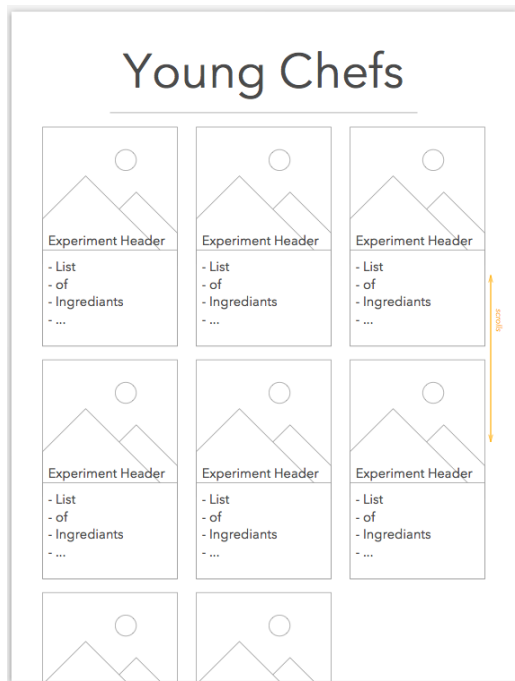


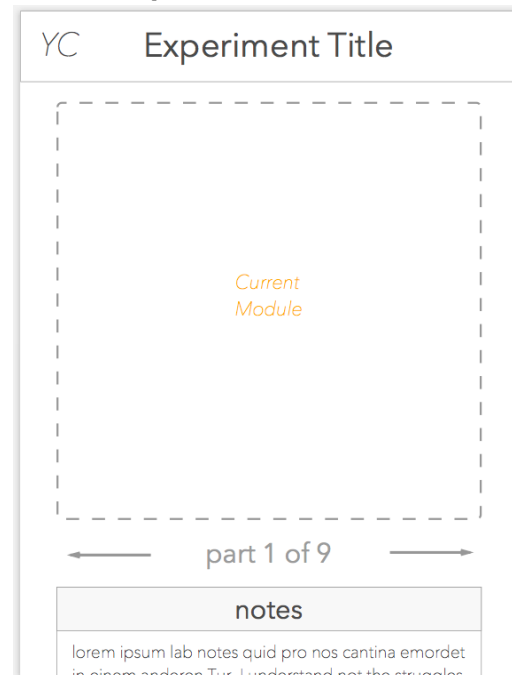
Young Chefs Mockups and Features

Graham Earley, Julia Bindler, Charlie Imhoff

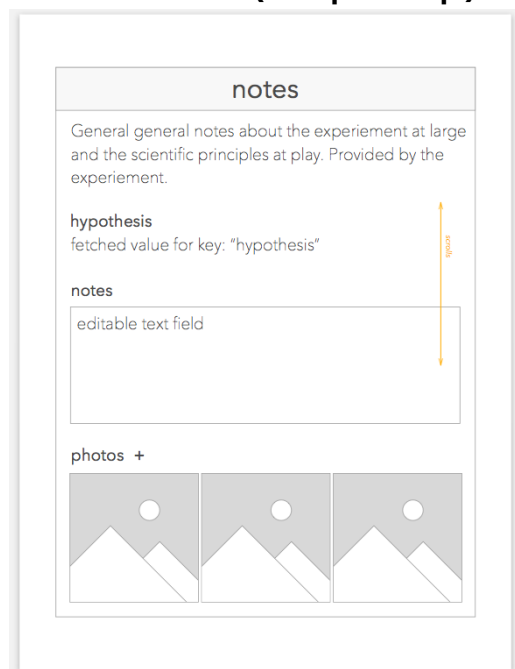
Homescreen



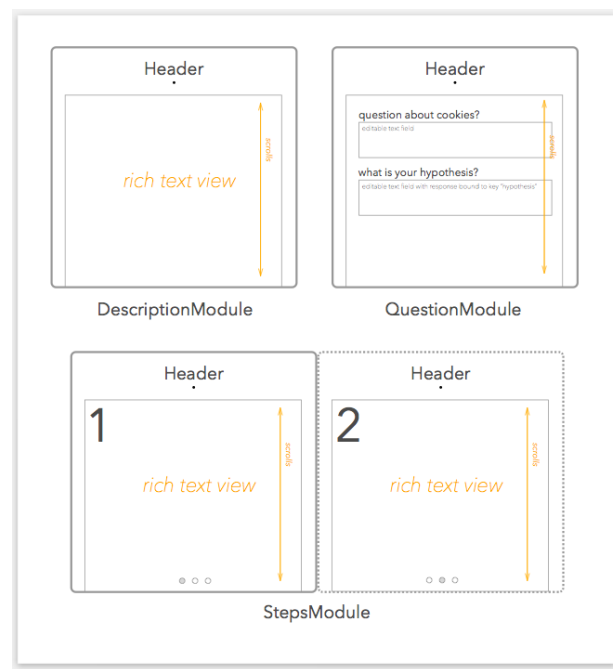
Experiment View



Notebook (swiped up)



Modules



Navigation Overview

1. The app starts in the [homescreen](#) view.
2. The student selects an experiment and enters the [experiment view](#).
 - At any time, the student can swipe up the [notebook](#) from offscreen and take notes.
3. During the experiment, the experiment view cycles through a sequence of [modules](#). For instance,
 - Begin with a `DescriptionModule`, containing a rich-text article describing the experiment.
 - Move on to a `QuestionModule`, asking the student for hypotheses.
 - Enter the `StepsModule`, where the student will page through the steps necessary to complete the procedure.
4. The user taps YC (or some sort of back button) to return to the Young Chefs homescreen, where they can select another experiment.

Prioritized Feature List

Our primary goal is to create an efficient class structure for this application. On the first iteration, we hope at least to be able to present text to the user and handle user input, using the `QAModule` and the `DescriptionModule`, respectively.

The other features we are striving for (in order) are listed in our initial app report:

- Lab Notebook accessible from all modules within an experiment so students can take notes at any point
- Social Integration through Twitter, Facebook to allow students to share their findings
- New experiments can be created and imported relatively simply by non-developers (namely curriculum writers)
- Experiments can be loaded in from a server, allowing curriculum writers to push new content to users without an app update

Finally, our client had no suggestions/feedback (other than excitement) regarding our mockups. We intend to communicate with him further about proceeding from the mockups.