

Interação Pessoa-Máquina 2023/2024

Feast – Your cooking companion

Stage 6: Evaluation Results



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Received Heuristics

N o	Problem	Heuristic	Description	Severity	Solution	Screenshot
1	Home Screen	User should be able to know instantly what the home screen list means	In the home screen, there is no description explaining what the home screen's list refers to.	Major	Add a title or subtitle to the home screen	Recommended Recent Following Scrambled Eggs Duration: 10 minutes Tags: [Presh fast, eggs, quick] Pancak es Duration: 20 minutes Tags: [Presh fast, vegetarion] Chick and Irded Duration: 30 minutes Tags: [Indian, paste, chicken]
2	Scrambl ed eggs screen	User may not know what they clicked into	User may infer they clicked on a recipe, but don't know it for a fact without experimentati on	Major	Add a title "Recipe" or something else that matches what the current screen represents	** O D D 2007 ** Scrombled Eggs
3	Steps page - back button on step 1 does nothing	Interface should be minimal unless needed for clarificati on	There is a back button on step 1 that does nothing.	Minor	Hide back button on step 1	Creck the eggs into a bowl and whisk until the yells and whites are fully combined.

4	Steps page – text is too small	Readabilit y	Text could occupy more of the screen, instead of being confined to the small white area. There could be less blank space in the screen.	Cosmet	Increase side of the whole card, including the text, or make the card completely full screen. Maybe add images corresponding to the steps.	Step 4 Wing expands, gaming-push the state of the state
5	Steps page – finishing the recipe and rating	Ease of use	After the last step, the user could be asked if they are done with the recipe, and asked to rate the recipe	Minor	Add a popup when the user clicks on the arrow button after the last step	Step 8 Surveinmendately.
6	Add Ingredie nt screen - cosmetic	Ease of use	This screen is easy to use at the moment, but some "flavor" could be added by adding some pictures here. This screen could include some pictures for some of the default options, making it more visually appealing (and making the user have to read less text, maybe finding ingredients by their picture!)	Cosmet	Add default pictures for some of the most used ingredients instead of having a screen with just text	Add Ingredients to add Vestables Fruits Bairy & Eggs Bell Ment & Seefaed Bair Carrot Braccoli (Carrot Petate Curumher Lettuca Mushroom)

7	Create recipe screen	Ease of use	After creating the recipe, where does it go? A new user may have a hard time finding their newly posted recipe	Major	Redirect the user to the newly posted recipe once they have created it. Right now, it just says "Recipe created", and clears the screen.	Create Recipe Mame: What dayou call the recipe? Servings 2 - Est. Time (min.): How long to make? Ingredients + Steps + Photo Add Cover Photo Togs +
8	Filters screen on Search Page	Efficiency of Use	This screen is great. It is a great idea to be able to filter recipes to find the best one. One problem on may find is that the default configuration may not apply to most dishes. For instance, the "Servings" section starts with a value pre-selected, but maybe it would be better for it to be empty for a start, since users may be searching for any amount of servings on their particular dish.	Minor	Allow the "Servings" section to be toggled off or on. Whether the user wants to search for a specific amount of servings or not should be a choice of the user, without having to manually make the range the largest possible to disregard that part of the search.	to Piters Increase Min 3 x Man 4 x for Piters Min 2 x Man 4 x for Piters Min 2 x Man 4 x Min

Evaluation

Problem 1

We don't agree with this point. Most social media applications, with an architecture we are being inspired by, do not have a title/subtitle indicating that you're in the home screen or what it does. We believe that the top buttons to sort recipes, the home icon in the toolbar and the overall context of the application's use would be more than enough to know what the user is seeing.

Problem 2

We don't agree with this point either, for the same reasons as the last problem.

Problem 3

We agree with this point and its solution. (Not implemented)

Problem 4

We agree with this point, yet while we agree with the solution in general, we would not make the card full screen, since we need space for other elements (buttons, timer, etc.). (Not implemented)

Problem 5

We agree with this point and its solution. (Not implemented)

Problem 6

We agree with this point and its solution, as we intended to make it but didn't have enough time to develop it. (Not implemented)

Problem 7

We agree with this point and its solution. (Not implemented)

Problem 8

We agree with this point and its solution. (Not implemented)

Conclusion

Most of the problems pointed out were pertinent, but we felt there was at least a little bit of misunderstanding of the app's context. Some of the problems that were addressed were due to the lack of time to flesh out the code of the app. Solutions were also not implemented due to lack of time.