

---

# FoodFinder

## Team: Miso Happy

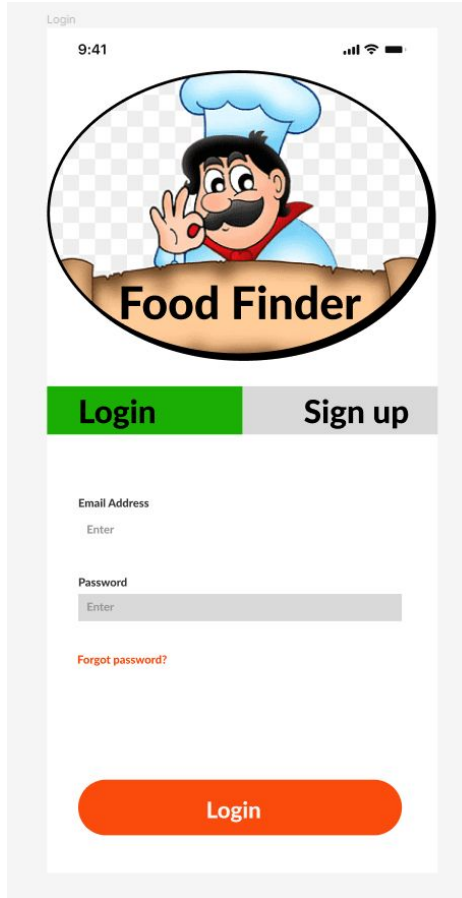
Michael Vuong		Leadership & Management, User Research & Communication
Damion Maser		Writing & Deliverables
Daniel Seo		UX Design & Prototyping

Prototype Link: [FoodFinder Prototype](#)

---

# Login

The login screen allows users to either log in to their account, where their saved dishes and preferences are stored, or sign up for an account to use for the first time.



The image shows a mobile app login screen for 'Food Finder'. At the top, the status bar displays 'Login', the time '9:41', and signal/battery icons. Below the status bar is a circular logo featuring a cartoon chef with a blue hat and red scarf, waving, with the text 'Food Finder' below it. Under the logo are two buttons: a green 'Login' button and a grey 'Sign up' button. Below these are two input fields: 'Email Address' with a placeholder 'Enter' and 'Password' with a placeholder 'Enter'. Below the password field is a red link 'Forgot password?'. At the bottom is a large orange rounded rectangle button labeled 'Login'.

We wanted to keep the login screen simple, and include affordances that were easily identifiable, so we included a highlighted login button, as well as a highlighted “Forgot password?” button in the case the user forgot their password and needed to reset it.

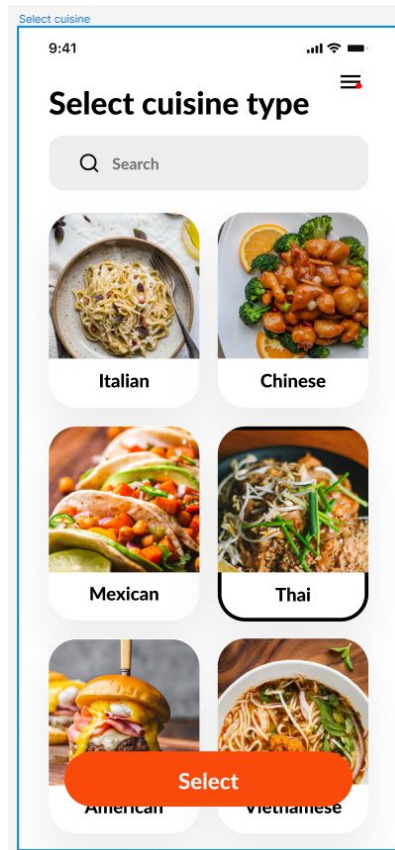
This screen was well received by our usability test participants, as well as by our peers who viewed our prototype and provided feedback in the discussion boards.

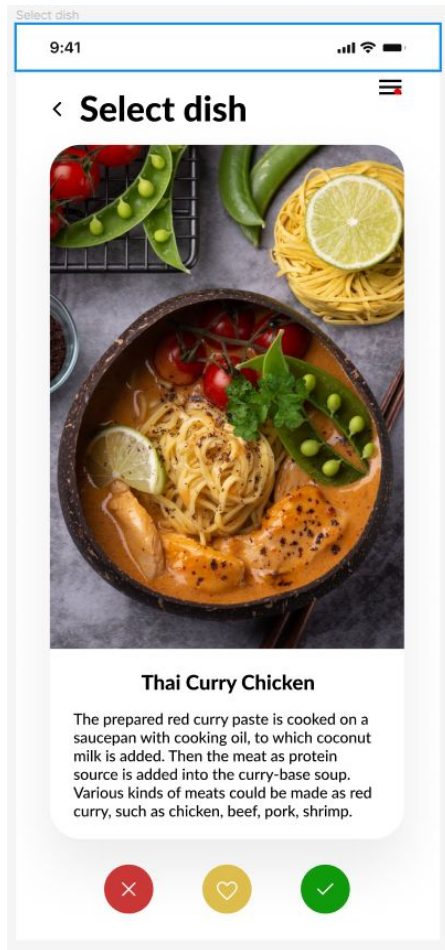
# Select Cuisine

This page allows the user to select the type of food they are interested in, and acts as a filter for the random dish that will be loaded.

In order to indicate which cuisine type the user selected, we outlined the type in black to act as a signifier that can be easily understood upon first encounter.

This was an improvement made to our design based off of a suggestion received from one of our usability test participants, a UX designer based in Seattle.





We decided to follow a very familiar and famously successful format by modeling this page after the Tinder main screen. This allows the user to quickly and intuitively decide whether they would like to select the dish, or load a new one.

*"Then I selected a cuisine type which took me to Thai Curry Chicken and I was able to click into the frame to view the ingredients and dishes with similar ingredients. Everything worked perfectly. I really liked the clean UI setup and similarity to Tinder. This made it very intuitive and I was able to navigate through the app with ease."*

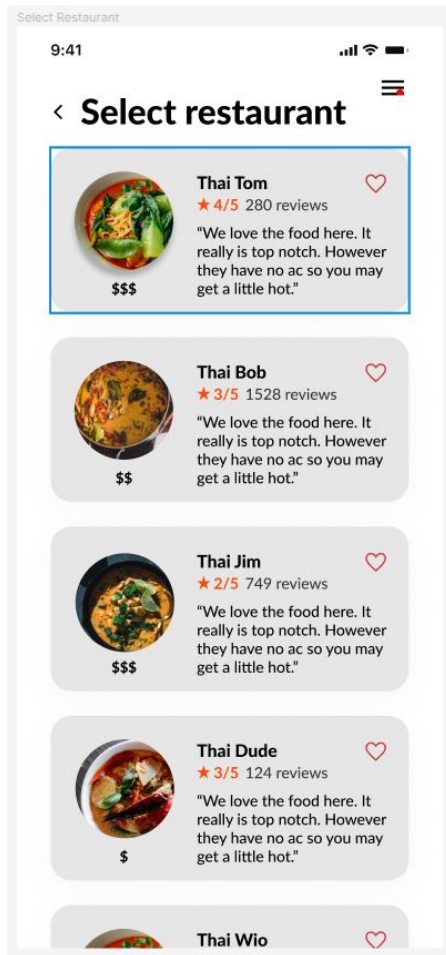
- Ervin Vicencio

## Select Dish

This screen allows users to view a randomly loaded dish based off of the type of food they selected on the Select Cuisine screen, and decide whether they want to select it or load a new dish. Additionally, tapping the dish will display the main ingredients used in the dish.

# Select Restaurant

When you have picked a dish, you will be provided with a list of restaurants around you that provide the dish you have selected. This screen will tell you the relative cost of the restaurant, the rating out of five stars, the number of reviews provided, and the ability to favorite the restaurant.



Based on suggestions received from our usability tests, we decided to add a "Favorite" button to each restaurant to give the user the freedom to save a specific dish, as different restaurants may prepare the dish differently.

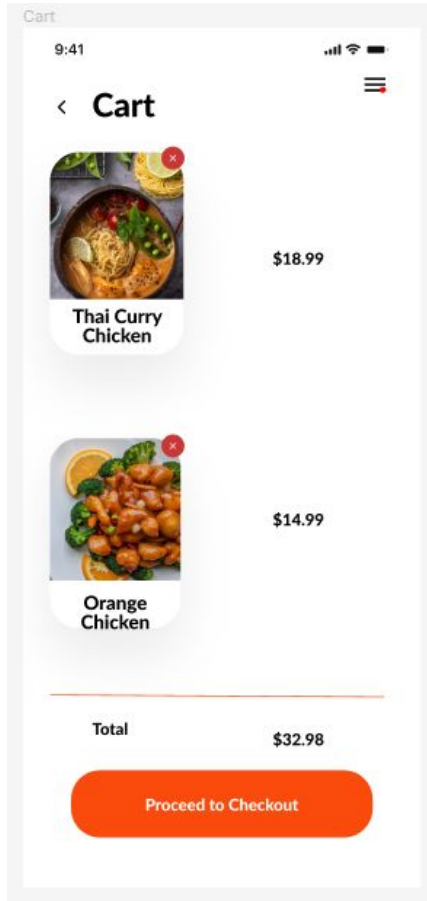
We also followed similar food rating formats, such as Yelp, to include important relative information such as a rating out of 5 stars with the total number of reviews, the cost based on number of dollar signs, and a recent review.

# Add to Cart

Once you have selected the restaurant you want to eat from, you will be brought to a screen that allows you to add the dish to your cart. This screen also provides any necessary information about the restaurant such as delivery information or policies on incorrect orders as well as the ability to favorite the dish.

Based on various peer reviews and feedback from the discussion boards, we've included a back button to allow the users the freedom to navigate back to a previous page in the case that they're not quite sure if they'd like to add the dish to their cart.





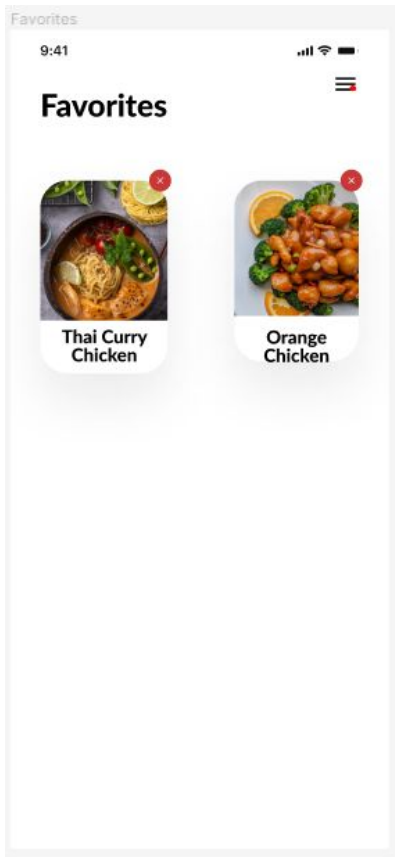
## Cart

The cart page lists all of the dishes that you have in your cart with the ability to remove them and proceed to the checkout.

*"The heuristic violation that I am addressing is #3 user control and freedom. From the cart page, there was no way to get back to the selection page."*

- Hiromi Watanabe

We initially did not include the back button displayed next to the page title, however, many of our test participants and peers found this to be a usability issue as it did not provide them the freedom to return to the previous page.



We considered making the deleting process a bit longer, by making the user click the dish and deselecting the favorite button from the dish screen.

But upon research and understanding how doing it that way wouldn't be as efficient, we simplified it by adding a well known signifier in the "x" button.

## Favorites

The favorites page simply lists the dishes that you have favorited with the ability to remove them from the favorites list.



# Contact Us

The contact us page allows the user to input their name, email, a reason for submitting a contact request, and a description of their issue.

We wanted to keep a minimalist design for this page based on similar pages from popular sites so as to not overwhelm the user with unnecessary information.

Also, we wanted to include this page to give the users the ability to communicate with us regarding any questions they might have, or to report bugs that they've found in the system.

This page was well received by peers and usability test participants, and apparently did not need any additions or revisions.

Contact

9:41

**Contact Us**

Name

Email Address

Reason for Contacting Us

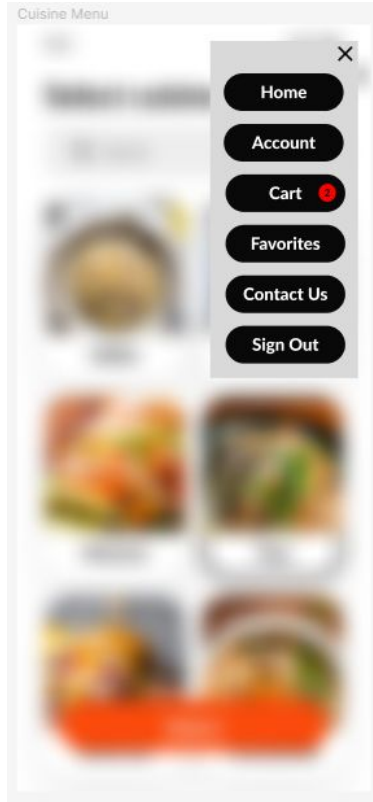
Report a bug

Additional Information

Submit

# Menu

The menu page is actually a popup modal that acts as an overlay over the current screen. It displays various page names so as to allow for quick navigation and travel between pages.



The design of the menu, as well as the contents of the menu, was designed to follow the 7th usability heuristic: flexibility and efficiency of use.

Also, based on feedback provided from a usability test participant, we readjusted the placement of the menu and the menu logo as they felt it was too “stuffed into the corner of the page”.