GUI Final – Food Tracker / Fitness Tracker

Evidence of Tidwell & Krug’s Advice

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### Our website’s design was greatly influenced by the suggestions of Tidwell & Krug mentioned in their book “Don’t Make Me Think.”

# Example 1 – Home Page (not logged in)

Our website features an easy-to-navigate design showing you only what you need to see.A screenshot of a website

Description automatically generated

* Upon initial login to the website, the user is without an account. Because of this, they cannot access anything since it is all account based. This falls right in line with the entire purpose of Krug’s book. “Don’t Make Me Think.” This page really doesn’t have much to think about at all. Open page. What now? There are only 2 options, login or sign up.
* This also matches the advice in Chapter One of the book. The user will look for obviously clickable links that match what they are looking for or otherwise keep searching. This home page greets you with exactly what you need to see when you need it.
* Taking input from Chapter Two, this menu is located in the center of the screen with colors that pop and buttons that are clearly clickable. This makes it easy for the user to decide what to do.

## Example 2 – Task Bar

The next piece of evidence would be our task bar.

*   
  Upon opening the website while being logged out, your options are just like the home page. Login, or register. Simple
* 

While logged in however, you have the options to view “Home” which is where you enter your food, “Privacy” to explain our privacy policy, and “Profile” to edit and view your profile.

* Clear Call-to-Action (CTA): When logged out, users are presented with a straightforward task: login or register. This follows Krug's principle of providing clear and obvious options, reducing the cognitive load on users. The language used is concise and direct, aligning with the "Don't Make Me Think" philosophy, where users should understand their next steps without having to stress.

## Example 3 – Profile Page

The profile page also take inspiration from Krug and Tidwell.A screenshot of a profile

Description automatically generated

* This page cleanly and simply displays all pieces of information about the user that is customizable. This allows them to simply go in and edit all of their details without unnecessary searching.

A screenshot of a registration form

Description automatically generated

* The “Recalibrate” button brings you back to the registration page so you can alter the values of current weight, desired weight, and activity level.
* This lines up with Krug’s principles on a Clean and Simple Display: The decision to cleanly and simply display all customizable information about the user on the profile page is in line with Krug's philosophy of not making users think. Users should be able to locate and edit their details without unnecessary searching quickly and easily. This follows the principle of reducing cognitive load and providing a straightforward interface.

## Example 4 – Home Page (Logged in)

The next example is the home page a user will see when logged in.

A screenshot of a computer

Description automatically generated

* Visual elements, such as progress bars, are in line with both Krug and Tidwell's recommendations. They provide users with a quick and intuitive way to assess their achievements, supporting Krug's principle of making information easily scannable and understandable without requiring much thought.
* The inclusion of labels for Weight Goal, Current Weight, Calorie Goal, and Current Count adheres to Krug's advice on clarity and labeling. Descriptive and clear labels make it easy for users to identify and understand the significance of each metric.
* Allowing users to enter updated weight and food easily contributes to an efficient user experience. This aligns with the concept of "One-Click Editing" from Tidwell's book, emphasizing the importance of minimizing steps and effort required for users to perform tasks.