

Usability Test Script and Results

Scenario:

You are a restaurant owner, who has a strict budget. You would like to expand your menu options without buying extra ingredients. One of your regular customers suggests the Recipe Generator app, so you download it to see what it is all about.

Task 1: Sign up for the app, set your profile picture to a chef hat, and provide 5 ingredients that are always in your restaurant's kitchen.

Task 2: Create a new lunch menu item for customers on their lunch break, favorite it, and give it to your line cooks, so they can prepare it. Assume they only have 30 minutes before they have to go back to their office.

Task 3: Create another recipe with the same settings as the previous recipe and favorite it. Then find the recipe you made in "Task 2" and remove it from your favorites.

Results:

Aspects to change

1. Add functionality to delete or edit pantry ingredients.
2. When the user selects add ingredients, provide ingredient categories to choose from instead of a line to type in anything.
3. Remove the regenerate button. When the recipe screen appears, provide users with the option to "Keep" the recipe or "Try Again" to generate a new recipe with the same settings.
4. Remove the back button on the recipe page. The "x" in the upper right hand corner is enough for the app to function properly.
5. Remove option to filter ingredients during generation. My tests showed that this screen was not beneficial.

Aspects to keep

1. Home page with "Get Started" button.
2. The page that contains buttons to all functionality of the app. Users liked that all the app options were together.
3. Share and favorite buttons.