

# “Lunch Money Buddy”



The Process and Principles of Building a Mobile Application

IAKM 61095 - Interaction Design

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# Personas & Specifications

Personas and application specifications were provided which set the initial goals and guidelines for the application.

The image shows three overlapping persona specification sheets from KSU UXD. The top sheet is titled "Application Specifications" and describes the app as allowing parents and school-age children to manage various aspects of cafeteria lunch accounts. It features a photo of a smiling man and a woman. The middle sheet is for "Samantha, 37" and "Jorge, 34", parents of Hailee (12) and Brenden (8). It includes sections for Employment (Full-Time), Use of Technology (Advanced), Adoption of Mobile (Great), and Most Commonly Used Device (Mobile). The bottom sheet is for "User Persona 2" and includes a background quote: "We want to keep our children healthy and happy." and a goal list.

**Application Specifications**

For this class, you will be creating a mobile app called "Lunch Money Buddy." The app allows parents and school age children to manage various aspects of cafeteria lunch accounts.

**SAMANTHA, 37**  
HR Manager, Employee Relations

**JORGE, 34**  
Marketing Communications Representative

**PARENTS OF HAILEE 12, BRENDEN 8**

**EMPLOYMENT**  
UNEMPLOYED PART-TIME FULL-TIME RETIRED

**USE OF TECHNOLOGY**  
NOVICE INTERMEDIATE ADVANCED EXPERT

**ADOPTION OF MOBILE**  
NONE SOME GREAT

**MOST COMMONLY USED DEVICE**  
DESKTOP LAPTOP TABLET MOBILE

**BACKGROUND:**

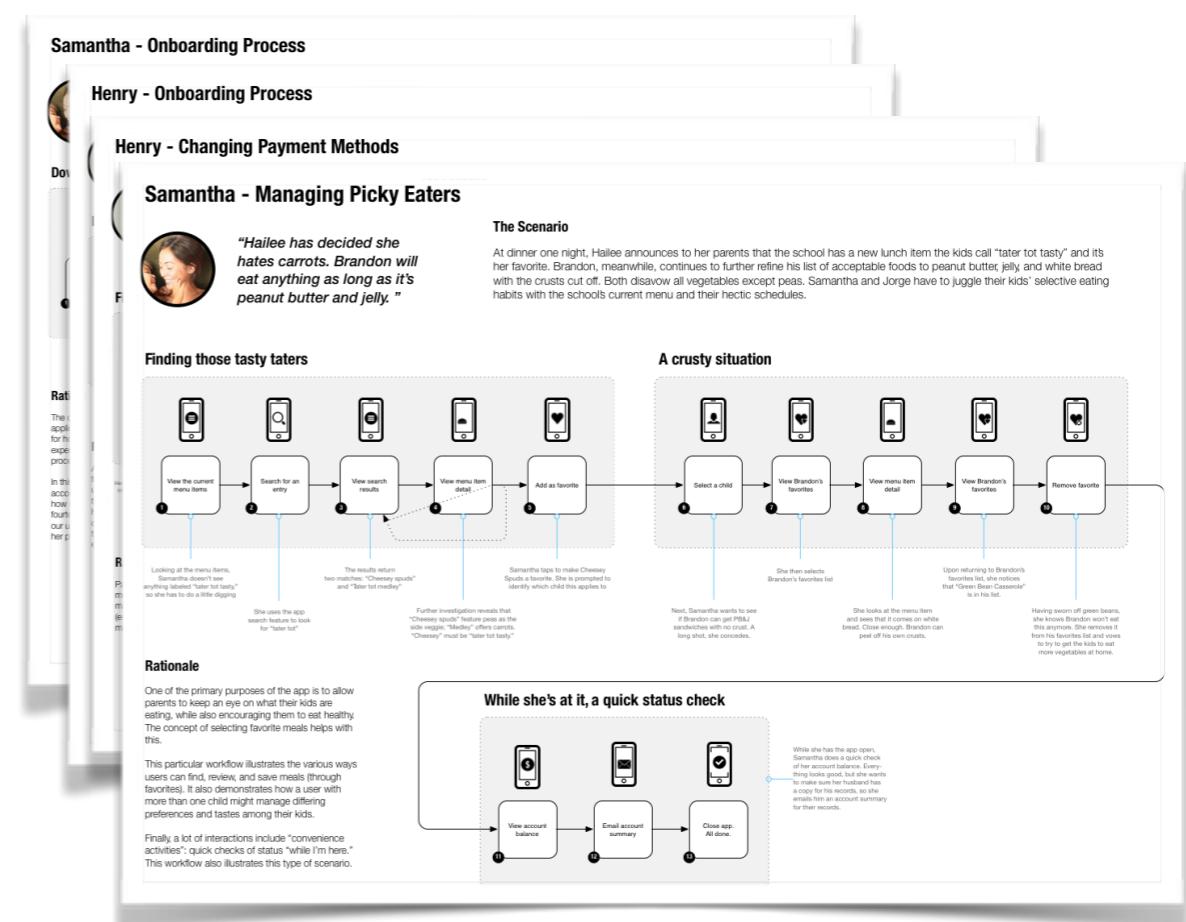
"We want to keep our children healthy and happy."

**GOALS:**

- Quick access to lunch calendar and menu
- Convenient access to filling or refilling lunch account
- Access account through mobile while on the go
- A way to help track kid's favorite school meals
- Alerts to warn of low balance, or a way to set up auto replenish

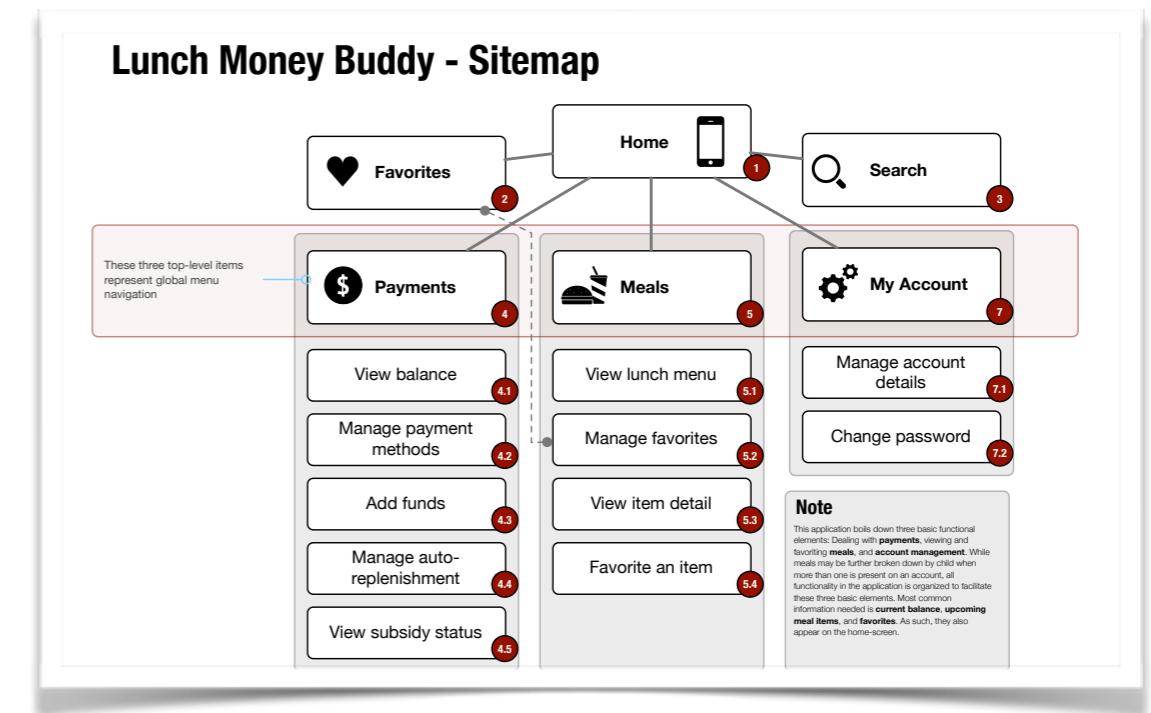
# Workflows & Scenarios

Workflows and scenarios explored the needs of the users and how that translated to in-app activities. This helped illuminate and prioritize features.



# Sitemap

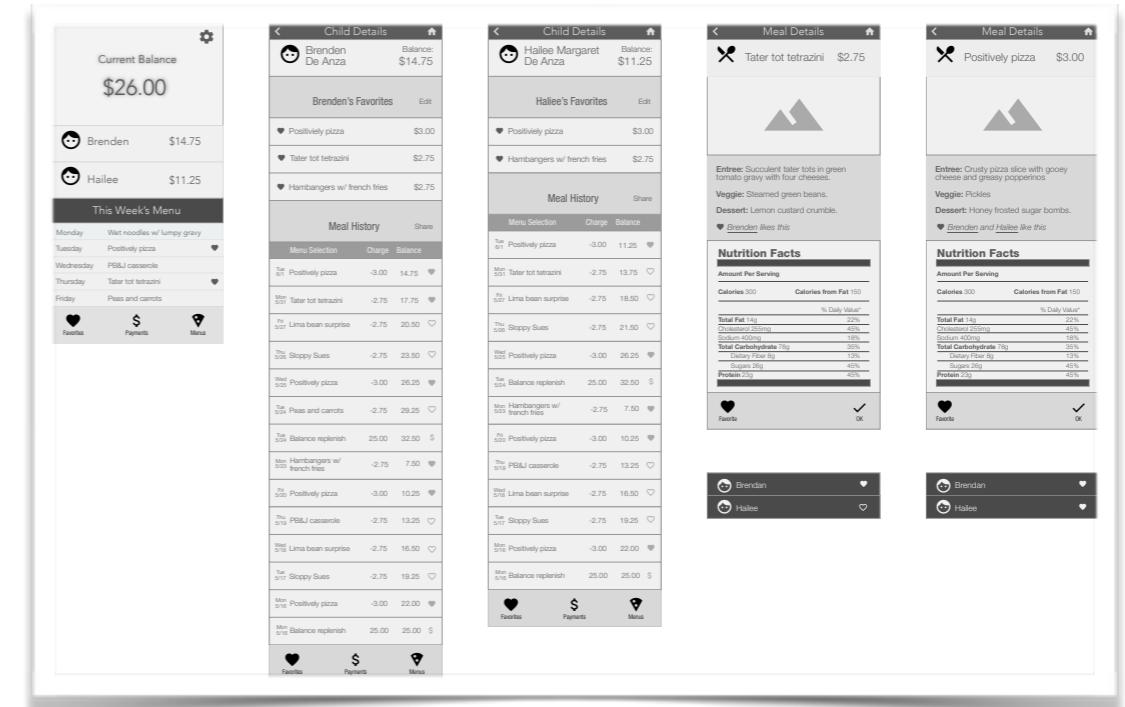
From the workflows and scenarios, primary activities were identified and a sitemap for the application was created. This illustrates the **architecture of the application**.



*Original sitemap was altered a bit during implementation, but the core elements are represented in the final design.*

# Wireframes

The Sitemap was then implemented as a series of screens with basic interactions; focused around illustrating screen structure and navigation.



Wireframes did not take into account detailed interactions, color, or imagery

# Exploration & Inspiration

iOS and apps like Path and Wunderlist provided guidance and inspiration for interactions regarding favorites and favoriting, in particular.



# Exploration & Inspiration

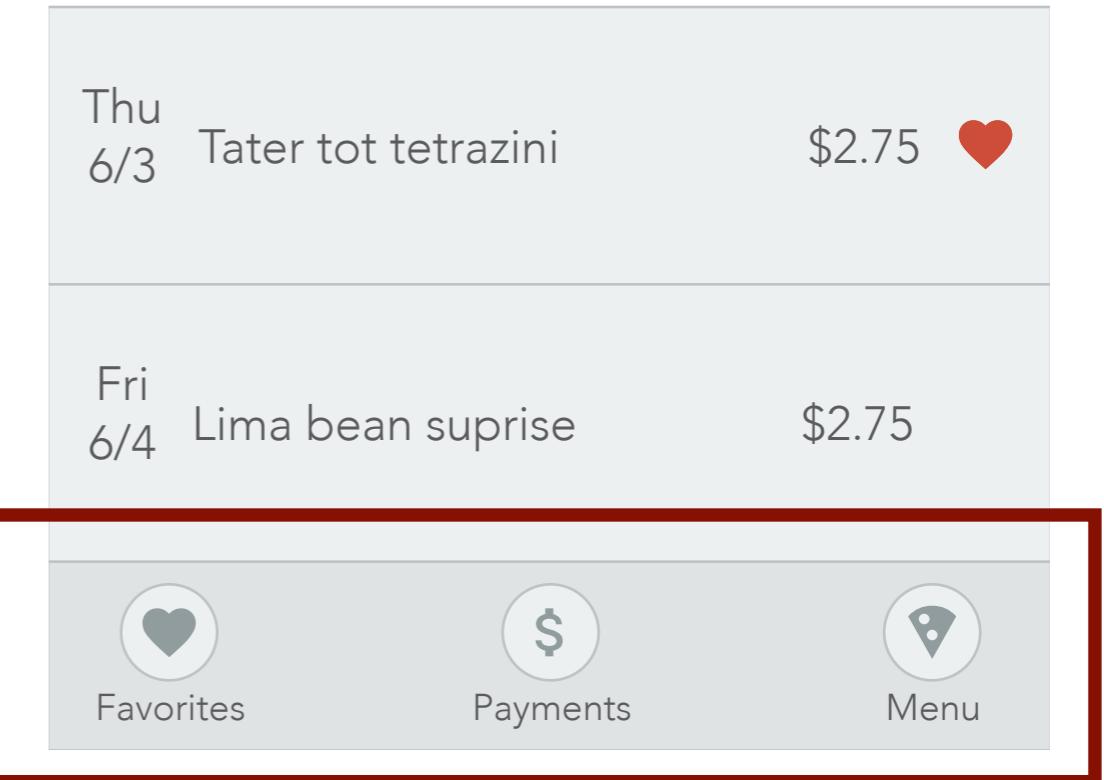
Google's Material Design style guide provided a wealth of ideas about harmonious layout. I got so fired up, I even wrote about it\*.



\* <http://www.drwtod.com/mobile-layouts>

# Design Principles: The Big Three

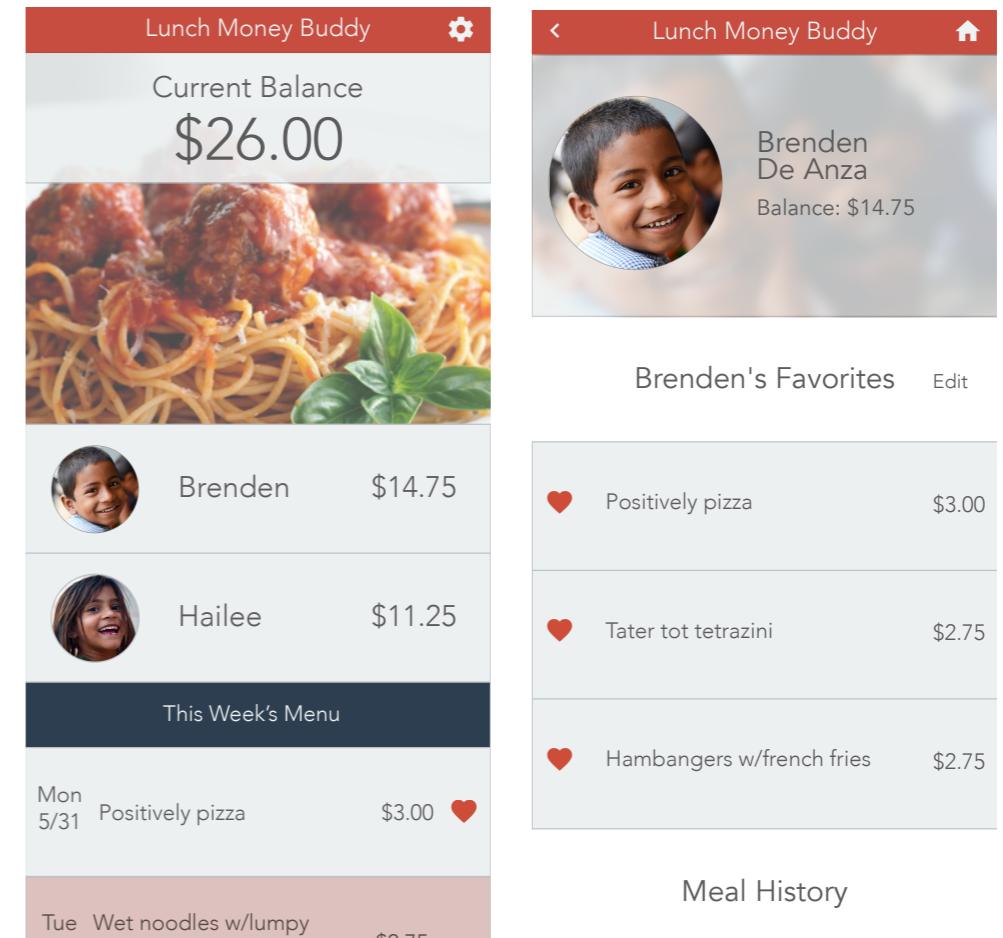
Navigation is set up so that the three primary activity groups - **Favorites**, **Payments**, and **Menu** - are easily accessed from most screens



*The menu is simple and consistent and was derived from our workflows and scenarios.*

# Design Principles: One-Handed

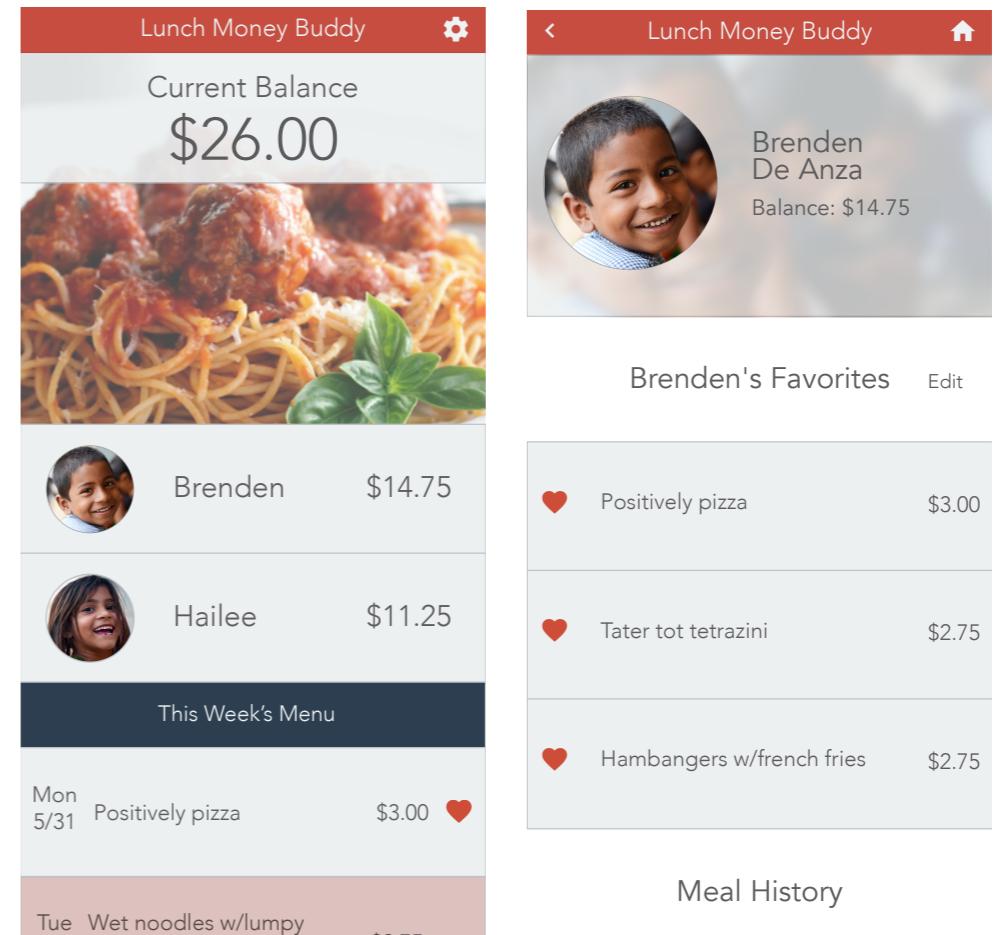
One-handed use of the app was important, as busy parents **would be accessing the app while on the go**. As such, **elements were designed to be forgiving** to the inaccuracies of one-handed use.



*The app makes use of generous padding and large elements for easy tapping. Global navigation is at the bottom of the screen, for easy access.*

# Design Principles: Large Text

We went with relatively large text in the app as well, because we know that some of our users are older or may be using the app in situations where harsh lighting makes reading more difficult.

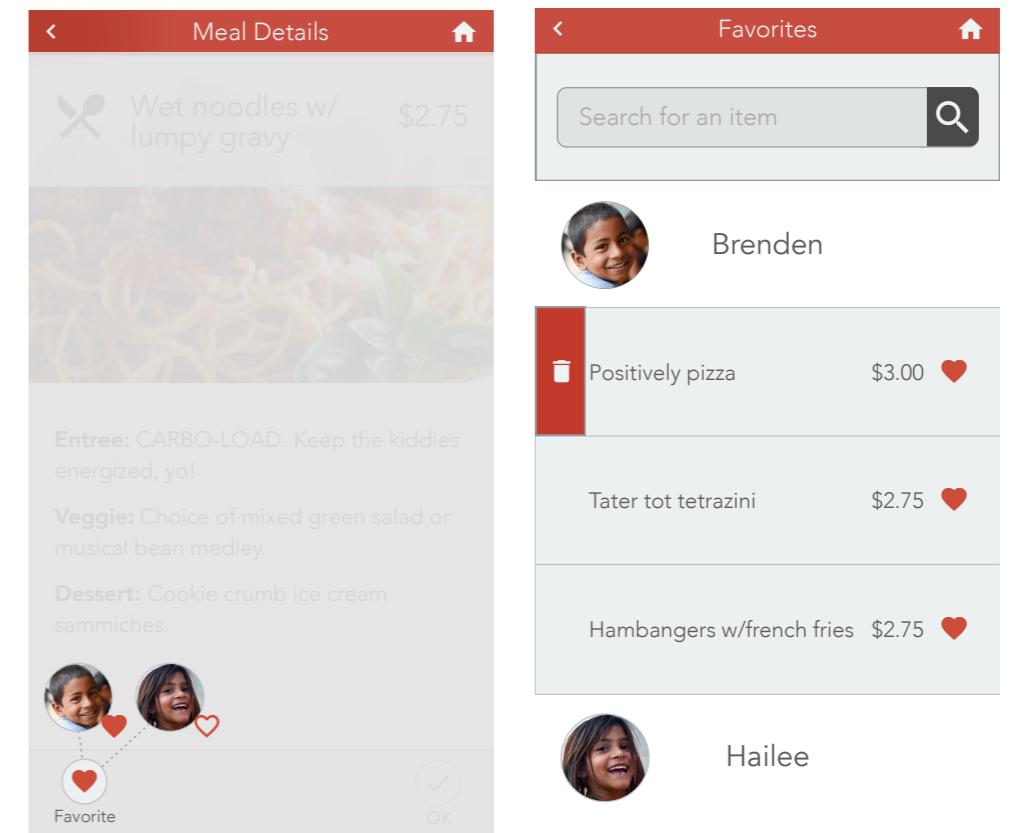


Larger fonts and a clear, clean typeface make reading text on the app easy, no matter where you are.

# Design Principles: Delightful Interaction

This is an app that our parent personas use out of necessity, but that doesn't mean that they shouldn't enjoy using the app.

**Greater enjoyment will reap greater use of the app** and greater traction for the school lunch money program in general.



*Allowing for pop-in favorite selection and swipe-to-delete makes the user feel connected to the app, more so than just tapping the screen. Including photos of the kids smiling faces connects with the parents on an emotional level.*

# Check Out the Prototype

You can view the prototype of this application online, where you'll also find a guided tour with notes and further app details.

**Go Here** → <https://invis.io/ZC7O5TY5>

