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CS-319-11141-M01 UI/UX Design and Development

Module Three Milestone – Paper Prototype

For my paper prototype, I used to procreate instead of real paper and drawing utensils. Although, I did not use any special tools within the app, just one simple pencil and colored pencils. I created three screens for my newly named app "What's in it?".

The first screen that I created is for a login screen. Although my app will be pretty simple and the need for a user account may be questionable, I came to the conclusion that it would be useful for future developments of the app. On the login screen the title of the app is big and visible at the top of the screen. The font should be playful and fun (unless I don't have access to those fonts) and it will be in a forest green color. The background of the screen is a very light pink that is supposed to be consistent with the other two screens, but I lightened the color considerably for visibility reasons. There will be a light green border with a dark green outline for aesthetic reasons and to again, be consistent with the color scheme of the app. The "create user" and "login" buttons will be the same color of hot pink as on the scan screen and the actual input bubbles will be white with hot pink outline. The text within the buttons and bubbles will be black. I should mention that my idea of the color scheme came from personal conception of the brightness and vibrancy of healthy food. I chose bright greens, reds and oranges to give the app pop and to resemble the beautiful colors of popular healthy vegetables.

When the "create user" button is pressed, the user will be directed to the exact same screen but with different instructions to enter a new username and password in the same input bubbles except instead of signing in, the account will be created. When the input is successful, they will be directed to the scan screen. If a user inputs a correct username and password, they will be directed to the scan screen.

My goal when creating the scan screen was to make it bright (but not too bright) and vibrant and simple. One piece of feedback that I had gotten from my interviews is that similar apps to mine can be so busy and overwhelming with things of which occupy the user interface and the user doesn't even interact or care to interact with. I know that the main purpose of this app is to be able to scan a product and get a list of the ingredients and a ranking of how healthy it is. On the scan screen there is one button that says scan and that is the only functioning button on the screen. There is also a search bar in case a barcode is not scanning. Nice and simple. Ideally when the button is pressed the user will be directed to a camera and when a picture is taken, they will go to the third screen. Also, it may be a good choice to add a capture sound to the camera when a photo is taken.

The last screen is simple as well. The color scheme is following the same as the first two as well as best practices for UI design such as button design. I plan to use sound on this screen when the ranking for the food product is displayed. In the prototype I sketched the worst healthiest ranking and good sound could be a loosing buzzer sound or such. I used red for user's design request and coincidently the color is one of the best uses for error messages. In a use case scenario, one may be able to consider unhealthy food an error in this case! The color, sound and message will change for each different ranking, but the screen will stay the same. Below the ranking result will be a simple list grid that the user will be able to scroll through. The data that

they will be scrolling through will be from a database that stores products, their ingredients and ideally one that categorizes healthy food/ ingredients.

For my prototype interview, I interviewed Aiden and Kaylee again. I was able to interview both of them together, so the interview was more of a group collaboration. I gathered the information from the interview by allowing Aiden and Kaylee to view and interact with my prototype and we all came up with questions and suggestions together through the process. The interview lasted about thirty minutes and I was able to gather lots of useful feedback.

The first thing that was brought up on the login screen was that the letters on the bottom that says, "Login and Check what's in your food!" were unreadable. Instead of commenting that it was because the prototype is just a sketch, I decided to take note just to make sure that I make the letters on my actual app eligible, because I learned that will be something a user may really pay attention to. A question that was asked about the login screen was "Do you have a logo or is there only going to be a title in words?". After the question, a conversation brewed up about whether the app really needed a logo and if so, what would a good logo be and what would be its purpose? I decided that if capable, I will make a logo for my final design. One other design suggestion that was brought up and I will be considering with my future design is the change of text on the "create user" button.

In the interview there was plenty to say about the scanning screen. One design flaw that was mentioned and I agree completely with the idea, is that the scan button should be on the bottom of the scan code so that it is closer to the bottom of the phone and user's thumb. Also, in the interview Aiden had mentioned adding a button to add an item to the database if it cannot be found through scanning or searching in the app. I had originally planned to add this feature in my app but forgot to when I was designing the prototype.

On the topic of the interactions with the ranking and list screen that the user is directed to after successfully scanning or searching for a product, the only changes that were suggested were for aesthetic reasons; nothing to alter the apps functionality. I will be keeping the design of my final product as close as possible to the prototype because both Aiden and Kaylee like the design.

WHAT'S IN IT?

Create User

Username

Password

Login

Login and check whats in your food!

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whats in it?

SCAN!

Scan your product to see its ingredients!

X
UNHEALTHY

sugar
corn syrup
more sugar
poison
glass shards

Scan another label!