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# Health: Efficiently


## Made by: Team 17

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Prototype Link: [Click Me!](#)

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NUTRIATE  
-efficiently-



Phone number, username or email



Password

[Forgot password?](#)

Log In

OR

Log In With



Continue  
as  
guest

Don't have an account? [Sign up](#)

NUTRIATE  
-efficiently-

The password entered is incorrect. If you forgot it, you can get a [password reset link via e-mail](#) to log in.

janedoe@gmail.com



wrongpass123

[Forgot password?](#)

Log In

OR

Log In With



Continue  
as  
guest

Don't have an account? [Sign up](#)

## Login Screen

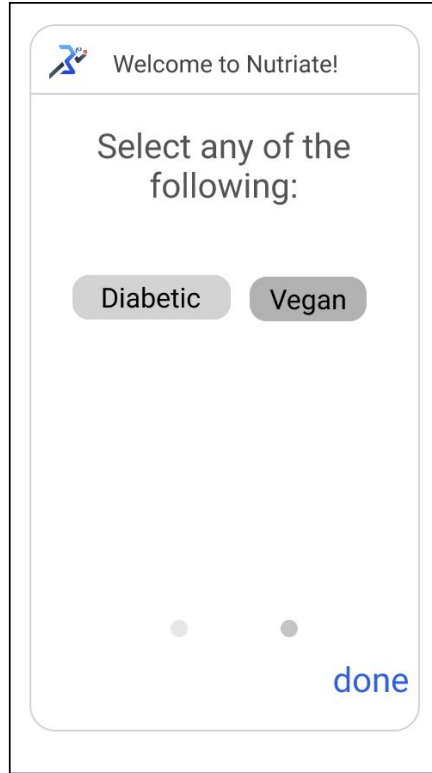
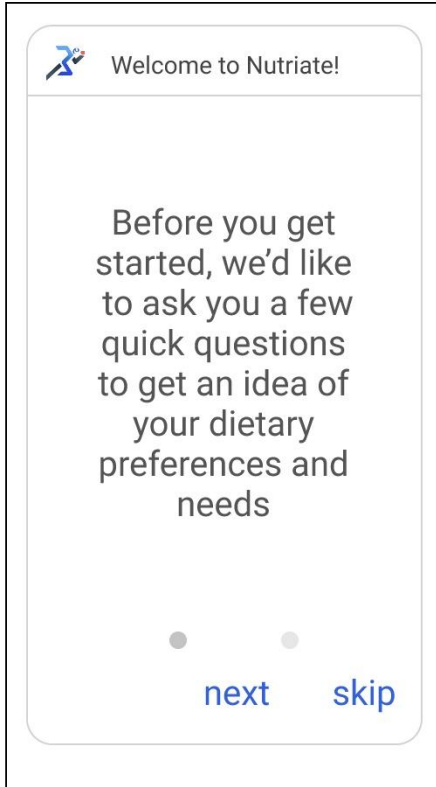
This screen is the first screen a user sees as they open up our application. The user can enter in their login, use their other accounts with Facebook or Google, or continue as a guest. The user can create a new account by clicking the Sign Up link.

## User Research / Design Feedback:

1. Users expressed it was difficult to see if login worked because of the empty fields.

## Insights / Main design choices:

- Made this screen so users can access our application through different means.
- Login username and password fields are now populated to show users the process.
- Created wrong password alert to help users login correctly.



## Setup Screen

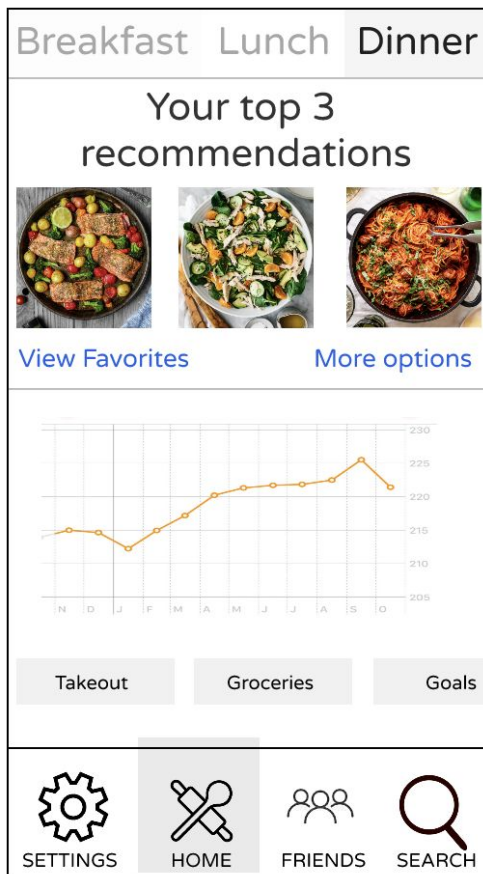
This screen is the first screen a user sees after they create an account. The user has the choice to continue or skip. The user taps the choices that apply to them from the questions that are given.

### User Research / Design Feedback:

1. We found that different people have different dietary needs or preferences in our user research.

### Insights / Main design choices:

- Needed a way to set initial user preferences or restrictions so our main page could show personalized recommendations for the user.



*“Personally, I would look forward to seeing a new recipe each day and it would motivate me to use the app more.”*

**Nina Argade - Early Concept reviewer**

## Home Screen

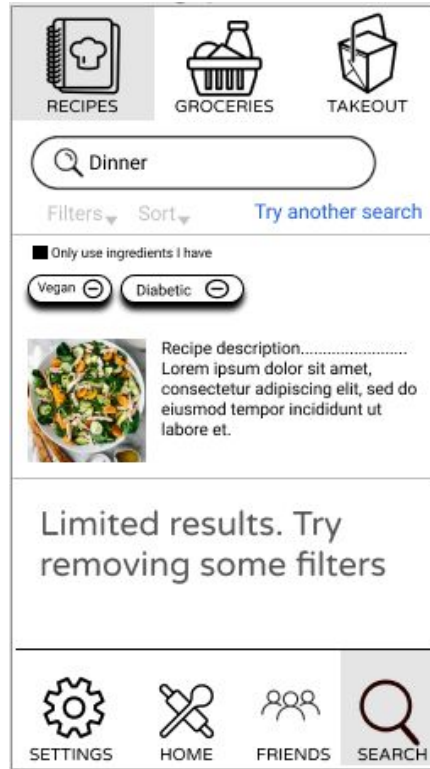
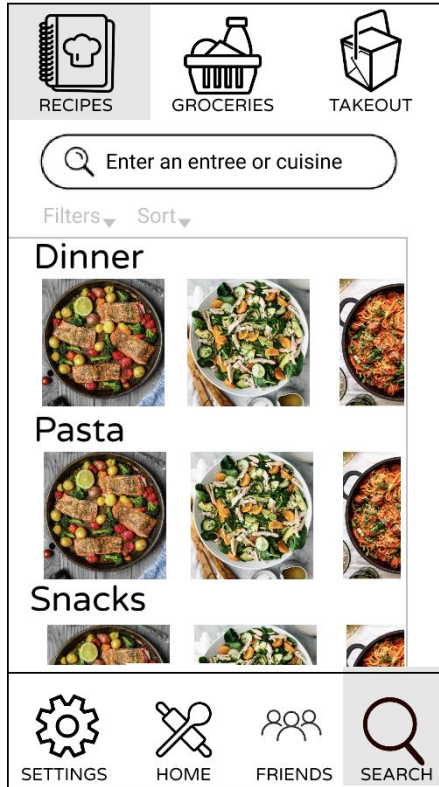
This screen is the main page for our users. We expect them to spend the most time on this page.

### User Research / Design Feedback:

1. Having recommendations on the home page was positively received during our ideation phase.
2. The bottom navigation bar was from one of our early concepts.

### Insights / Main design choices:

- We went with displaying the top 3 recommendations for each meal on the home page. This allows the user to quickly look at and plan meals for their day.
- The bottom navigation bar gave users consistent navigation across our screens. Creating it also improved our understanding of Figma’s powerful features.



## Search Screen

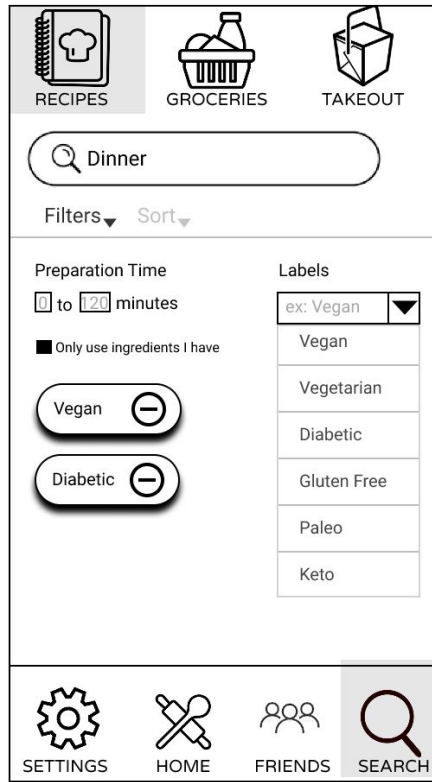
This screen allows users to explore additional meal options. After clicking on the search bar, the application will suggest search terms to the user. The user can also select filters and sort their results. If the user doesn't enter a search term, the page will automatically populate with general meal categories that the user can scroll through.

## User Research / Design Feedback:

1. Users were confused that they couldn't type in their search term (limitations of figma) and that the search bar already said 'Dinner'.
2. In the user tests, users attempted to search by clicking the magnifying glass symbol in the bottom navbar.

## Insights / Main design choices:

- Instead of labelling the search bar with dark colored text that says 'Dinner,' we opted for lighter text that provides instructions and suggestions to the user: 'Enter an entree or cuisine'.
- The magnifying glass symbol on the navbar will also function as an enter search button.



## Search Filters

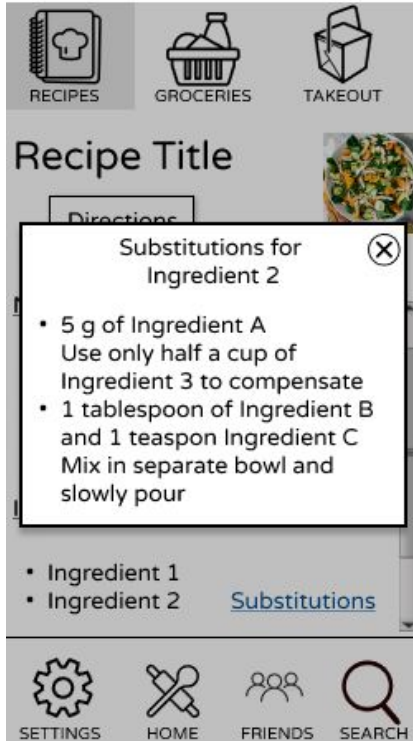
This screen allows the user to filter their search results by the preparation time, ingredients the user has, and dietary restrictions.

## User Research / Design Feedback:

1. In the user test, a user tried to type a label in to the labels bar.
2. Multiple users said that the application should also have the filters for calories per serving and macronutrients per serving.

## Insights / Main design choices:

- If we were to make a more functional design (not on figma), we would allow users to type in labels and suggest new labels. For our design, we added text to the dropdown to make it more clear that users aren't supposed to type in it: 'ex: Vegan'



## Recipe Screen

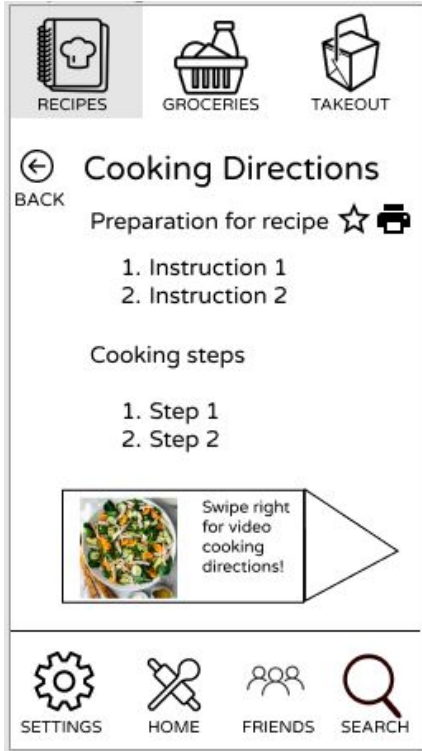
This screen is what the user sees when they click on a recipe. It displays the nutritional information and ingredients and provides a link to the cooking directions.

### User Research / Design Feedback:

1. Users expressed that having ingredients is a major factor in choosing to cook a recipe.
2. Users also wanted suggested substitutions for ingredients.

### Insights / Main design choices:

- Made this screen to show ingredients before the cooking directions.
- Created the substitution dialogue to show possible substitutions for an ingredient.



## Recipe Screen

This screen is where we display the directions for a recipe. It includes both text and video formats.

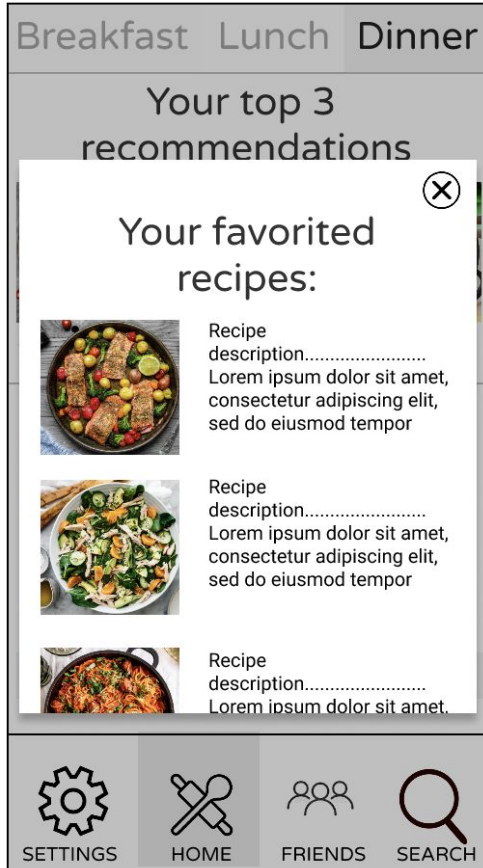
### User Research / Design Feedback:

1. Users have different preferences for recipe formats.

### Insights / Main design choices:

- Included a button for printing the cooking directions and a page for video instructions.
- Different formats allow us to accommodate users with different learning styles.





In the below screen, the user can favorite a recipe by clicking the star.



## Favorites Screen

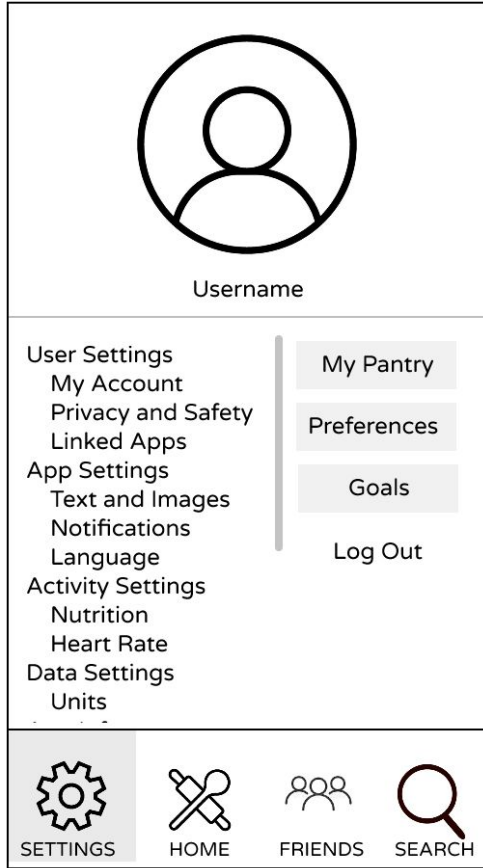
This screen shows the recipes the user favorited. It pops out from the home screen.

## User Research / Design Feedback:

1. Multiple users said that they remake the same recipe often.
2. Multiple users like to be able to keep track of their recipes, however, they currently use non-digital methods such as binders.

## Insights / Main design choices:

- If users want to remake a recipe, they need to be able to keep track of it. Being able to save it with the click of a button is an easy way to do so. The favorites page is easily accessible, since it is on the main screen.



“I actually think the kitchen tool is cute, ... I was excited to see the pantry feature.”

**Kris Katkus - Prototype reviewer**

## Settings Screen

This screen is where the user changes account settings and accesses features like their pantry, dietary preferences, their goals, and logging out of the application.

### User Research / Design Feedback:

1. Having recommendations that My Pantry is a cool, recognizable, real world based feature.

### Insights / Main design choices:

- We placed the Log Out button in Settings so that users use the app more.
- Any setting that the user wants to revisit or change is gathered in this screen so the rest of the app is kept simple.