# Lab Practical 02 – Project Selection & Supervisor feedback

Each UX team should research and find a Mobile app

Fill the following table to show your findings

| Mobile App | Recipe App |
| --- | --- |
| Name: | “Iwum pihum” |
| Developer | “Sri Lankan Kollo” Developer Team |
| Purpose: | Using this app we can have Sri Lankan Food recipes’ and Foreign food recipes’ in the native Sinhala language |
| Screenshot: | |  |  |  |  | | --- | --- | --- | --- | |  |  |  |  | |
| Competitor Mobile apps | කෑම වට්ටෝරු / Best Food Recipes in Sinhala -SL App zone, Ape Amma - Sinhala Recipe- Sadaru tech. |
| Good design | 1. Dynamic Layouts. Users can dynamically change the layout. In any of the application views. 2. Sidebar Navigation. The sidebar of the application allows the user to access a different part of the application easily 3. Real-time Data Synching. Initially, the app will sync everything into the user's mobile device and cache. 4. Change the Default Language. If a user can’t understand the default language that comes with the application then they can change the default language from the settings menu. |
| Design issues | 1. Overly complexed Sidebar   The current sidebar increases the overall complexity and decreases the user experience when sorting and navigating to internal components   1. Broken Interfaces   In the sidebar, there is a section where users can add new recipes. When the user clicks that one it navigates to the broken site.   1. Lack of Margins and Headroom Between Components   On the main approaching page, there is no modified layout and no gap between components.   1. Decentralized Functionality   some of the functions originally came with the application are not properly centralized and spread throughout multiple views |
|  | 1. Lack of user Guidance When the user downloads this application without user permission the recipe list gets downloaded. There is no warning message when downloading it. |