

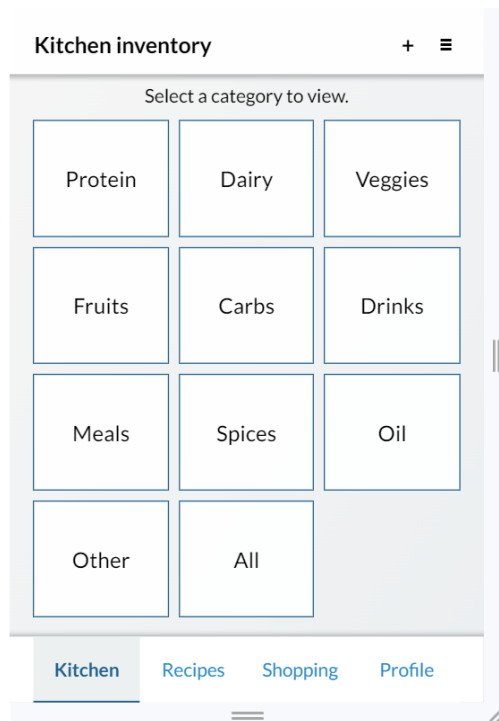
Horizontal:

1) Kitchen tab

The kitchen inventory tab was originally going to be a grid with pictures of food items and the name of each food item over each image. After some feedback from the professor and TAs, it was discovered that this would be too much scrolling. It was also pointed out that there was no rhyme or reason for how the food items were displayed.

I then changed the tab to first display different categories that would lead to a similar grid layout as described before but this time there would be fewer items to scroll through because they were sorted. The professor found no reason for there to be images with this layout so I then changed the grid with images to a simple list once you entered the specified categories page. I also fitted all the categories into the page without needing to scroll so everything could be seen at once. The different categories will only appear if there is food in them so the user won't need to click on a category that contains no food. We decided to not put images in the category boxes so that the words would be easy to read.

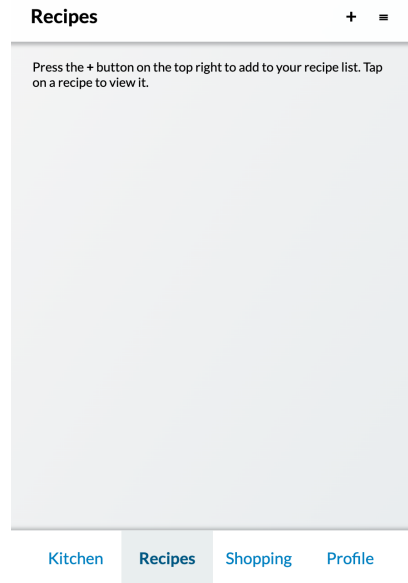
The tab used to be named just the kitchen tab and we renamed it the kitchen inventory tab to make it a bit more clear about what the tab's purpose is.



2) Recipe tab

- a) Within the recipe tab, I changed my ideas on how to view the recipe list because another person's list looked more appealing and engaging than the list that I would have done. It allowed for deleting the recipe while

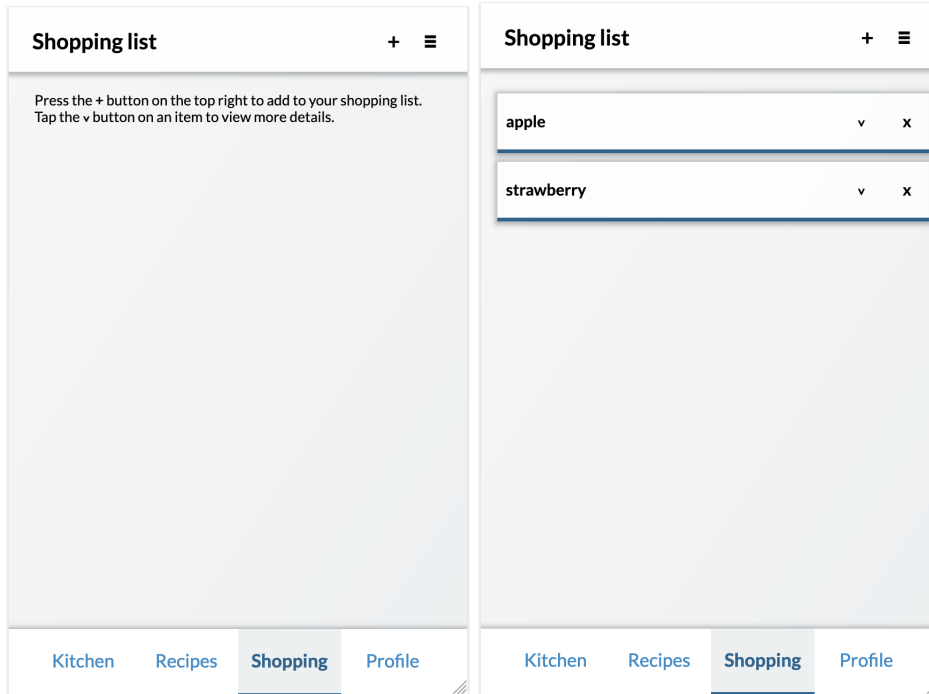
viewing the list rather than only being able to delete the recipe when viewing it. The sliding hamburger menu also changed because my teammates and I all decided on one collective-looking menu within the 4 different tabs that would differ only when opened based on the tabs.



b)

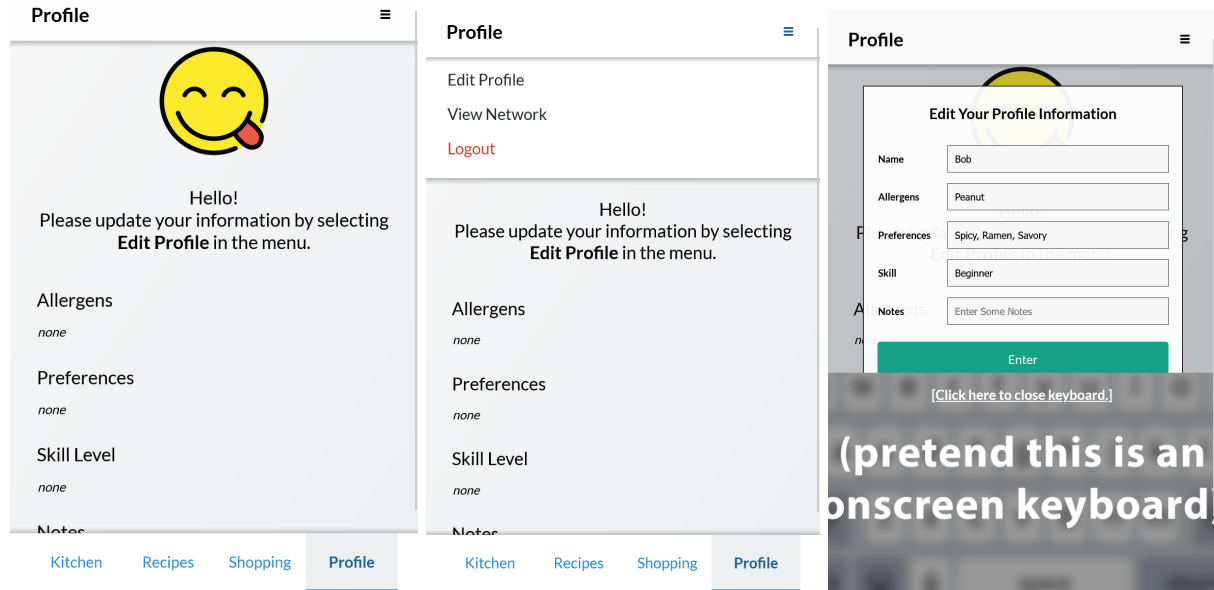
3) Shopping list tab

Within the shopping tab, I was originally going to have it include pictures on the left side of each item, but I scrapped this in favor of text only. Additionally, I was originally going to have the item listings stretch for the whole width of the screen, but I scrapped this in favor of them being just over 90% of the width, with a gap between listings. This was to give them a look of “floating” above the background below, in order to give depth. Additionally, I added color animations to provide feedback for when the user clicks/taps on the item. My design/styling ended up getting used on the kitchen and recipes tab also. Additionally, I was originally unsure where I was going to put the button to add items since everyone’s tab had it in different places, but at some point we all decided that we would put it as a “+” button within the top menu.



4) Profile tab

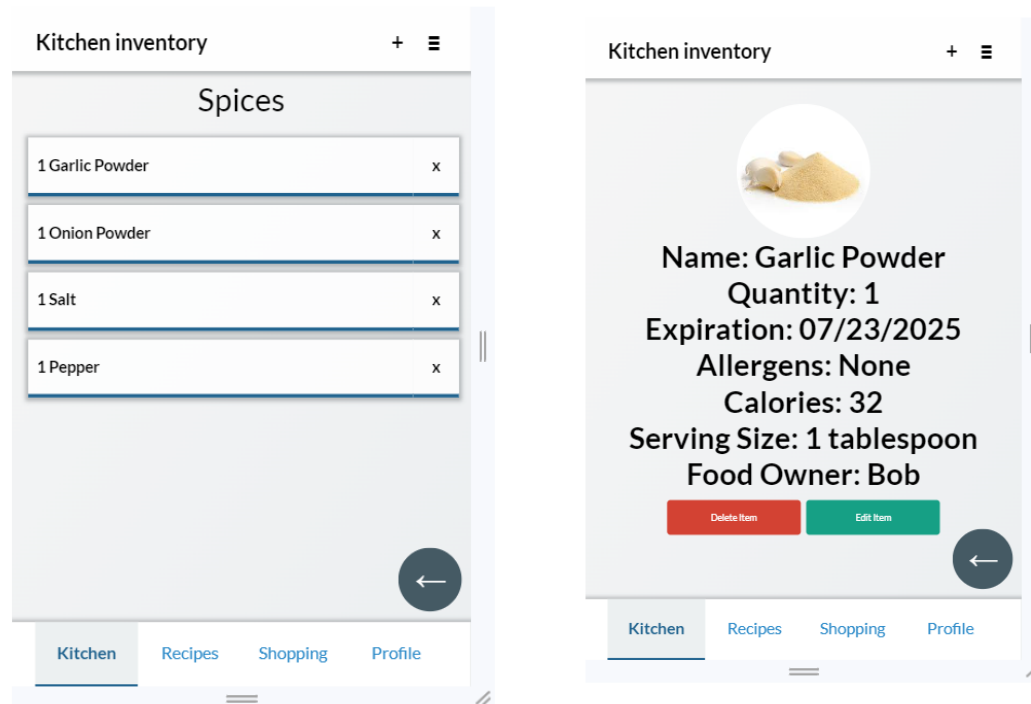
- a) Some of the initial feedback towards this tab was that the information input was unclear and some of the elements were visually unclear and both of these were addressed in our redesign. Originally, the design wanted to have buttons on the screen next to the info being edited but this resulted in the screen looking too crowded. Thus we moved it into the hamburger menu at the top and inside a form that has a similar styling to the other input elements as the other tabs. Since the logout("clear profile data") button was too distracting we also moved that to the bottom of the hamburger menu if the user/tester needs to use it to clear their inputs.



Vertical:

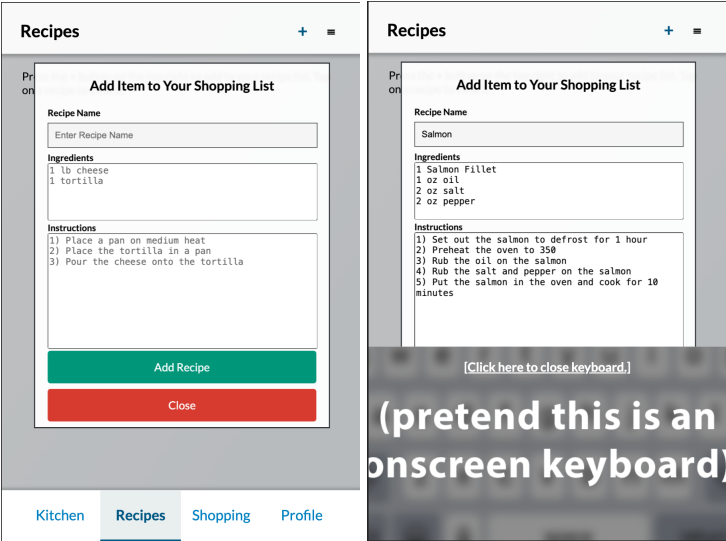
Kitchen tab

The displaying of all of the food items was originally a horizontal task but it became vertical after realizing there was too much scrolling. Viewing the food items can now be done by clicking on a category. There is too much information to put into the list format so I made it so you can look at extra information if a user wants to but it is not necessary if they want to delete an item. Quantity is viewable because it seems to be the most important at a quick glance.

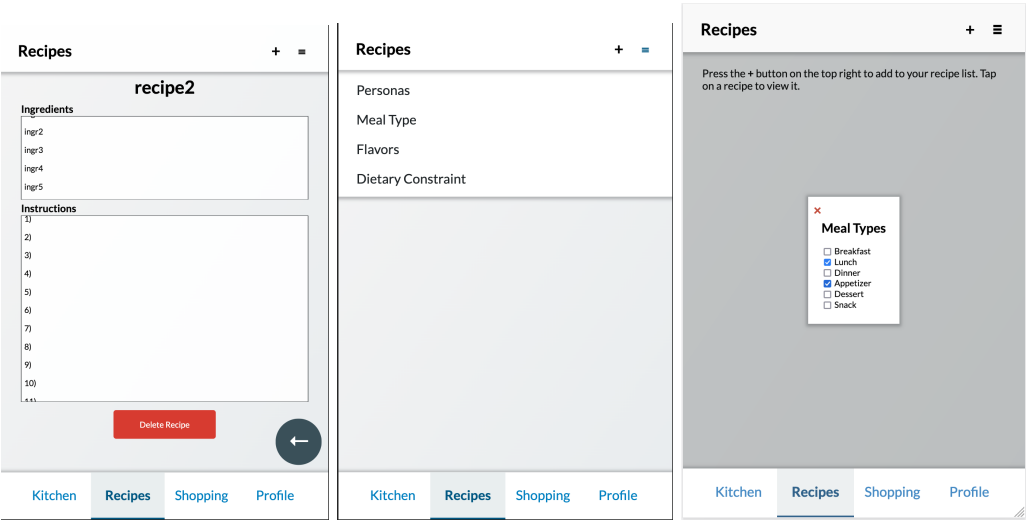
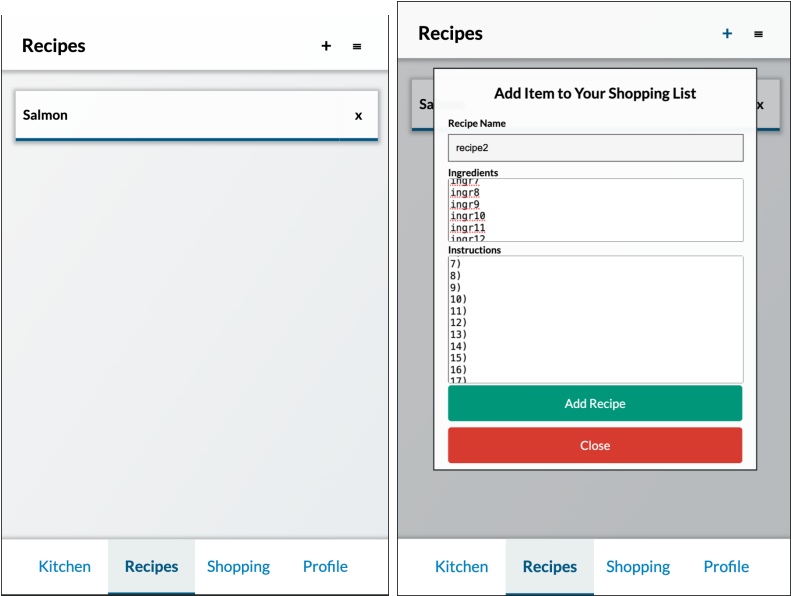


Recipe tab

- a) After talking with my teammates, we decided a different window for viewing the recipe would be better than a pop-up of the recipe. However, within viewing the recipe, I decided to change how the recipe would be viewed based on aesthetics. I originally would have the whole recipe page scroll so that the top would disappear the further you viewed the instructions. I instead made the instructions and the ingredients into a scrollable area so everything stays within the window and only that area would be changed to view more instructions/ingredients. I also added a button to delete the recipe when viewing it. In addition to that, I changed how to add the ingredients, this was mostly due to me not knowing how to make it look and work how I wanted due to my lack of knowledge of HTML/CSS/JS.

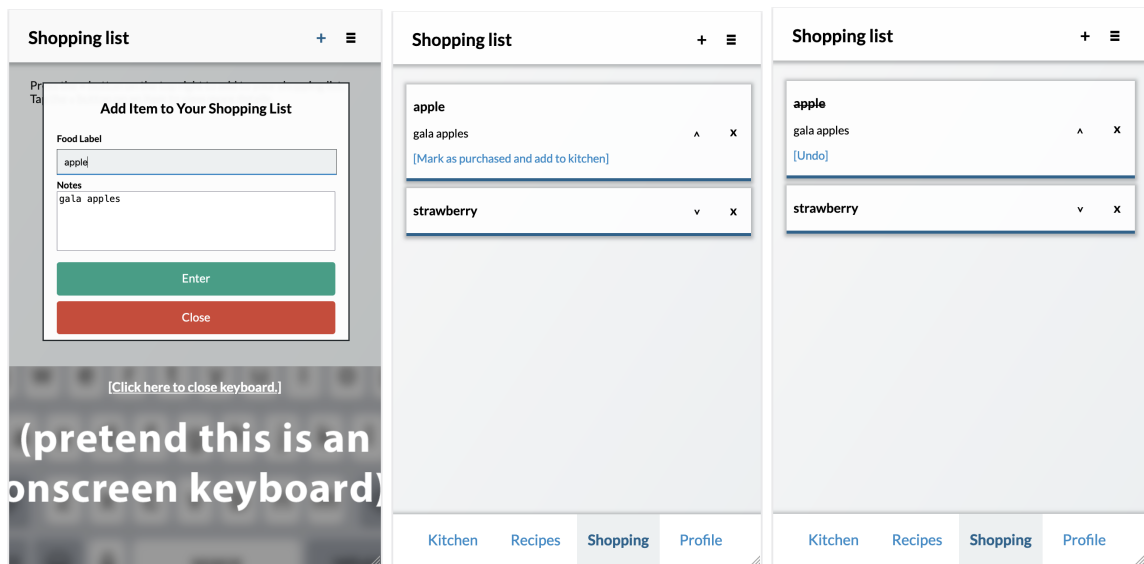


b)



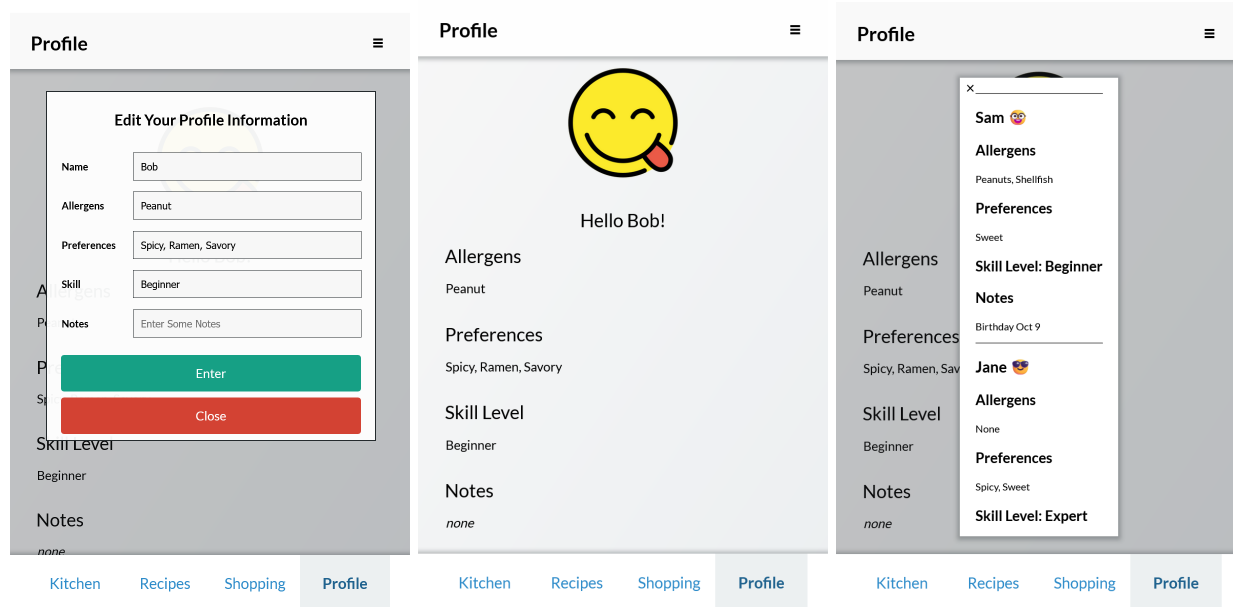
Shopping list tab

Something that I had originally thought about implementing in the shopping list was a way for the app to automatically fetch nutrition information for common foods, but I decided that since the shopping list is more of a checklist for the user, it made more sense to just let the user enter their own personal notes for every item. These notes are what shows when you press the expand (v) icon. Additionally, it was suggested that you should be able to “mark” or “cross out” items, so we implemented a feature where you can mark an item as purchased, which will then add it directly to the kitchen, and also strikethrough the item name on the shopping list. This action can also be undone. Something I wanted to implement was a “search” function that lets you search for items in your cart, but I wasn’t able to get it done.



Profile tab

Like was stated in the horizontal redesign for this tab the process for entering information was modified and relocated. We feel this is a good change as it allows the profile page to look less cluttered and only contain important information while also reducing the chance of the user accidentally editing information when viewing it. When no information has been provided or the data was cleared, instructions to update the information are displayed on the initial screen. We also added a new feature to view the profile information of other users which wasn't in our initial design but we believe is a useful option as it allows the user to complete an additional subtask on the page. The information about the other users is currently hardcoded in.



State of design:

1) Kitchen tab

- a) I feel as though the tab is pretty well designed. The instructions at the top make it easy to understand where to click in order to view more information in each category. There shouldn't be too much scrolling with everything sorted but the user is still able to view all the food items at once if they want to. The user shouldn't feel stressed about making mistakes as everything is undoable. I feel as though it can be a bit bland to look at though and some images on the home screen would make it visually more interesting if we were able to get easy-to-read words over top of them.

2) Recipe tab

- a) While system design can always be better, I believe that based on the help I have received from my teammates with using HTML the quality of the system design is to the best of our abilities. I like how you can delete the recipe when just looking at the recipe list rather than having to view the recipe to delete it. I also like how clean you can view the recipe. I do want to work on being able to edit the recipe in case they decide to change things. While I want to have the filters work, I do not want the user to have to input whether the recipe is breakfast, lunch, sweet, sour, user1's, user2's, or dietary restrictions so making the filters work would require a bit of AI/computer learning to be able to tell which is which.

3) Shopping list tab

I think that my tab was designed and styled well. I made sure to include instructions when the cart is empty, so that a new user won't be confused as to where to start. I think that the list styling looks modern and the colors and

animations are well coordinated and provide touch feedback. Additionally, my styling and template ended up getting used for the first two tabs as well, which allowed us to have a uniform “look” to the lists in the app. I think that I could have implemented checkboxes to mark as purchased, but that would carry the drawback of that it’s not clear what the checkboxes are doing.

4) Profile tab

- a) Overall, I’m mostly satisfied with the Profile tab from a design perspective. It achieves all of the tasks intended for it. Navigating through the menu and inputting information all feel responsive and cohesive with the other tabs. The formatting of the profile information is clear but somewhat plain, there also a good bit of empty space. I believe it could be further polished with each information section having a more visual distinction between them like a border or outline. I also feel like the colors for the buttons may not be the most colorblind-friendly so a settings popup with a colorblind option for the entire app could be a future development. Even something like a dark mode could be another as that is a feature many users might enjoy. Although I feel it's especially important to get feedback from testers/prospective users and build off of that rather than going off of assumptions. Lastly there a few bugs if the user does specific actions such having the input form and other user’s info overlapping which we can definitely address and fix in a higher fidelity prototype.