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Groupnr: Group 1

Project: Implementation (Group Assignment)

During the implementation of the concept for this project, all screens of the application were made by using the prototyping platform Proto.io. Our implementation can be run with the HTML, CSS and JavaScript files that are attached to the appendix. Besides being able to run the code, our prototype can also be accessed and viewed with the following link:

<https://pr.to/EKG1RW/>.

The program we are using to implement our application, Proto.io, allows us to make a working prototype for the potential users. This prototype illustrates how different screens on a particular phone would possibly look like and allows us to have a better understanding of the user experience.

In the previous weeks, the plan was to implement our idea of the application. Considering that the back-end of the program does not have to function, we have decided to only carry out a certain part of the program.

First Implementation

The initial plan was that the first home-page will illustrate the user the recommended healthy Switcheroos of the day. This screen would have permitted the users to scroll through the list of various dishes. In addition, the potential user would have been able to add a new craving on that page, in our case we assumed that the craving was “a muffin” and was considered as a static value given to the user. Herewith, regardless of the type of product was searched for, the outcome will be the healthy alternative for a muffin.

The second screen that was implemented was the recipe-screen of one of the dishes, that could be accessed directly through the home-page by clicking on the recommended dish. When clicking on the dish, the application would bring the user to a new screen that demonstrates the recipe and other information of this specific dish. This screen is also allowing the user to scroll.

Furthermore, when the muffin has been ‘insistently’ chosen as the input for the users’ craving, he/she will be able to view three different options that offer a healthier alternative. These are alternatives that can be cooked at home, bought at the store, and finally alternatives that can be delivered. Initially, it had been decided that the user will be only able to click on at most one of the three options, which is the alternative that can be cooked at home. After clicking on the alternative, a recipe would also be presented. However, later we received the feedback that it would be better to implement all three functions to be clickable, so that the functionality of the application would be fully presented. Therefore, in the next implementation, it had been decided that the rest of the options, which are alternatives that

provide the option of buying the product at the store and the delivery-options, will be implemented as functional as well.

The third screen, that was implemented, was a pop-up that allowed the user to look for a new healthy alternative for his craving. This screen could also be accessed through the homepage by clicking on the plus symbol in the right lower corner on the display.

Unfortunately, during the focus group study, the participants mentioned that it was not clear what the home-page did, because it consisted of the trending dishes and looked more like a recipe-page instead of a page where you could find the craving. Thus, we have decided to change our design during the second week of implementation, and make the search of the craving the main goal of the home-page, not just a pop-up screen. The recommended healthy dishes, that were originally on the home-page, were transferred to a new page: the Trending-page, that illustrated the trending dishes of the day.

Finally, since one of the goals of this application is to motivate people to eat healthier, an additional pop-up screen has been composed that compares the nutritional values of the two products. On this screen, the original craved product of the user, the muffin, is being compared to the new healthier alternative, the Nákd-bar.

Second implementation

At the end of the second week of the implementation, it seemed that we were good on the schedule, since everything has been done that was originally planned until that moment.

During the seminar of the week before and during the focus group study, various feedback was received on the homepage that illustrates the recommended dishes. Unfortunately, the screen was not clear for the potential users. Thus, at that moment, we have decided to adjust the screens by making the search of the craving the main goal of the home screen and adding the screen of recommended dishes as an extra to the menu-bar of the application. Furthermore, additional screens and their functionalities were made during this week for this project.

- As has been explained above, the new homepage only allows the user to search for a product that he/she is craving.
- Additionally, the user can choose the three option of “Homemade”, “Store” and “Delivery” by just clicking the checkboxes on the home-page.
- After searching, the screen illustrates different alternative foods to replace the craving. At the end of the second week, only the option for clicking the Nákd-bar was possible. However, in week 3 more alternatives were added for homemade, store and delivery options, in order to make everything clickable and functional.
- During this second week of implementation, the functionality has been added that when a user clicks on one of the store products, a pop-up screen will appear that presents the three different (nearby) stores where this product can be found. Here, only the Jumbo option was functional and could be clicked on, but in the coming week, other store options became clickable as well.
- When clicking on Jumbo-option, the pop-up screen will present a comparison of the nutritional values of the two products. On this screen, the original craved product of the user, the muffin, is being compared to the new healthier alternative, the Nákd-bar.

- Moreover, the user will always be presented with a back-button, to prevent any possible errors made and to return to the previously visited screen.
- Secondly, the menu-bar beneath each page consists of four options/icons: Home, Favorite, Trending and Settings.
- When the user clicks on the Favorite-icon, the application brings him/her to a page that shows users' chosen favourite dishes. The user can click on the dish in the favourite-list and review its recipe.
- Additionally, the user can choose the trending-icon from the menu-bar. That option will present the user different trending, recommended dishes, the Switcheroo's of the day. The user can, therefore, click on a dish to see its recipe. Only the Crispy Tofu Bowl-dish could be chosen at that time, however, later on, the rest of the recipes were implemented to click on as well.
- Finally, the last icon in the menu-bar in the Settings. When clicking on this, the user will be brought to a settings page where users' information is visible and a button to log out is given.

In this second week, we had the plan for the upcoming week, week 3, to finish the implementation of the application fully. This would be done by adding a login screen that also demonstrates to the users how this app can be used, which will bring learnability to the app. Also, a logout functionality would be added to the application.

In the first week, we received the feedback that an extra week was missing in our implementation plan and that the plan was not detailed enough yet. Therefore, we decided to modify the plan and make it more comprehensive with the use of a table. This table can be found below:

<i>Week 1:</i>			
What?	Description	Who?	When?
Deciding what screen to make first	-	Sofia & Danila & Mariya	By 15/04/20
Pop-up screen	This screen will describe a difference in calories, carbs etc. between a muffin and the Nákd-bar	Sofia	By 16/04/20
Screen for recommended dishes	This screen will illustrate 12 recommended healthy dishes of the day ("Switcheroos of the day")	Sofia	By 17/04/20

Screen for recipe	This screen will describe a recipe with its needed ingredients to make a recommended dish	Sofia	By 17/04/20
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<i>Week 2:</i>			
What?	Description	Who?	When?
Three checkboxes will be presented	Give the user the option to choose between homemade, store or delivery	Sofia	By 20/04/20
The menu-bar	Making the menu-bar for the application on each screen.	Sofia & Danila	By 20/04/20
Screen of three options of healthy alternatives	Option of several food-alternatives that can be home-cooked, bought at the store and delivered	Sofia	By 22/04/20
Screen for when clicking on the Nakd-bar	This screen will show what stores are available to buy this item	Sofia	By 22/04/20
Search-your-craving screen	This screen will give the ability to the users to search the product they are craving for. It was decided for the product to be a static value, the product will be "muffin".	Sofia & Mariya	By 23/04/20
Settings	Adding the settings	Mariya	By 23/04/20

	screen to the application		
Implementing the functions between the screens	-	Sofia & Mariya	By 23/04/20

<i>Week 3:</i>			
What?	Description	Who?	When?
Log in with 'learnability'-swiping	Allows the user to swipe through the screen to receive an explanation about the app	Sofia & Danila	By 27/04/20
Log out	Adding functionality of logging out from the application	Mariya	By 27/04/20
'Delivery' on home screen	Adding 5 foods onto delivery option	Sofia & Mariya	By 28/04/20
Screen of home-made option	Adding a new screen when clicking on Homemade	Mariya & Danila	By 28/04/20
Screen of delivery option	Adding a new screen when clicking on Delivery	Mariya & Danila	By 28/04/20
By then, everything should be functional	Add things that can be improved still	Sofia & Danila & Mariya	By 30/04/20

Third Implementation

In the third week, we finished the implementation of our application. The prototype was made functional by adding a "swipe through" onboarding at the login screen, a logout function was added, and the functionality of for all the home-made, store and the delivery options were created. In this week, we also continued by working on the appearance of our application, by changing the design of the home page, the delivery-screen and the recipe page.

During this final week, we did not encounter any major issues. Therefore, we managed to keep up with the schedule in our planning. However, we have worked on making sure that all

the screens are fully functional in connecting with the correct screen needed, such that everything that is expected to be clickable is actually clickable and will have the expected outcome. This actually appeared to be a bit time-consuming, but fortunately, no large issues arose and the modifications have a great impact on the usability of the app.

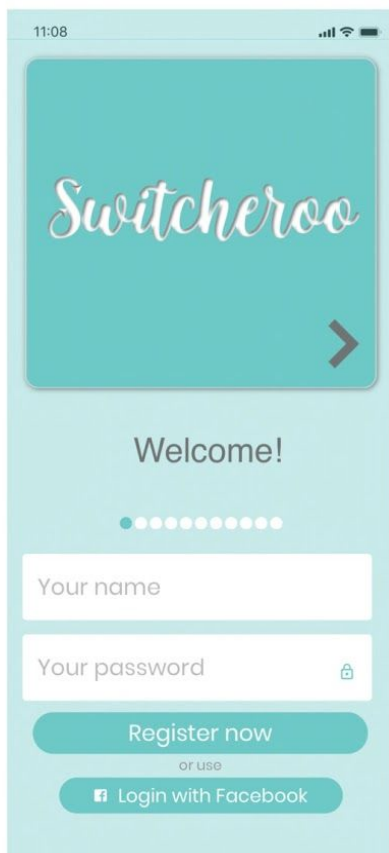
Apart from our original planning for the third week, we also received feedback on the previous delivered assignment. This feedback was incorporated into the development of our prototype in the following ways:

- We made our text more readable by changing the font and font-size.
- We took out the distracting animation at the favourites page.
- All recipes have been made available to click on.
- All recipes in the favourites page are also accessible.
- The changes above mentioned such as the homepage being the search and not the trending and removing the background of the food-image.

On the final day of the planned schedule, we all did a final check on the prototype to make sure all details were finalized.

We made it more clear to the potential users that they can also swipe to the sides in the rows of recipes. Furthermore, all back buttons have been made fully functional and can take a user to the last visited screen to prevent any possible error.

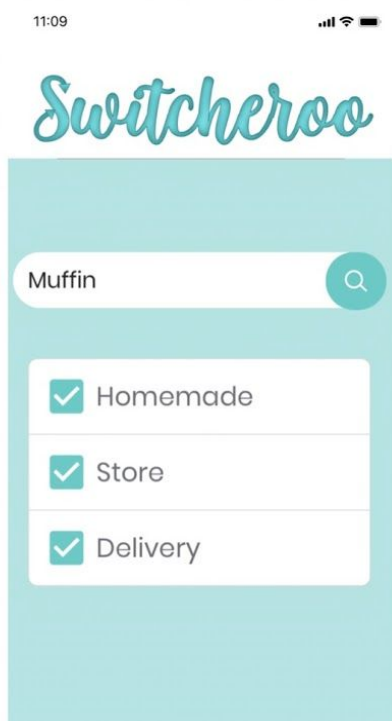
The overall improvement on the app from this week can be found below with a short overview of the app and some comments on the usability of the app, including the explanations of different functionalities and working links to the external sources, e.g. the delivery options.



→ Swipe-able carousel onboarding

→ Register now button to skip

→ Login button, linked to facebook



→ Search button clickable

→ All three options tickable

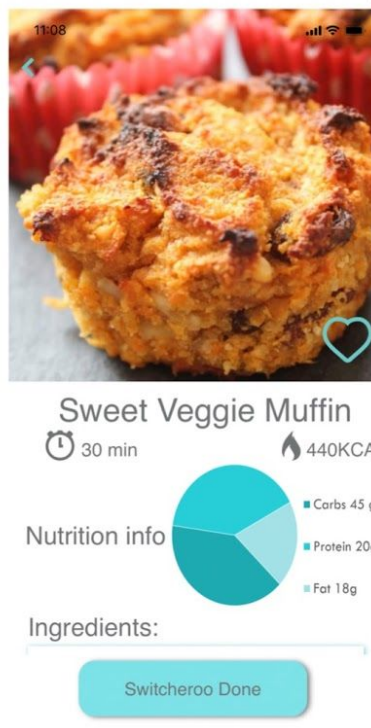
→



→ The result and nutrition info of search

→ All recipes shown are clickable

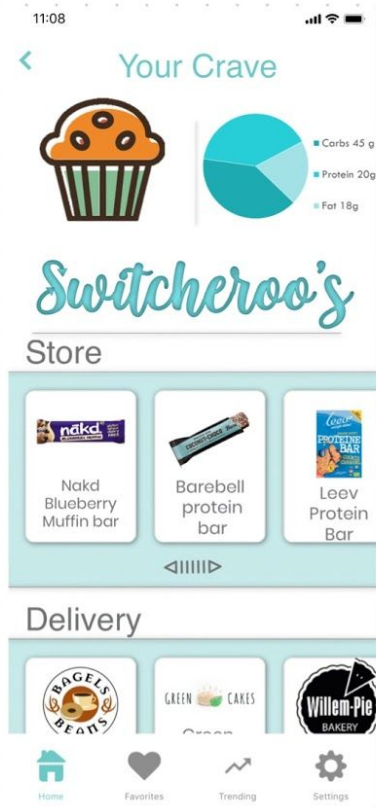
↕ Swipe up or down



→ Recipe

↕ Swipe up or down

→ Click switcheroo done to watch comparison snapshot



Store options
Click on store to
show comparison
snapshot

Fully clickable options



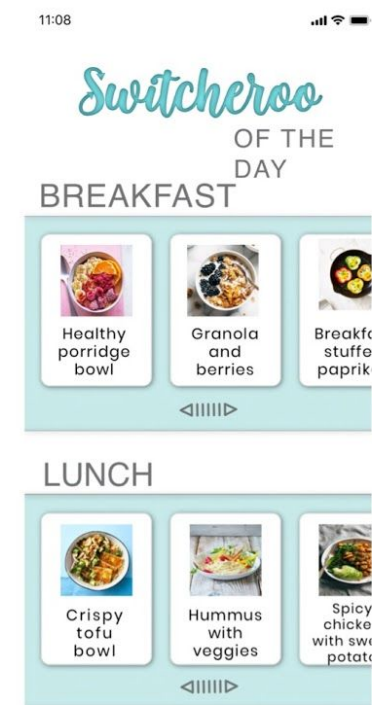
Delivery options
Fully clickable
Click to
forward to
delivery service
and snapshot
on the app



Favourites page

Swipe up and down

Linked to the respective recipe

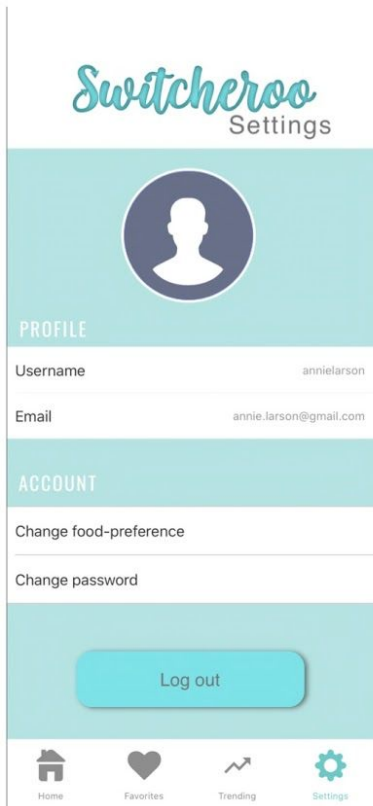


Trending page

Swipe to see further recipes

Swipe up and down

Click on image to access full recipe

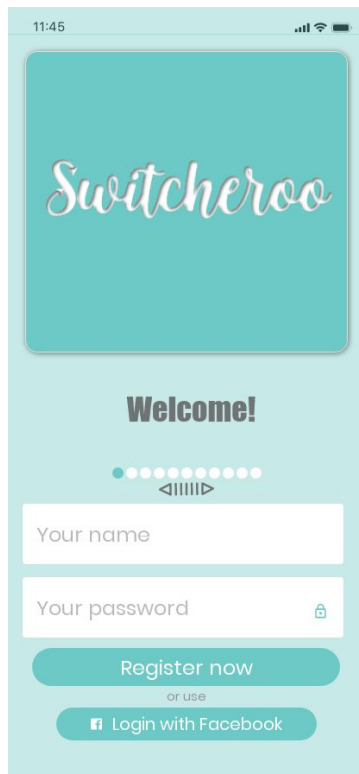


Settings page

→ Log out button sends to login "onboarding" page

Fourth implementation (Final)

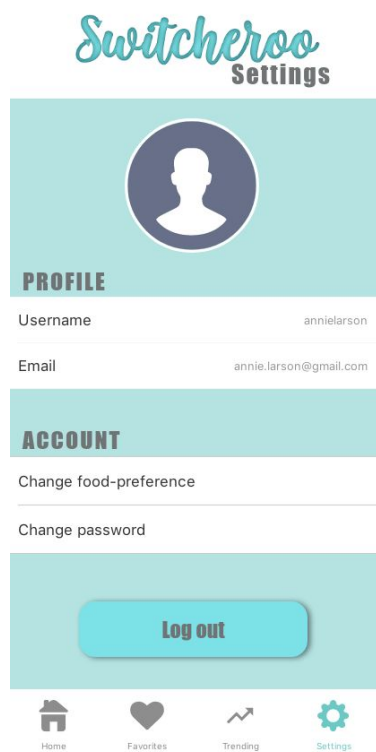
After the delivery of this last implementation we received feedback regarding minor details of the design that we have taken into consideration, with this in mind, we have made the following changes:



> Change made to icon to allow users to know its a swipe carousel and make it consistent in the design



Fonts changes to make it consistent through every screen



> Change food preference is now clickable



Changed food preference button leads you to a new implemented screen to select your preferences in protein, carbs and fat.

<i>Week 4:</i>			
What?	Description	Who?	When?
Change on login screen-swipe carousel	Added a new icon to be consistent with the rest of the swipe icons, that would make clear that the user can swipe through the carousel	Sofia & Danila	By 05/05/20
Changed fonts on the search result	Change to make the fonts consistent throughout the design	Mariya	By 10/05/20
Change food preference button	We have made the button now clickable	Sofia & Mariya	By 10/05/20
Food preference screen	Created a new food preference screen that allows the user to select protein, carbs and fat preferences	Mariya & Danila	By 10/05/20

Overall, we have worked around 90 hours in total on this project. We have tried to split the tasks for this project as fairly as possible, however, due to the current situation certain team members worked a bit more on some tasks. We worked mostly together on all the tasks, however, if the total time has to be divided by the team members, we could say that Sofia worked around 34 hours; Danila 27 hours and Mariya 29 hours.