Design Sketch

HelpMeBake - Cleaning Menu

Dirk, April 2nd 2020



Front Screen

What is it about?

Main page of the app where baker can choose a workflow. Every workflow is represented by an icon or picture.

What are users supposed to do?

· choose a workflow

What else to know?

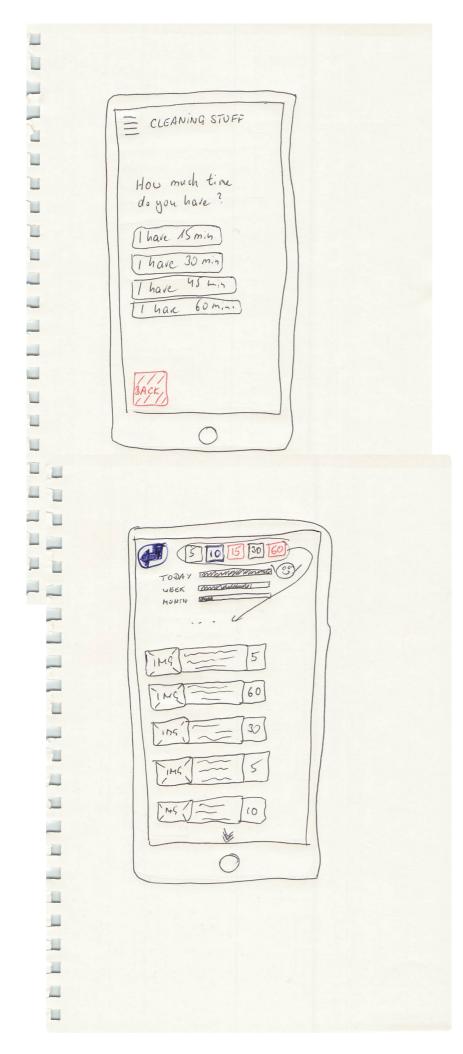
large menu buttons for easy clicking

Design Principles applied

• Users don't read; they scan

Key Findings applied

 baker can chose by holding smartphoe in one hand



Cleaning Screen Front Iteration 1

What is it about?

First Page of the Cleaning Menu where baker has to chose the time interval

What are users suppose to do?

· chose a time intervals

What else to know?

- hamburger menu on top left corner (same as on front page)
- · return button left buttom

Cleaning Screen Front Iteration 2

Design Principles applied

- people are used to that return (back) buttons are usually placed on the top left corner (past experience shapes expectations)
- users want choices: now they can decide wether they want to chose a time interval or directly chose a task
- the task list is now on the front screen and updates according to chosen time interval
- the task list reaches to the buttom and can be scrolled
- scaning instead of reading: no need for writing "I have 15 min"
- emotional design: positive emojis after finished tasks

What else?

- the task list is now on the front screen and updates according to chosen time interval
- the task list reaches to the buttom and can be scrolled
- small preview picture of the cleaned task with short description and time
- · chosing an item by swiping right
- · let item disappear by swiping left
- statistics to the top and time buttons under (must be changed)



Cleaning Screen Checkbox/ Reporting

What is it about?

- Progress Bar to motivate user
- Checklist for finished subtasks with short description what to do
- Big picture of cleaned item (to motivate baker -> wished result)
- Button for taking picture to document cleaning result
- · Text field for optional comments

What else?

 Uploading a picture will check all subtasks, store the picture and the meta data (when, who cleaned) in the system, updates the progress bar(s) and closes the cleaning task

Design Principles applied

motivate user (emotional design)

Key Findings applied

 cleaning tasks are annoying -> the task is divided into sub-tasks which usually motivates more and gives the user the choice to spread the task over time