



Dog Share

Group Members:

Connor

Edward

Huda

Vicky

Table of Contents

Solutions Considered	2
Solution 1: APP	2
Solution 2: Website	2
Solution 3: Service	3
Solution 4: Outreaching	3
Selected Solution: APP	3
Description of Your Solution	4
Product Features	4
Primary Features	4
Secondary Features	5
SiteMap	6
Low Fidelity Wireframes	7
Brainstorming Stage	8
Final Low-Fidelity Wireframes	9
Login Screen / Screen 1	9
Home Screen / Screen 2	10
Selected Entry Screen / Screen 3	11
Profile Screen / Screen 4	12
Message Screen / Screen 5	13
Conversation Screen / Screen 6	14
Add Entry Screen / Screen 7	15
Usage Scenarios	16
Usage Scenario 1: Requesting Food from a Person	16
Usage Scenario 2: Request and Add Food	16
User Journey Map	17
Bibliography	18

Solutions Considered

Solution 1: App

Description: The app “dog share” is used to share food to solve the problem of wasting food. Considering the safety issue, users of the app are only people with valid UW netID. For people without valid UW netID, there’s a page in the app for them to learn more about the app. Primary structures of this app are maps to show where is food, windows to chat between food owners and recipient, and profiles to show users’ information. People can look over food available on the map. After deciding to request which food, they can chat with the food owner. If both parties decide to trade, the recipient can follow the navigation on that map to trading places. For people who have safety concerns, there is a link to call the police immediately. The University of Washington Wi-Fi covers the campus; people don’t need to worry about the internet connection. Since most people now have mobile phones, it is very convenient to use apps.

Advantage: Convenient and accessible.

Disadvantage: Information is not comprehensive enough. It is relatively hard for the elderly and people with disabilities to use. The app cannot fully express our ideas. It only focuses food waste on campus.

Solution 2: Website connected to UW website

Description: For the website, we are putting more details on it, so that people could get more information and get informed on the website. By creating a website, we could introduce our ideas, team members and gain people’s awareness toward social issues, such as food waste. The website itself would be connected to a back-end database and also to the UW website, so that our administrators would be able to update those data and students could easily access the website. For example, the website would be connected to the University District Food Bank, UW Food Pantry, and Student Office, etc. so that if students have some crisis or starving seriously, they could reach out to those for assistance.

Advantages: Our ideal plan could be wide-spread on the website and people could get more information on it, so that we could advocate and gain awareness toward people about social issues and the solutions to them.

Disadvantages: Website is not as easily accessible as app. Since we have to open our browser and type in the web address, it is not as easy to have an APP and quickly get what we need by just pressing on the APP.

Solution 3: Service

Description: A service based solution can be put in place to connect large sources of food waste (such as dining halls, grocery stores and restaurants) with those who need it. Organization and a central location is what makes this really easy. Businesses or other organizations that are looking to reduce their food waste can bring their food they are wishing to donate over to the distribution center, or a volunteer can bus it over for them.

Advantages: The distribution center would keep tabs on where each item of food came from, when that transaction happened and thus if the food starts to go bad, it is disposed of, and if there is any problem in the food

Disadvantages: Takes a lot of resources

Solution 4: Outreach

Description: Reaching out to people within social circles, or posting it on social media to let them know that there is extra food in a specific area. The outreach could also be in collaboration with other on campus organizations who are facing the same issues. Making flyers to promote ending food waste on campus with a qr code that would notify them of excess food on campus could be a possible method of outreach.

Advantages: By having person to person outreach a user/ or person receiving the food is more likely to trust the items received because it is coming from a reliable source.

Disadvantages:

Not time efficient

Not too effective because the information is presented to a limited group and not available to everyone.

Selected Solution: App

After doing sample tests and a thorough consideration, we decided to use the first solution as our primary aim, which is using App to be our solution to this issue.

First, we break down our target into three categories, which are gaining people awareness to food waste on campus, increasing human interactions in this heavy tech

era, and providing solutions to make a win-win for both the environment and hungry students.

In the application, there will be a map indicating the location of the food donators, and users could follow the map to get their food or they can filter out their favorite categories to make it easier for them to get desired food.

For security and safety, we will have rating for each individuals, so that we could ensure the food giving and receiving to be a secured process. In the app, we will emphasize the signifiers, such as buttons or something that could be clicked on, to make our users accessible and easy to handle.

	Solution 1	Solution 2	Solution 3	Solution 4
Description	App	Website connected to UW webpage	service	Outreach
Advantages	convenient	More details	Be monitored	Reliable Source
Disadvantages	Less details and limitation	Not an easy access	Requires many resources	ineffective / Not available to everyone

Description of Your Solution

We envision our solution to be widespread around UW students, so that every single person on campus has the app installed on their phone. The app will have two main features, which are Map and List.

For the map, users can find the food nearby based on their current location. On the other hand, they can filter out the categories and get the favor ones. We also possess security aspects, such as connecting with UWPD, rating system, and text messages.

We strive to ensure our users safe and satisfy their needs. Not only stand on the receivers side, but also the givers'. We will have rewarding criteria to thank those who donates their food. Those with high ratings could receive some specialties afterwards.

Product Features

Primary Features

Feature 1:

Home list: This feature is the homepage of the app, right after the welcome screen and this allows users to see a list of food that is available along with key information like how many minutes it will be available, how much food there is,

and how many minutes away its (walking). This feature is valuable to the user because it puts all the information they need on one page eliminating any issue.

Feature 2:

Home map: With the map option it is displaying more of the location of the food than the specific details but when switched to the list option you can learn more about your options. This feature is perfect for figuring out what is closest to you.

Secondary Features

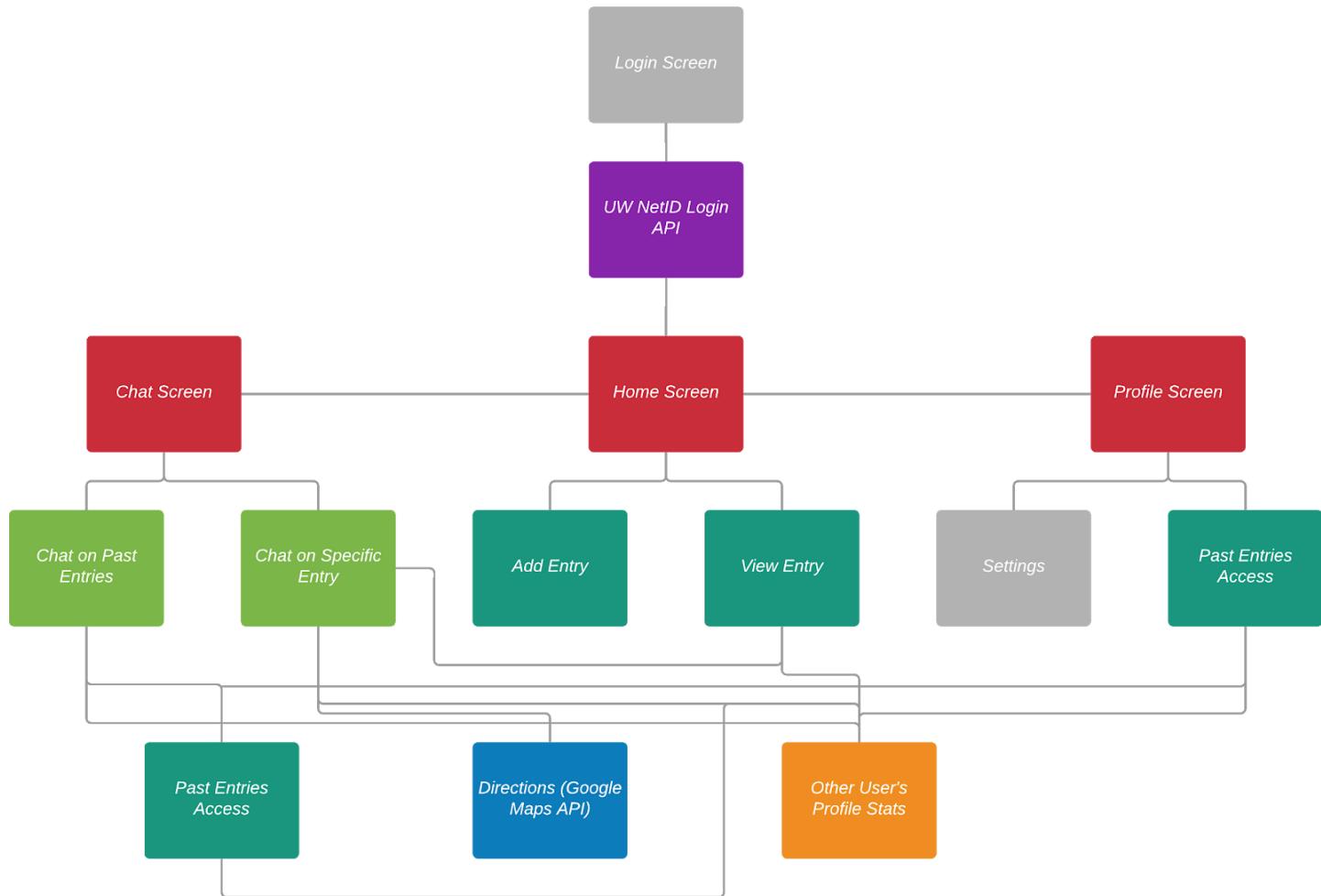
Feature 1:

Chat Feature: This feature is a messenger system within the app that connects those who have the food and those who do not. It provides an anonymous, safe and effective way for communication to occur while still ensuring the common goal is met; **getting the food**. This feature will help the user communicate with the individual with the food to make sure they receive the food they want.

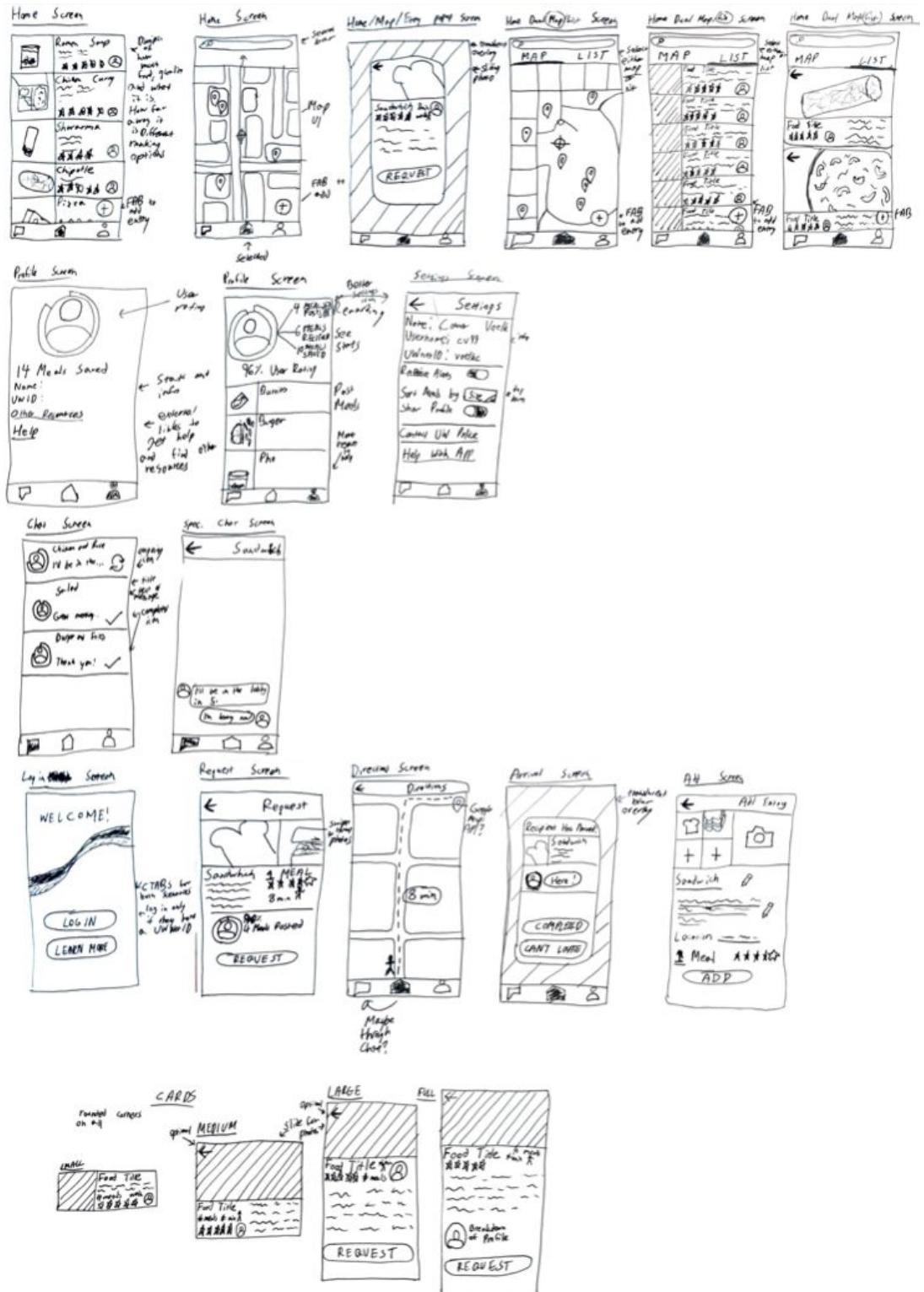
Feature 2:

Selected list: Either from the home map or home list this would be the page you are lead to. It is a little box of information on the item you are interested in. It gives you a brief summary of the food and has the same information as the home list which was how many minutes away it is from you, the persons' rating, in how long it'll be available and how much food there is. This feature is helpful for the user to gain more insight on the item selected.

Site Map



Low-Fidelity Wireframes



Brainstorming Stage

Color theory: Red is the main color because it is associated with hunger and food, we also considered using blue because it signifies safety and green because it relates to environmental sustainability.

Combining Map and List Views: On the home page, both a map and list view can be accessed, these views have pros and cons based on what the particular user values the most.

More Graphics than Words: Graphics are easier for humans to use. Affordances, signifiers, maps are being considered here.

Picture is the most important piece of information: use the larger card in the list view, to focus attention on the look of the food.

Remove star rating: This is very subjective, and there is no reason to give food a bad rating if you are trying to get rid of it. It is unneeded information.

Add How Fresh The Food is: This is less subjective and more important information for the receiver of food.

Not Using Hamburger Icons: This map is not very complex and doesn't need a hamburger menu to add confusion

Buttons in rectangular shapes and with curved corners.

Logo on the login screen

Have a log-in option and a “learn more” option for those unable to log in, this way there is not an initial dead end for users.

Give Users Pre-Determined User Photos: Because safety and anonymity is important in using this app, we will not allow users to upload pictures to their profile. For their profile icon they can choose from many images of fun characters instead.

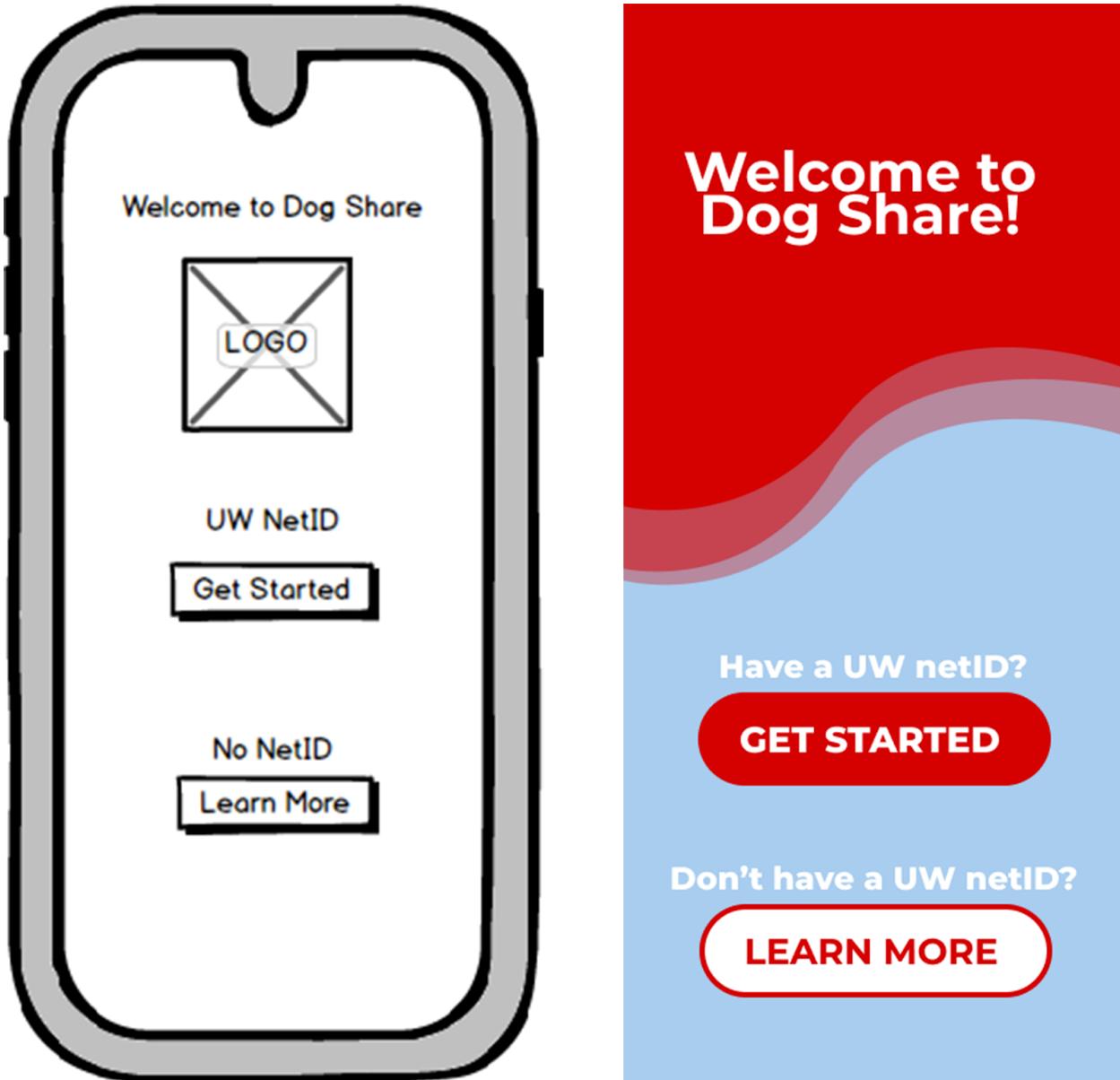
Search Filters: Within the search bar different check boxes such as “fast-food”, “mexican” or “home-cooked” will show up to help narrow searches.

Incentivize people to add food to app: Scores for using app as well as different statuses.

Adding Contact for Police in the Chat Page: This makes contacting the police easier.

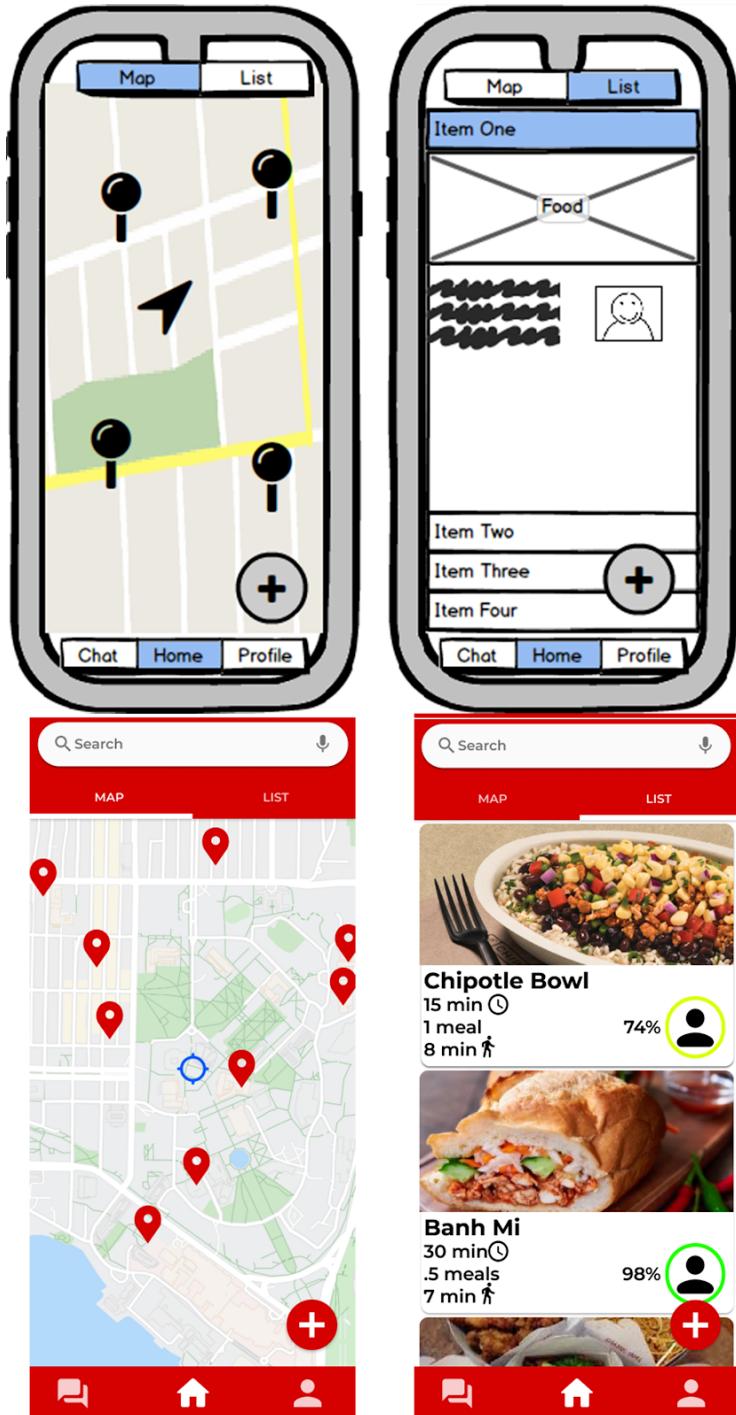
Final Low-Fidelity Wireframes

Login Screen



We know that the template says not to include this, but this screen shows two important features that came up in brainstorming: one oriented towards safety, and the other towards a useable result for all users. In our app, only users with valid UW NetIDs will be able to have access. This relates to safety concerns because it limits the use of the app to students and UW faculty, and it provides accountability and ways to keep users responsible for any wrong doing that could happen. There is also an option to learn more about the app and other ways to contribute towards solving food waste on a local-level.

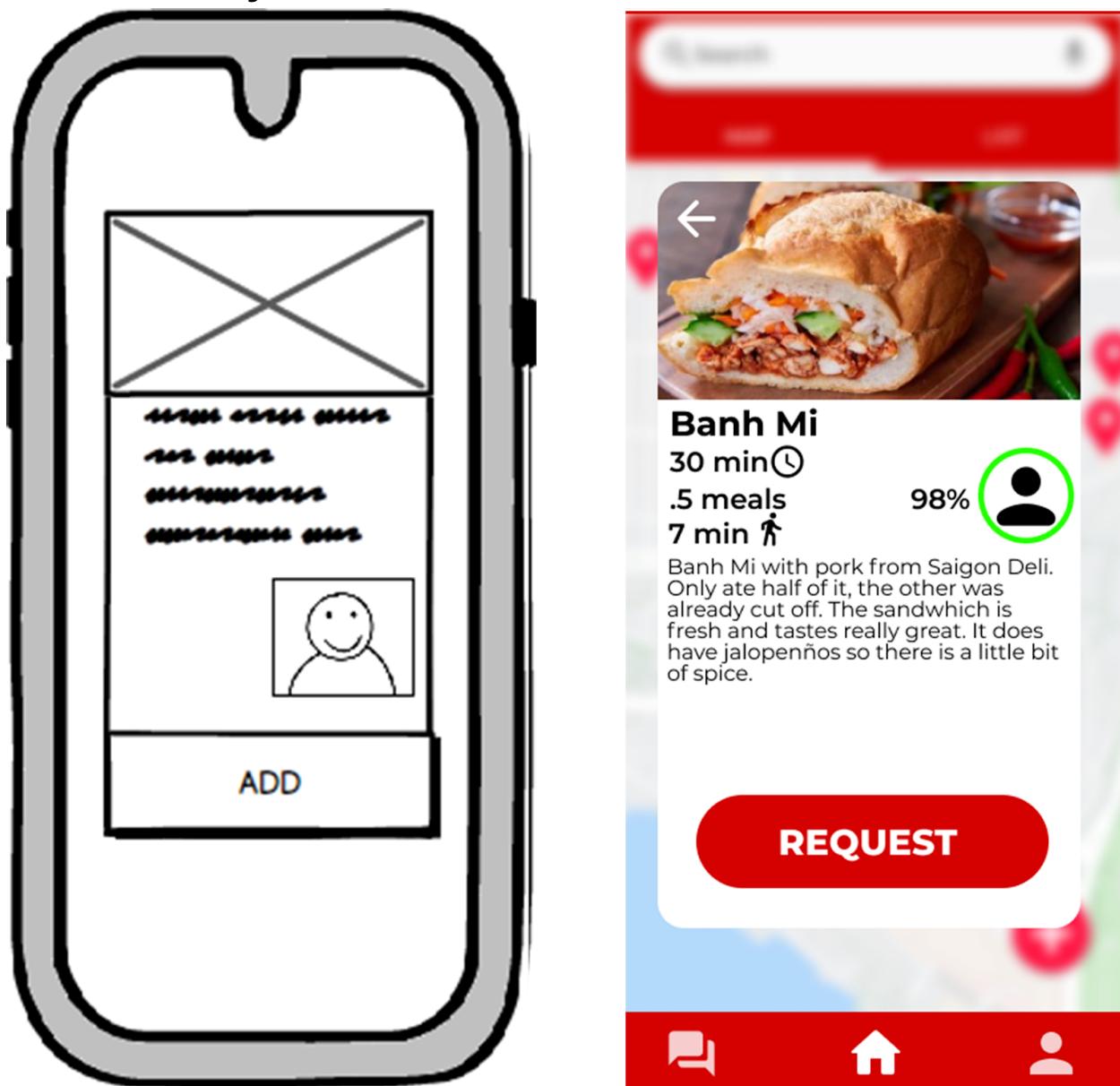
Home Screens



There are two “views” on the Home Screen: A map view, and list view. The two views depend on what the user’s scenario is, and what information is most important to them. If the location of an entry is important the map view is probably a good choice, but if they want to quickly browse around for something that interests them, they can use the

list view. There is also an ability to search the current available entries as well. There is a Floating Action Button, in the bottom left area of the screen on both views for a user to quickly add an entry. This is also the first time the user will see the navigation bar at the bottom.

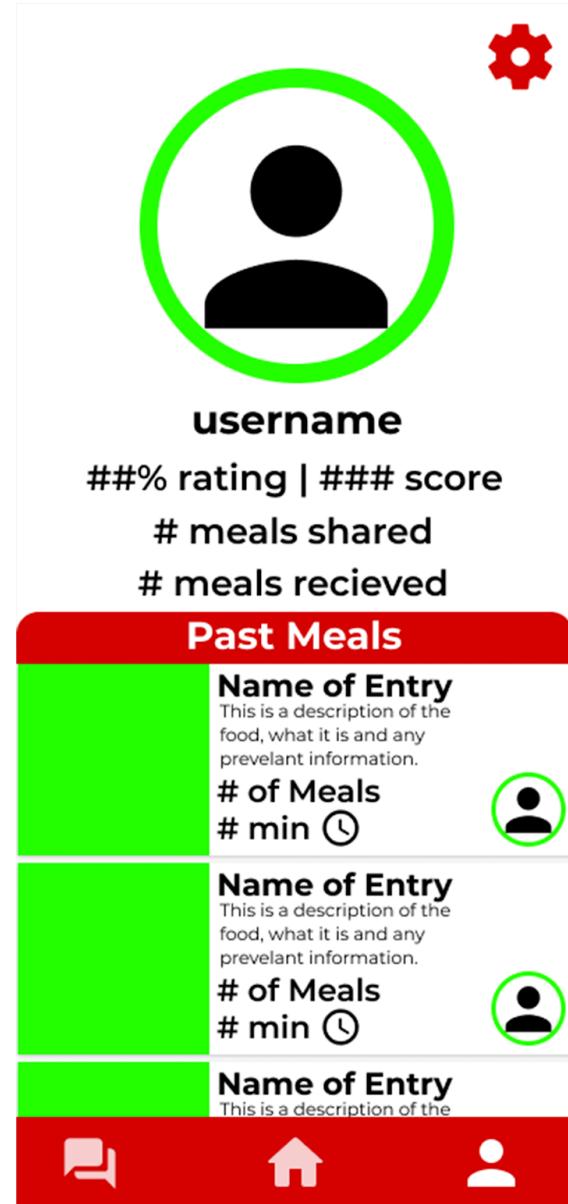
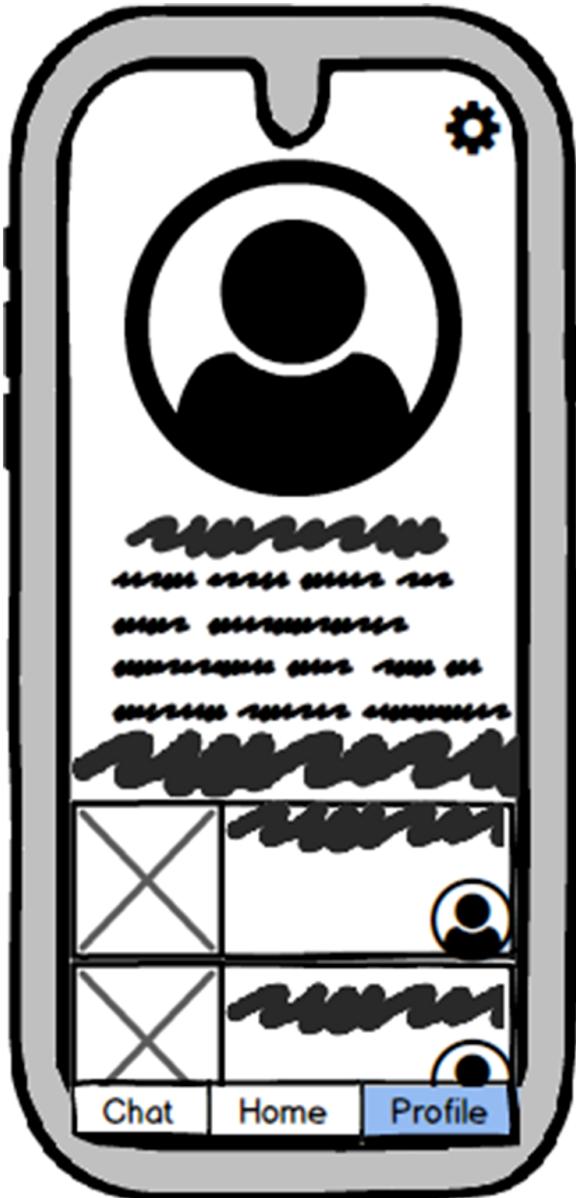
Selected Entry Screen



When an entry is tapped by a user, this overlay will pop up to show more details about it. The top picture can be slid to show all of the available pictures of the entry. There is a description of the food as well as how long it has been since it was made. The page will show how long a walk will be from the users current location, and give the ability to see stats on the user who posted it. There is a big Call To Action Button at the bottom to

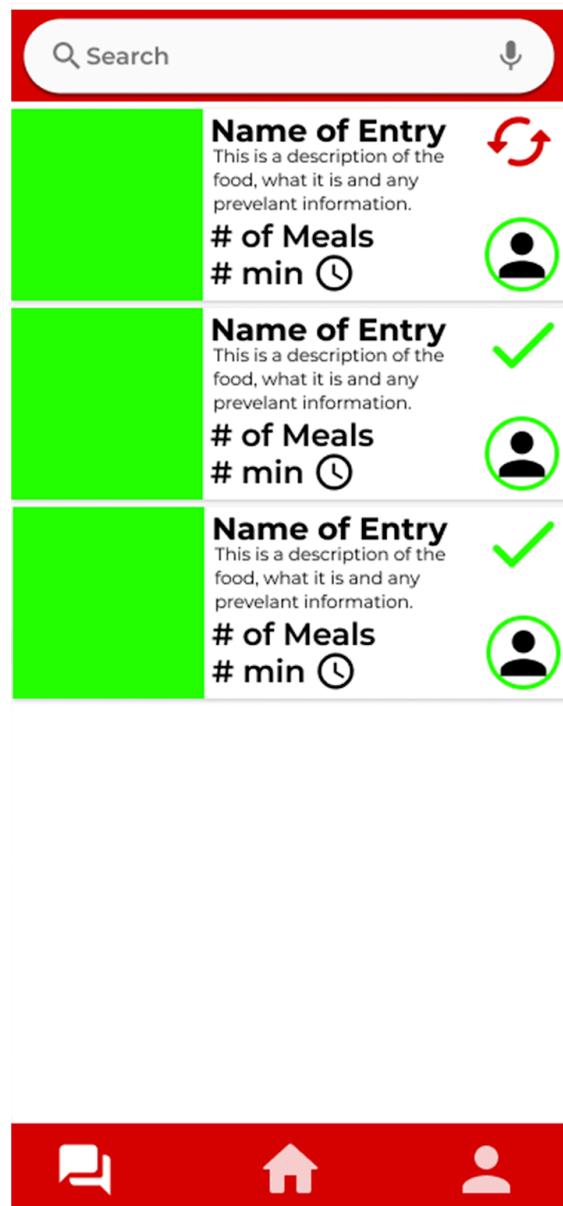
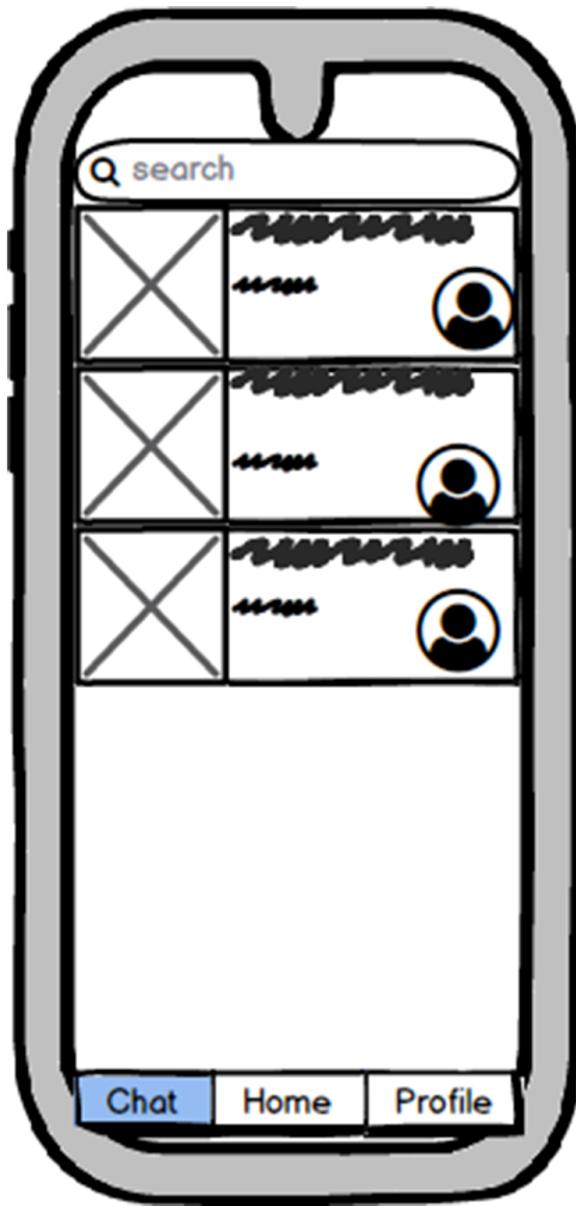
request to get the entry. Tapping anywhere outside of this popup, or the back button will bring the user back to their last screen.

Profile Screen



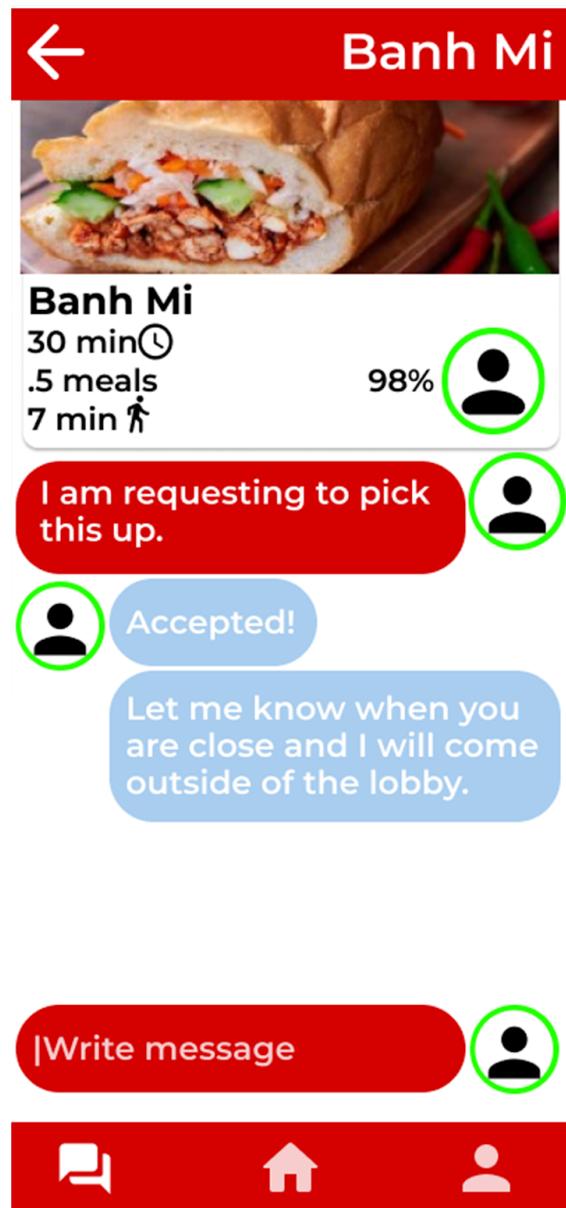
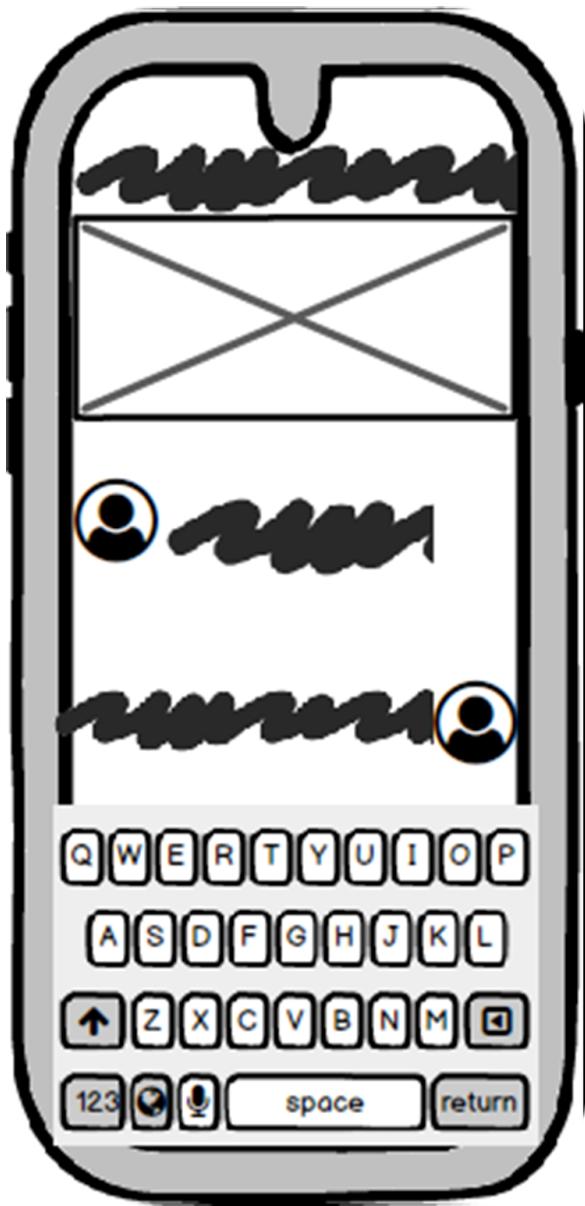
This screen shows the user statistics about their profile and usage of the app. There is a rating that shows users that have gotten food from them, or gave food to them rated them. There is also a score that goes up whenever they post or get things off of the app, this encourages users to use the app more (kind of like a Snapchat Score or Reddit Karma). Access to the settings for the app, as well as the user's past entries are available through this screen.

Messages Screen



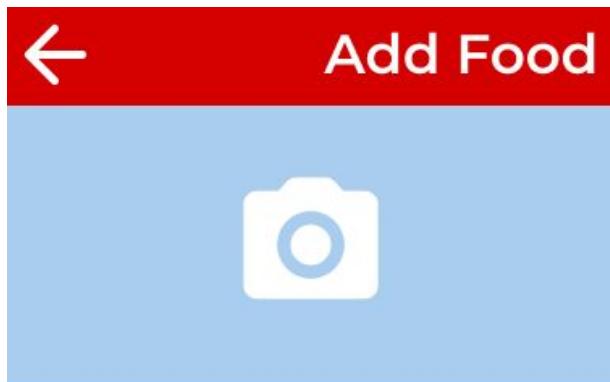
This screen is for communicating with users in order to make the drop off go smoothly. Access to all messages, current and past, are available through this page. Chats are differentiated by the individual entry, not user, so multiple users can have multiple conversations. This is to keep the focus on just getting the food.

Conversation Screen



A conversation begins with a request, when a request is approved the directions to the specific location are released through a Google Maps API, and communication between the two users is allowed. Both users will be able to view each others profile statistics in this stage, and access the entry.

Add Entry Screen



Title Food

_ min since fresh

_ meals

Location: Automatic

Description for food

ADD

This is accessed by the FAB on the home screen, and is for the user adding an entry. The user will take a picture of the food, and add a title and description of it. They should give a good estimate to how many meals the food will provide, and about old is. The location will automatically be where the user currently is, but they can change this if they will be at a different location soon, or if the automatic one is not true. The use of the pencil icons, and underlined text implies that the user needs to edit it.

Usage Scenarios

Usage Scenario 1: Requesting food from a person

On the first screen, which is the welcome screen. Sara logged into the Doggie Share App by clicking the “Get Started” button with her UW netID. After that, the map screen appeared. It was easy for Sara to spot the closest food nearby. Not considering what kind of food it was, Sara only depended on the distance first. Based on her location, she chose the one to her right, and then clicked on it. Then, she got to the requesting page, the information was all listed out on the screen page. There were the minutes past since fresh, the amount of meals, the distance, description of the food and the rating of the giver. It was straightforward for Sara to get the information she needed and easily access the button. The signifiers were clear enough and the button’s shape caught Sara’s eyes quickly. As a first time user, Sara was satisfied with her user experience. The total time she finished this scenarios was 20 seconds, which was a decent amount of time for a person to request for food when hungry. Also, Sara said she was impressed by the app because she not only found a way to full herself, but also found out a way to make friends.

Flow: Login -> Map Screen -> Chose the nearest -> Requesting screen -> see all the information -> finished in 20 seconds

Usage Scenario 2: Request and Add food

Reven logs in with her UW netID easily. After logging in, the map shows up on the home page. She can see the locations of food clearly, but she is more interested in what type of food is available. She hopes the map could also show the name of food with the pin. Then, Reven switches to the list view. She scrolls down to look at different food. Even though she is looking for a quick meal, the quality of food is still important to her. It takes her about one minute to get an overview of all the food posted on the list. Finally, the chipotle bowl catches her eye. According to the short description of the chipotle bowl, she thinks it is fresh and delicious; she doesn’t need to walk too far to get it. Then Reven clicks the request icon and starts to talk to the owner of the chipotle bowl. Reven’s friend, Bille, have a leftover of 2 slices of original pizza. Bille asks Reven to post her pizza on this app. Reven then clicks the “Add” icon to start writing her post. She takes a picture of Bille’s pizza, fills the blank of location and the size of meals, and writes down the description for food. This takes her about 30 seconds. It is convenient

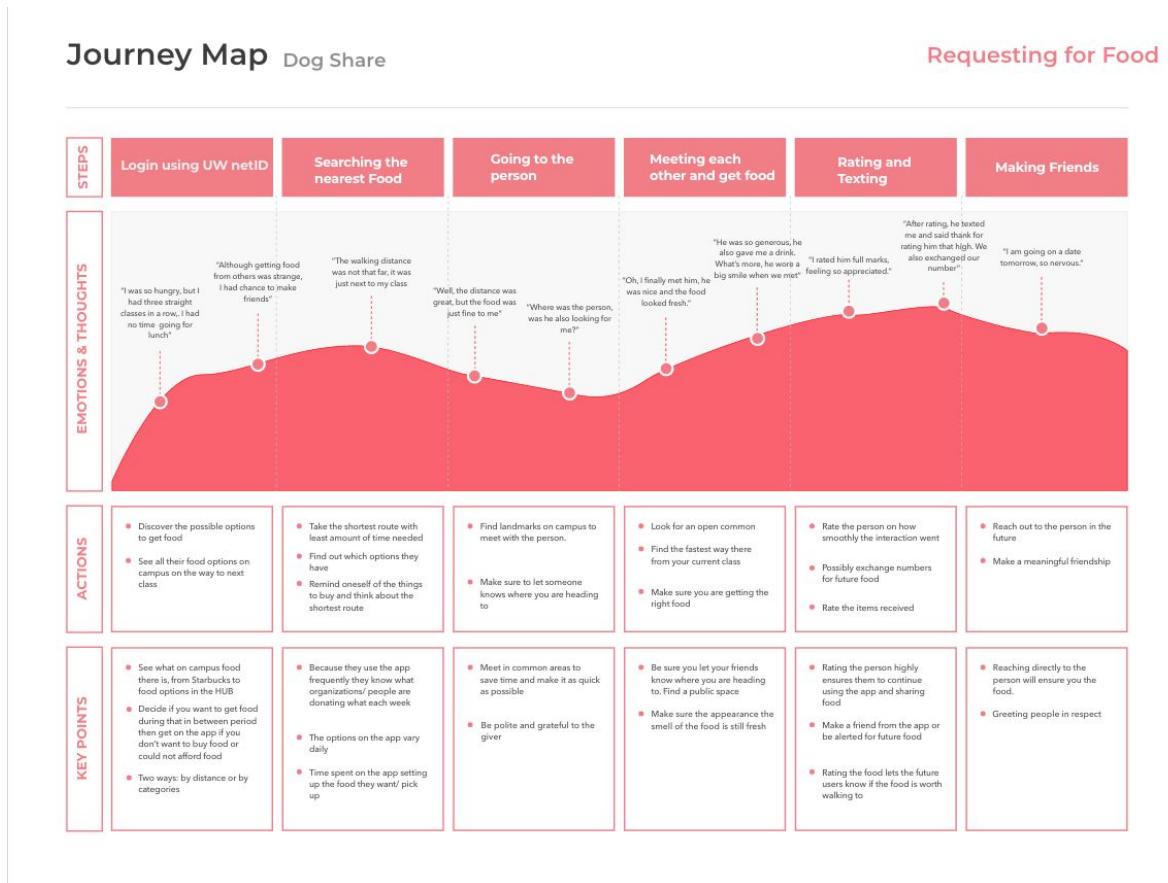
to post food. Overall, Reven thinks this app is discoverable. It is good that this app doesn't have a hamburger menu. Icons at the bottom of the screen are big enough to see with a glance. She can easily identify the purpose of each icon.

Flow:

To request: home screen -> choose the favorite dish -> read the description of food -> chat with the food owner

To add: home screen ->click the "add" icon -> take a picture of food -> write the description of food -> post

User Journey Map



Bibliography

Final Low-Fidelity Wireframes:

[Balsamiq.com](https://balsamiq.com)

[Figma.com](https://www.figma.com)

User Journey Map:

<https://dribbble.com/shots/4230991--Free-Template-Journey-Map-Grocery-Shopping>