

A Cooking Recipe Sharing Social Network

Jiaxing Yang Tao Xie

12/02/2020

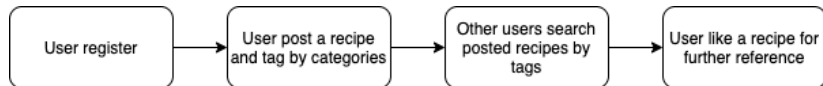
About This Project

Target: a workable cooking recipe sharing social network application prototype

- ▶ Users can share their recipes and tag them by categories
- ▶ Shared recipes can be searched and viewed by other users

Inspired by growing cook-at-home need in COVID-19 pandemic

Main User Story



Team

- ▶ **Jiaxing Yang:** Team leader and programmer, implemented major part of programming and testing.
- ▶ **Tao Xie:** Designer and prototype sketcher, mainly studied social network software design principals, and designed prototype of this project.

Need Finding Process: Survey

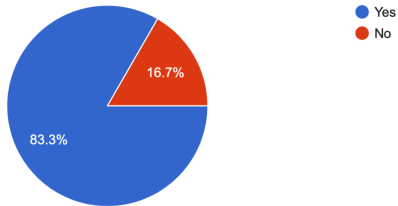
An online survey was made to research on need of learning and sharing recipe on social network platforms

The result indicates that its popular to subscribe cooking contents on social network platforms

Need Finding Process: Survey

Are you currently subscribing cooking social network contents?

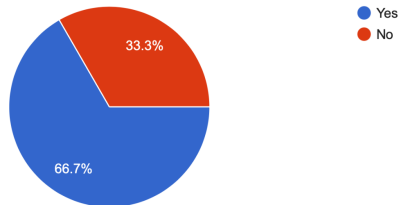
12 responses



Need Finding Process: Survey

Have you ever tried to make cooking recipes learned from social networks?

12 responses



Need Finding Process: Survey

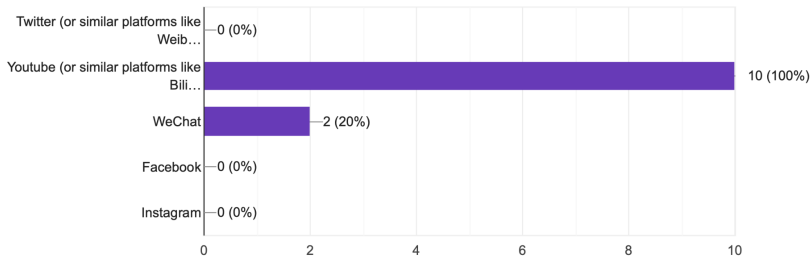
However, survey finds also reveals the fact that the form of videos have advantages of presenting cooking contents compared to texts and photos

Moreover, very few of respondents who frequently cook for themselves are willing to share their recipes, which represents a potential challenge on the quantity and quality of the contents of the product

Need Finding Process: Survey

On what kind of social network platforms do you learn cooking recipes?

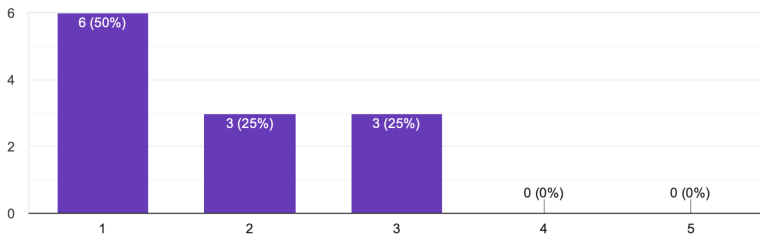
10 responses



Need Finding Process: Survey

Will you share your recipe on social network?

12 responses



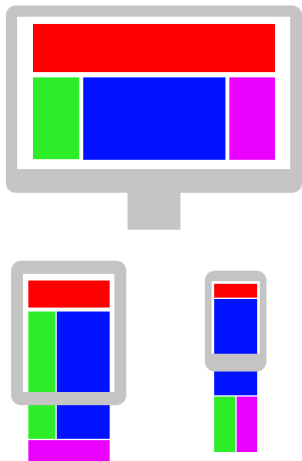
Prototyping Process: Responsive Design

Responsive Design: layout of web contents rendered differently based on different types of devices and screen size

- ▶ Same set of page elements
- ▶ Different layouts for different devices

Can support optimized experience for both desktop and mobile with low cost (no need to develop specific client software)

Prototyping Process: Responsive Design



* image downloaded from Wikipedia

Prototyping Process

The prototyping process is planned to be in three phases:
wireframe, **mockup**, and **interactable prototype**

- ▶ **Wireframe:** setup cross-platform layouts based on responsive webpage design principals, and apply interface efficiency rules
- ▶ **Mockup:** illustrate style and color design of page elements to evaluate the visual effects of different designs
- ▶ **Interactable prototype:** most of user interaction functions will be implemented, purpose is to find potential design flaws or problems in test use sessions

Implementation: Cross-platform Web Application

By following responsive webpage design principals, the web frontend can adaptively adjust its layout for different devices

- ▶ **Front-end framework:** Vue.js
- ▶ **Back-end framework:** Flask

