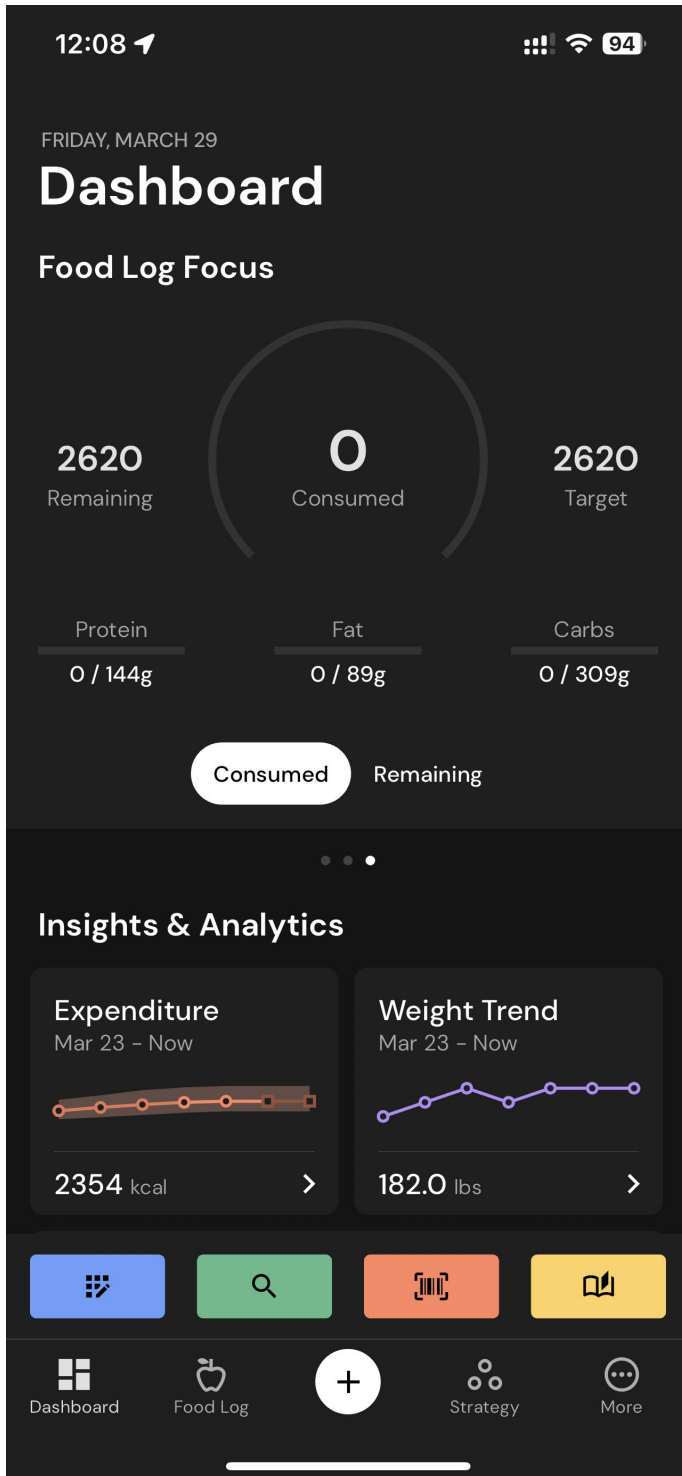
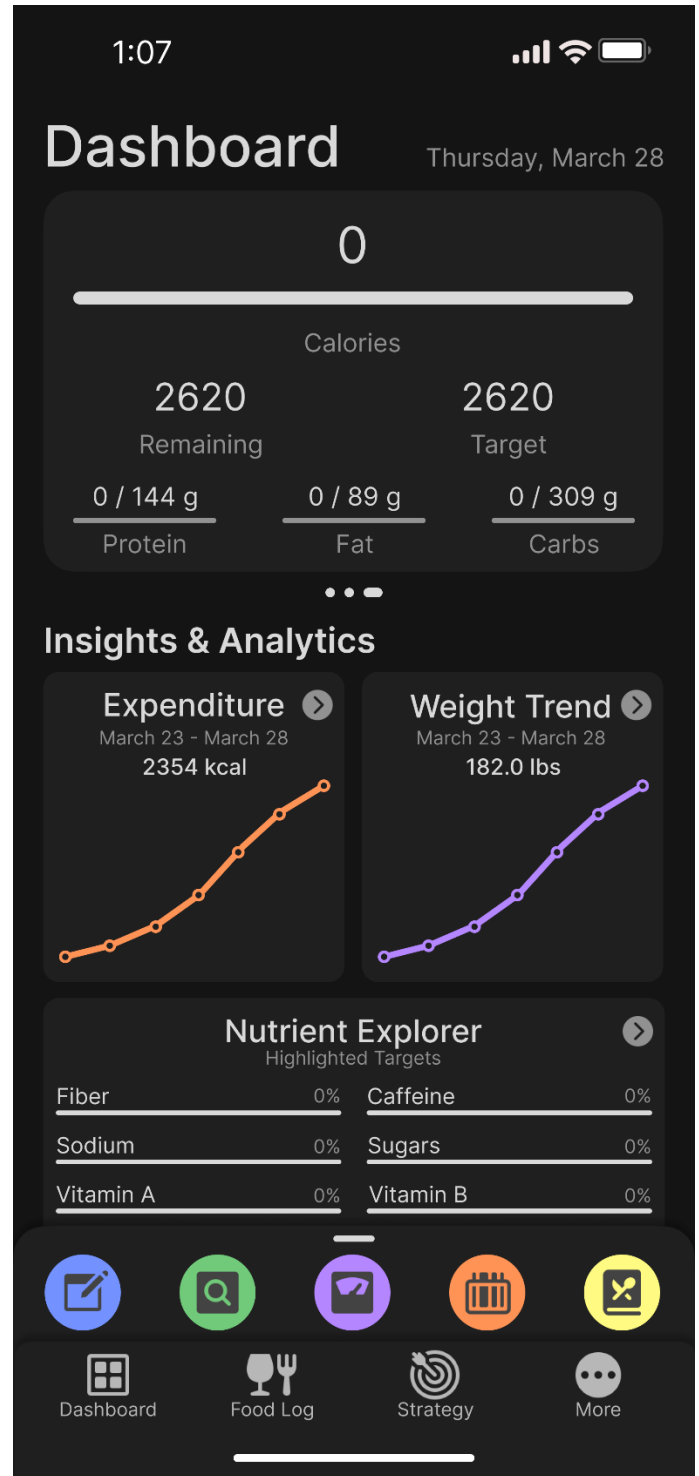


Design a user interface for a mobile app screen.

I redid the UI for an app called Macrofactor. It is a nutrition app that I use every day. There are some parts of the UI that irk me. My goal was to remedy these problems and make it more informative and accessibility friendly.



This is the original design.



[This is my redesign.](#)

^Figma link^

Apply mobile app UI design best practices.

Some ways I maintained mobile app best practices for UI:

- Upholding text sizes for Android guidelines of no smaller than 12-point font (and in practice the text would scale with the user's text size preferences, expanding vertically if it needed to wrap).
- I made the graphs easier to see by lengthening them.
- Android recommends a contrast high enough to read text. I put a very light grey (almost white) text, on a dark grey (almost black) and medium-dark grey background.
- The icons (which were sourced from [Icons8](#)), while on a colored background, are a dark gray allowing a large enough contrast to be seen.

Justify your design decisions.

The most important thing for me while redesigning was to keep the “heart” of the original design. Each change was carefully thought out to keep the app looking familiar.

Starting from the top down:

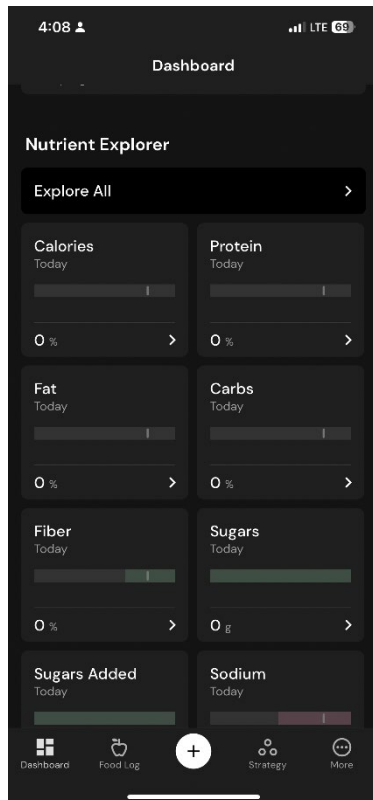
Calories Consumed Card

This entire area was huge and took up a large portion of the display. I would prefer to see more data on my screen at once. In general, I compressed this section to still be nicely laid out, but also take up less space. I also switched it to a card-like object because they already were using card shaped boxes everywhere else, and I thought it looked better this way.

1. I moved the date to the right of the screen and moved the “Dashboard” up to the top.
 - This was done to compress everything at the top of the screen so there was less “dead” space.
2. “Food Log Focus” was removed.
 - It was unnecessary. I’m not even sure I noticed that was there until today. The user’s eyes are drawn to the data.
3. I changed the $\frac{3}{4}$ circle to a straight line. It displays the percentage of calories eaten for the day. I also moved the remaining and target calories down.
 - The old circle took up a lot of space, I think a line makes more sense for a mobile display.
4. I rearranged the text a bit and rounded off the edges of the bars of the Protein, Fat, and Carbs section.
 - There wasn’t necessarily anything wrong with this part. I just like the numbers above because they match all the other data points (numbers above, text below).

Insights & Analytics

My biggest irk with this section was that the graphs were so squished it was very difficult to tell differences without clicking on it. I expanded the cards vertically and moved the calories and weight text to the upper section. This gives more room for the graphs. I also cleaned them up a bit and centered the text. Each card has an indicator in the top-right corner to show it can be opened.

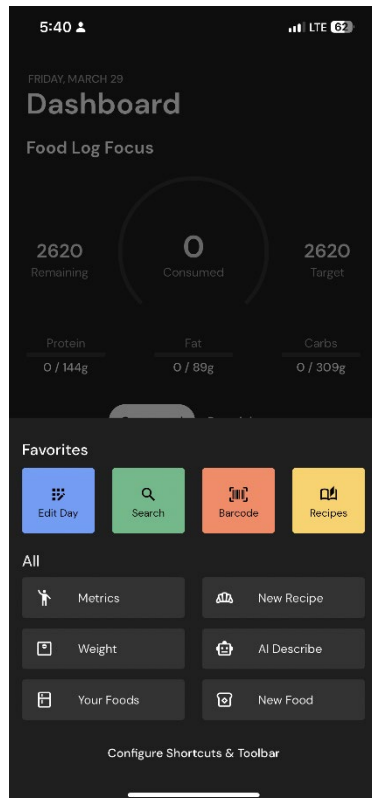


Nutrient Explorer

Honestly the nutrient section is my least favorite part of the current app. It is large and bulky and doesn't give very many details in that space.

1. In my redesign I compressed the data to be more informative on a “dashboard”.
2. Added the “Highlighted Targets” text to show that the user has chosen these nutrients to track on the dashboard.
 - They would still be clickable; I just don't think it is necessary to have an icon for each one.
3. I removed the “Today” text because that is obvious.
4. I did not get around to inputting the goal bar (small white line in the bar on the original progress bars) although I would find a way to keep that in my own design.

← Old Nutrient Explorer section.



Quick Action and Navigation Bar

In the current app, at the bottom of the screen there is a customizable quick action bar that expands when the plus icon is clicked to give more options. This didn't make much sense to me, so I got rid of the plus button and replaced it with a "drawer" that can be clicked or pulled up to expand instead.

I also changed the rectangles to circles because it was different. I am not actually sure if I prefer that or not. The icons on the circles all got a refresh because it was easier to use icons from [Icons8](#) than make my own. I quite like the icons the original Macrofactor design has.

← Current plus icon expansion "drawer".