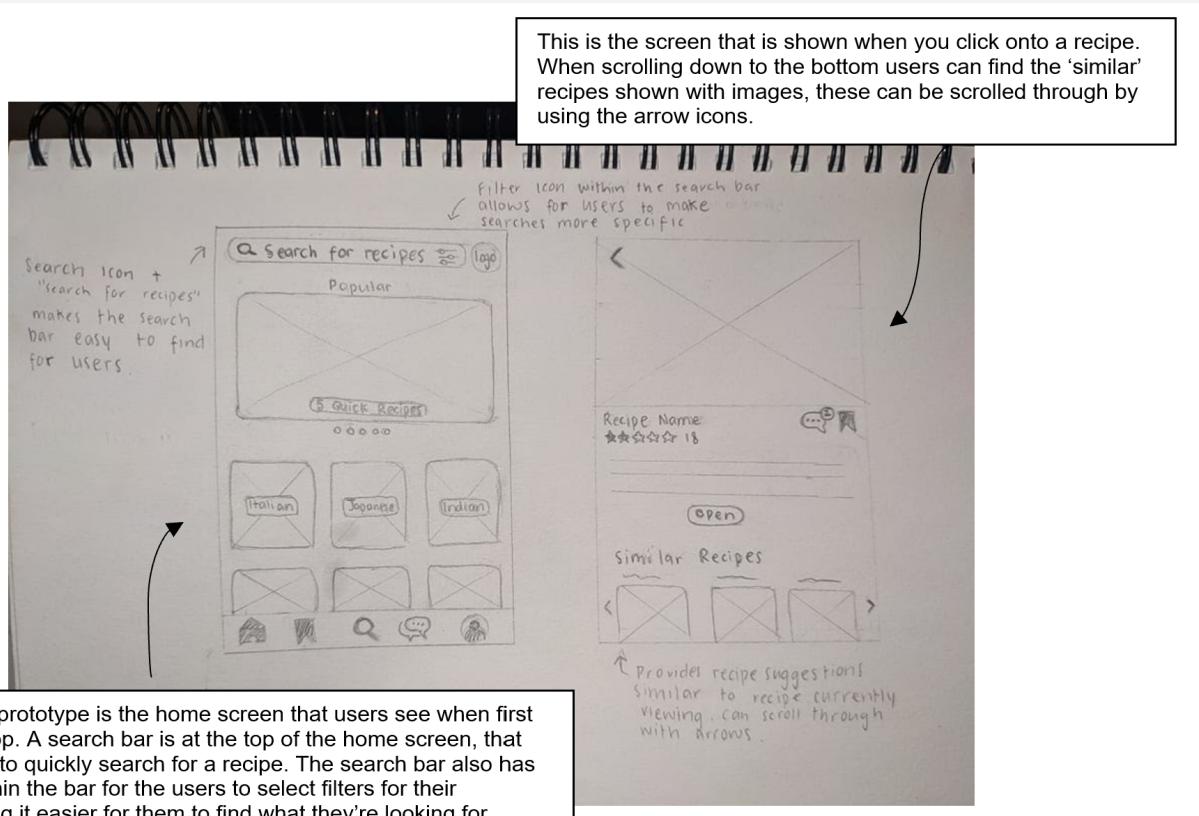
Task 1

Individual Low-fidelity Prototype Exploration

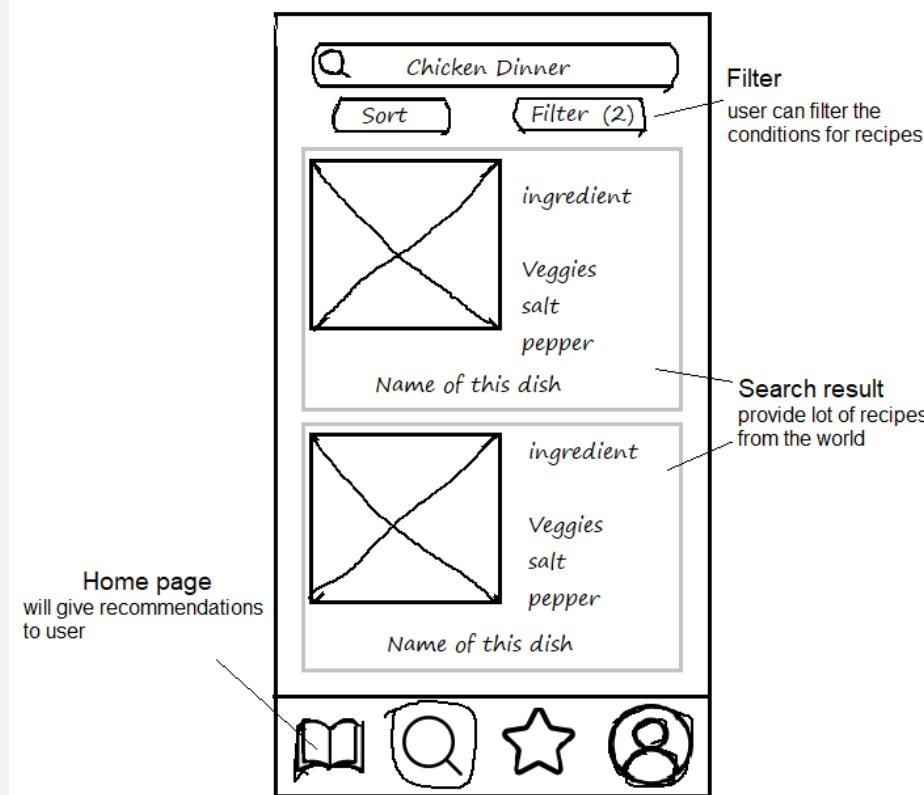
- Given that David opens the homepage of the recipe app, showing the recipe category option on the homepage. When David clicks on the category option, then diet food recipes should appear in those kinds of categories.
- Given that David opens the food diet recipe, when David clicks on the food diet category, then the recommended 'recipes of the week' will be displayed on the interface, that is, the content contained in it includes recommendations for breakfast, lunch and dinner for a week.
- Given that David has opened the food and diet category, when David clicks the search bar, he can filter out the ingredients he doesn't like through the search, and then the system will reassign David to some recipes that don't contain those ingredients.

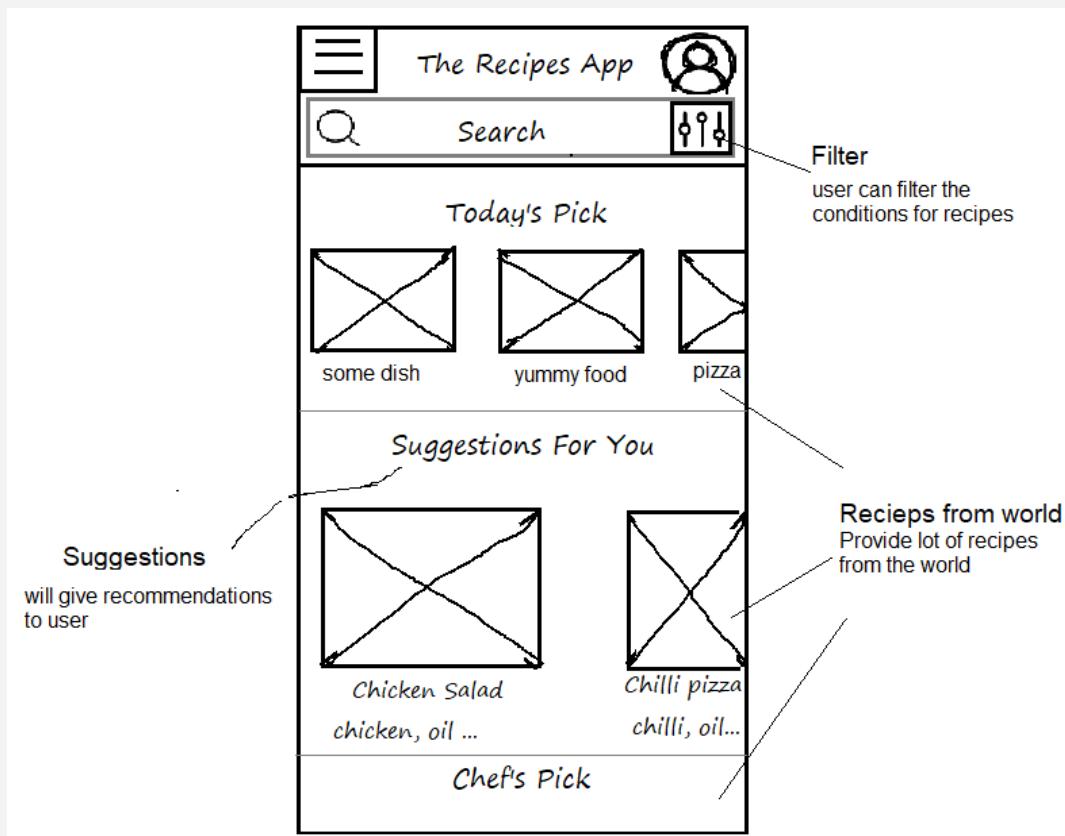


- An easy to find search bar icon at the top of the app
- There are filter options to make searches more specific
- (Scrollable) similar recipes are shown below a recipe.



- Provide recipes from other chefs worldwide.
- Provide recommendations according to what the user searched for.
- Provide filtering search so user can search recipes with specific ingredients

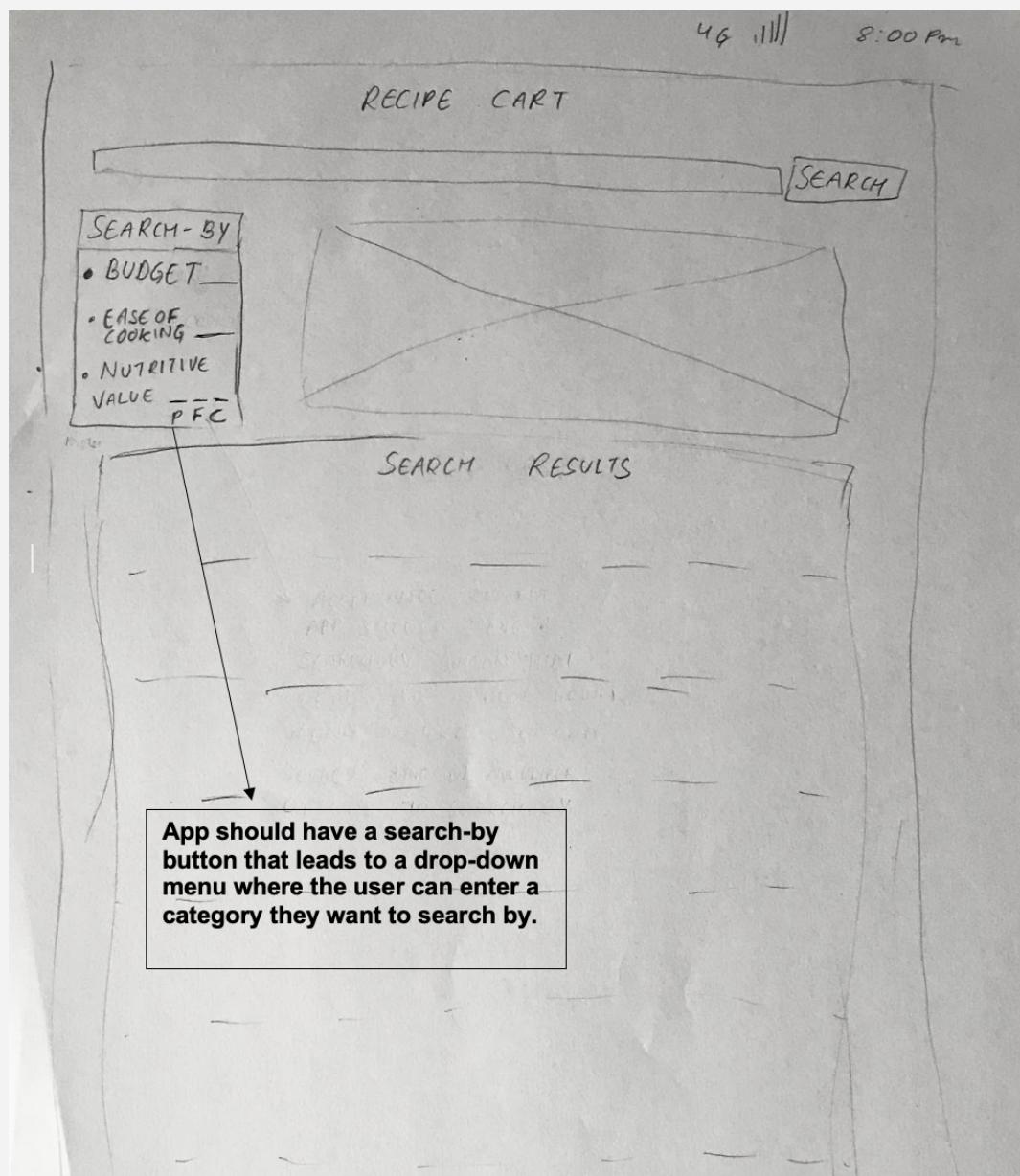


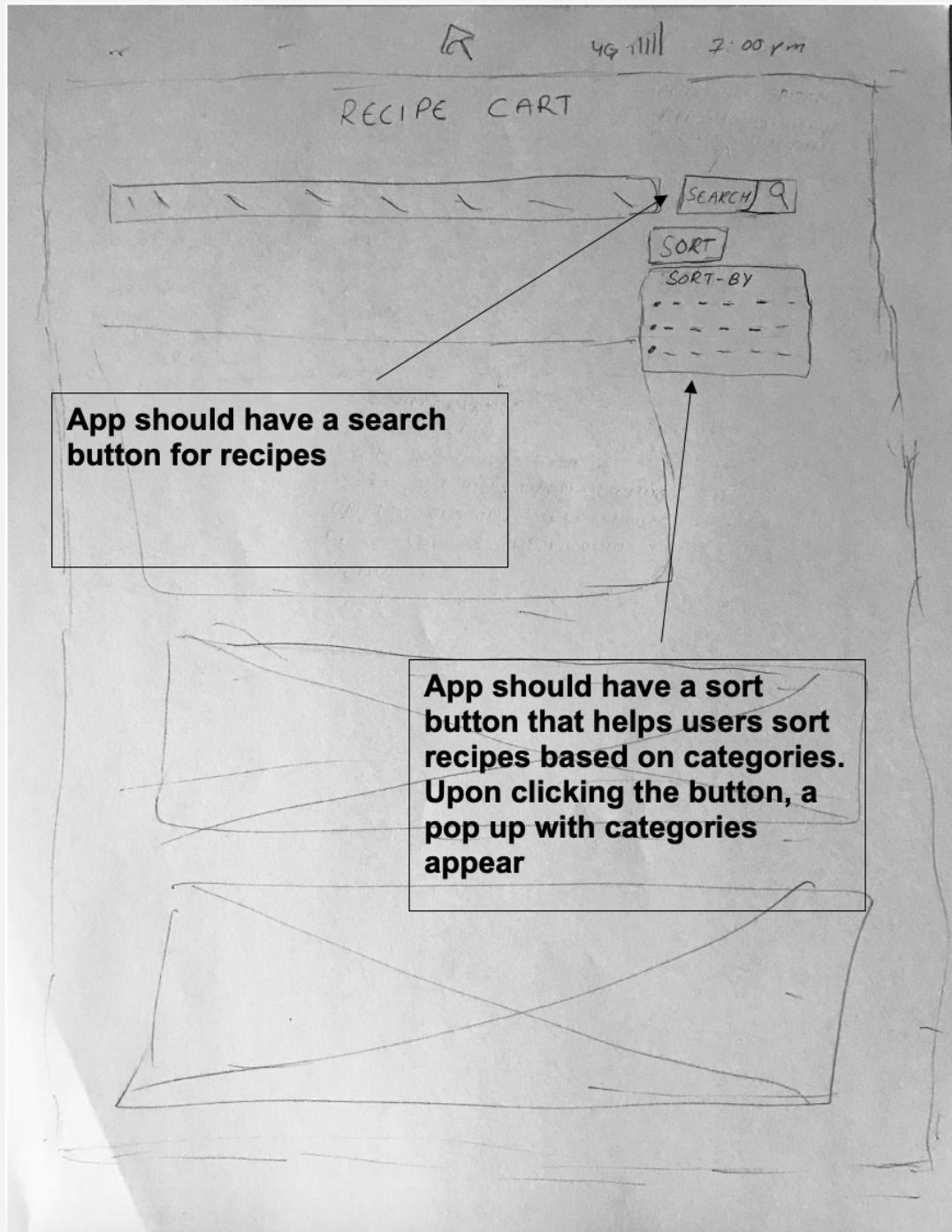


- App should have a search-by button that leads to a drop down menu where the user can enter a category they want to search by.
- App should have a search button for recipes
- App should have a sort button that helps users sort recipes based on categories. Upon clicking the button, a pop up with categories appear

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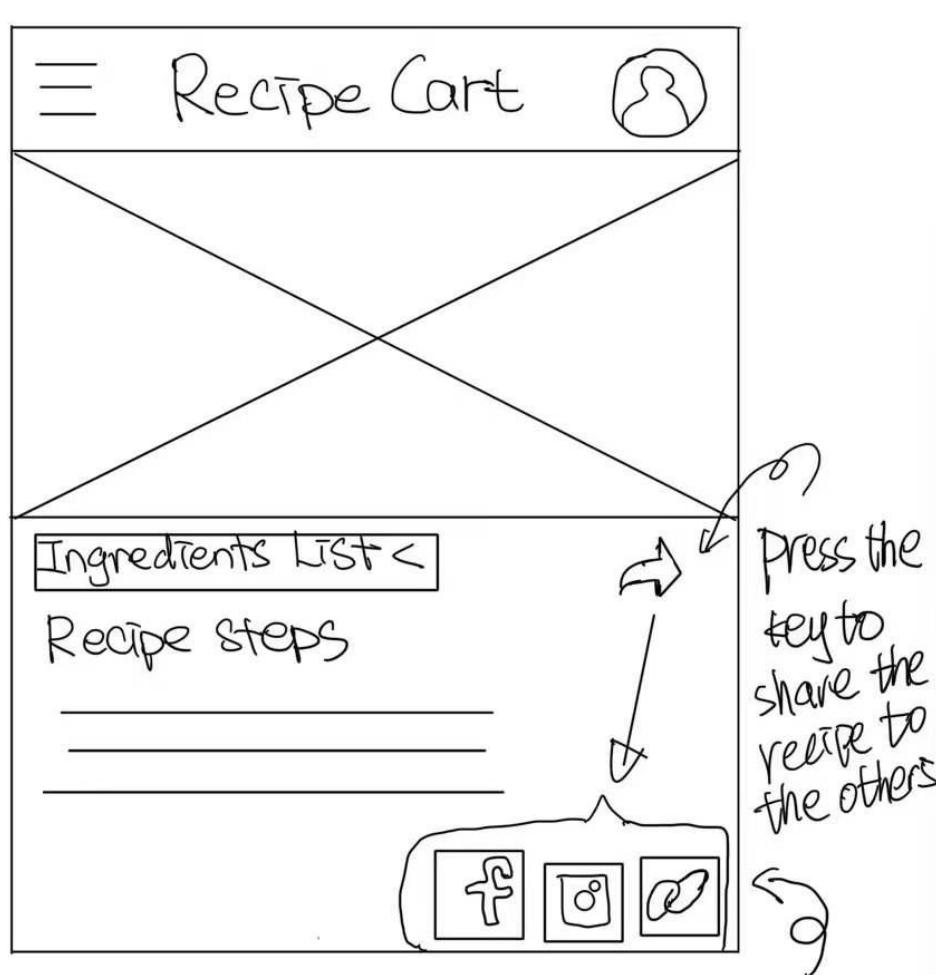
8:00 PM





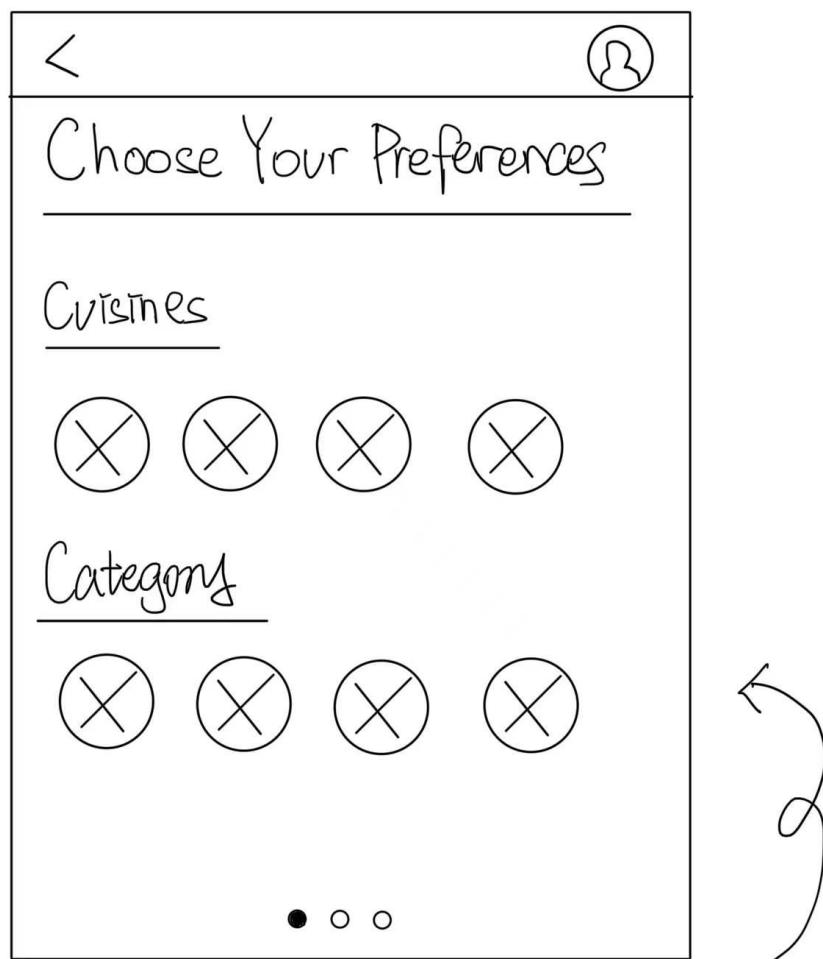
Task 2 & Task 3

Group Low-fidelity Application Prototype & Theory-Based Justifications
screen : Share recipe

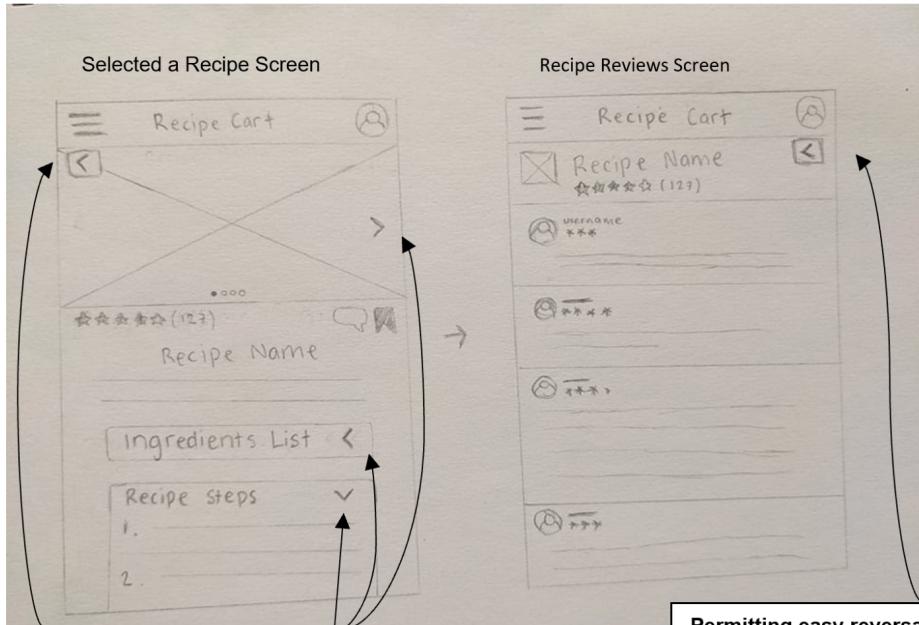


Annotation: The use of those icons involves the **conceptual model principle** in Norman's seven basic design principles. People will be able to distinguish the function of this icon through the design of such an arrow outward to realize the function of sharing.

Screen: user choosing preferences

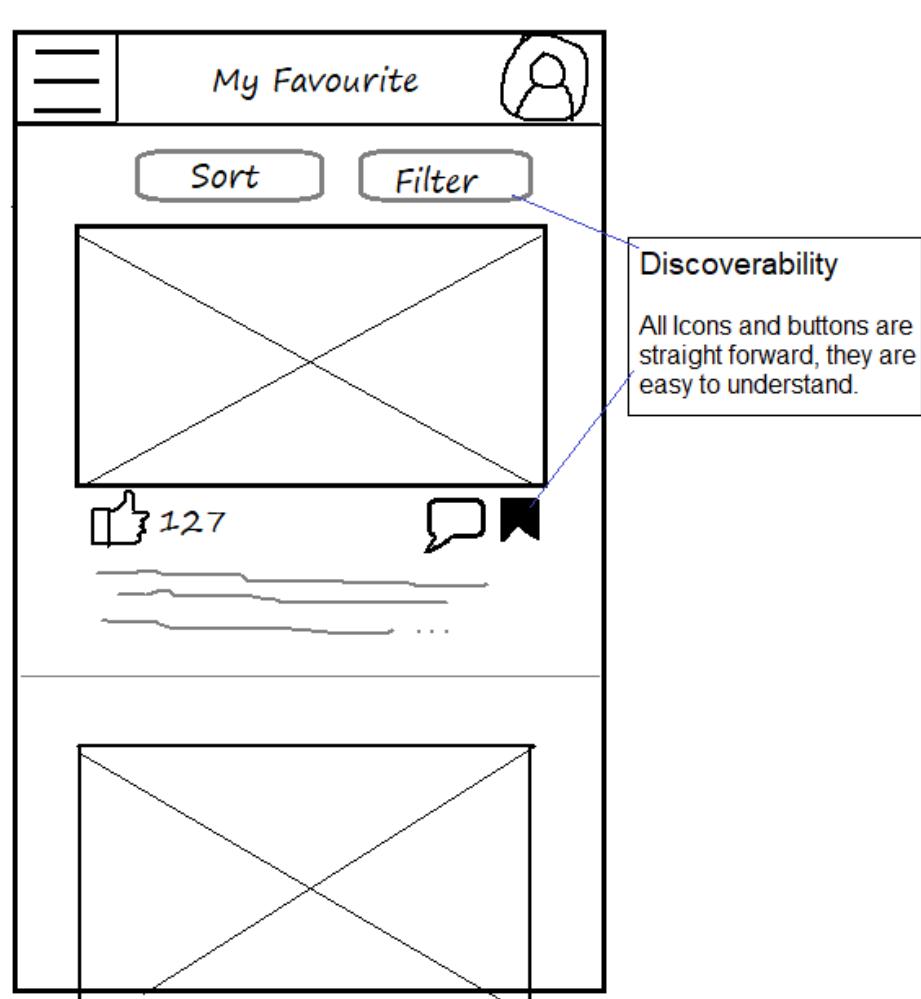


Annotation: The design of this page applies the **constraints** principle of Norman design principle. At the beginning, the app will ask customers about their food preferences or favorite ingredients in order to reduce the information that users need to bear. The system is based on the user's choice to set the home page dishes recommended.



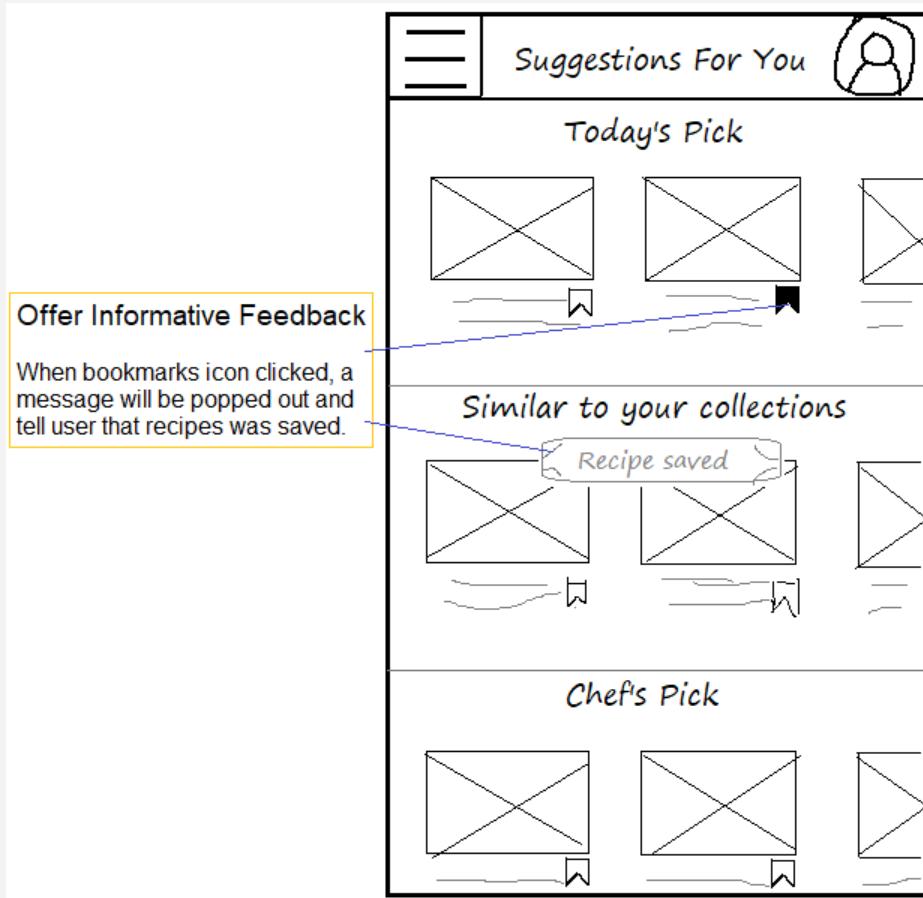
Signifiers: The many arrows used throughout the screen provide the user with cues that they can go back, select the next picture or to expand the ingredient list or steps.

Permitting easy reversal of actions: An arrow situated on the top right of the screen stays stuck there while users scroll through the reviews. This allows the user to return back to the selected recipe screen at any time when they are ready, instead of having to search for the recipe again.

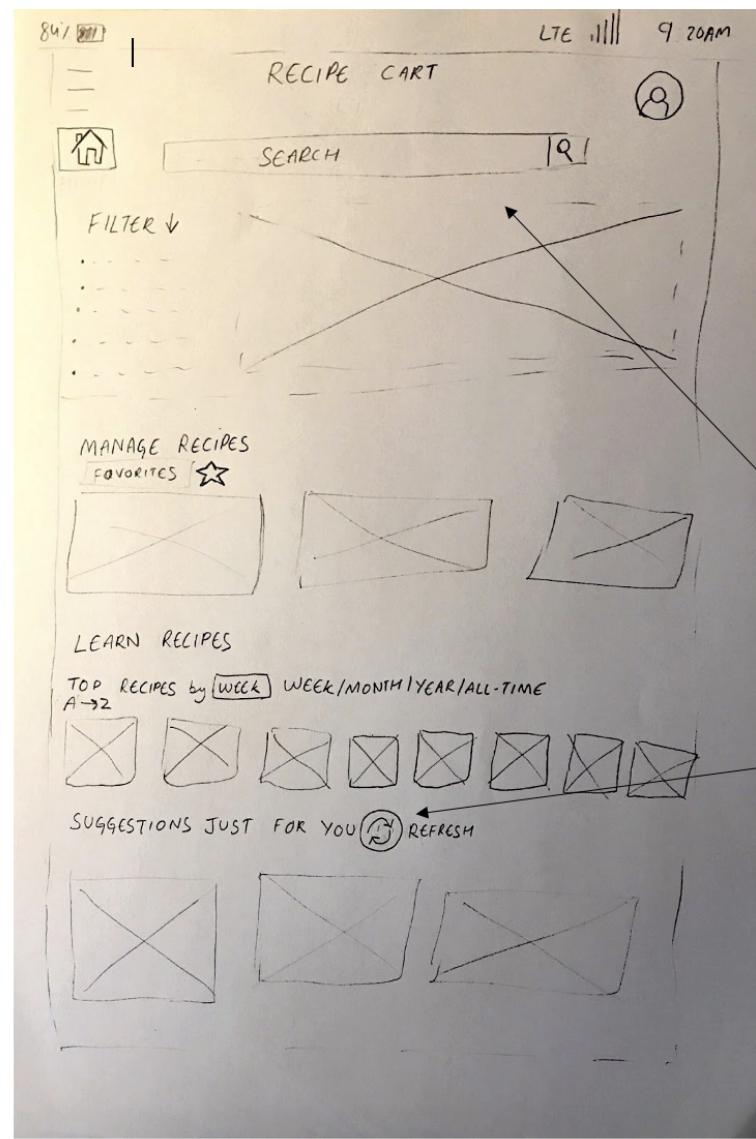


Discoverability

All Icons and buttons are straight forward, they are easy to understand.



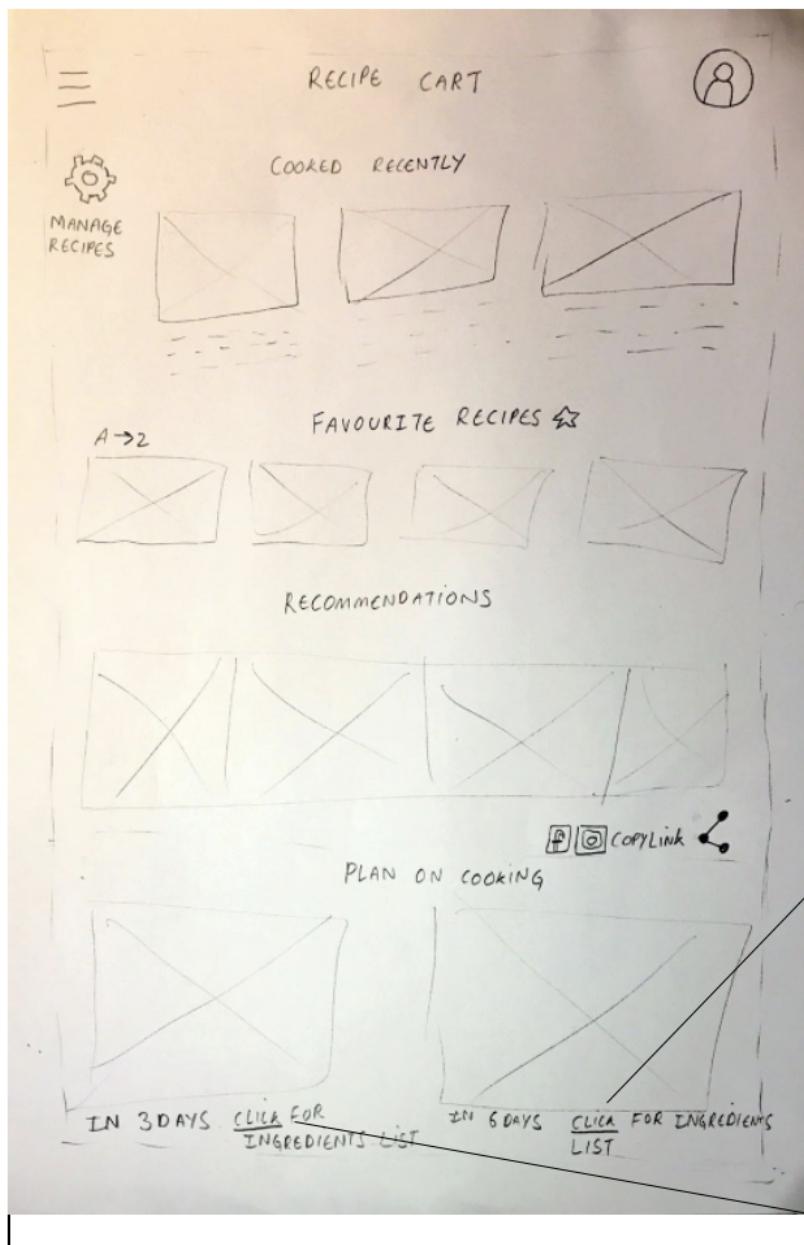
Home Page



Discoverability:

1. The bar indicates that it is for searching. The word search along with the search icon helps the user understand the use and what's possible to do with the bar.
2. The refresh button here says the word refresh along with the common icon of refresh. This makes the user understand that they can refresh suggestions using the button

Manage Recipes



Signifier:
The click button along with the underline signifies that it's a clickable link. It shows the user potential actions available. Upon clicking the 'click' button, the button turns red which is another signifier that shows the user the status of the outcome