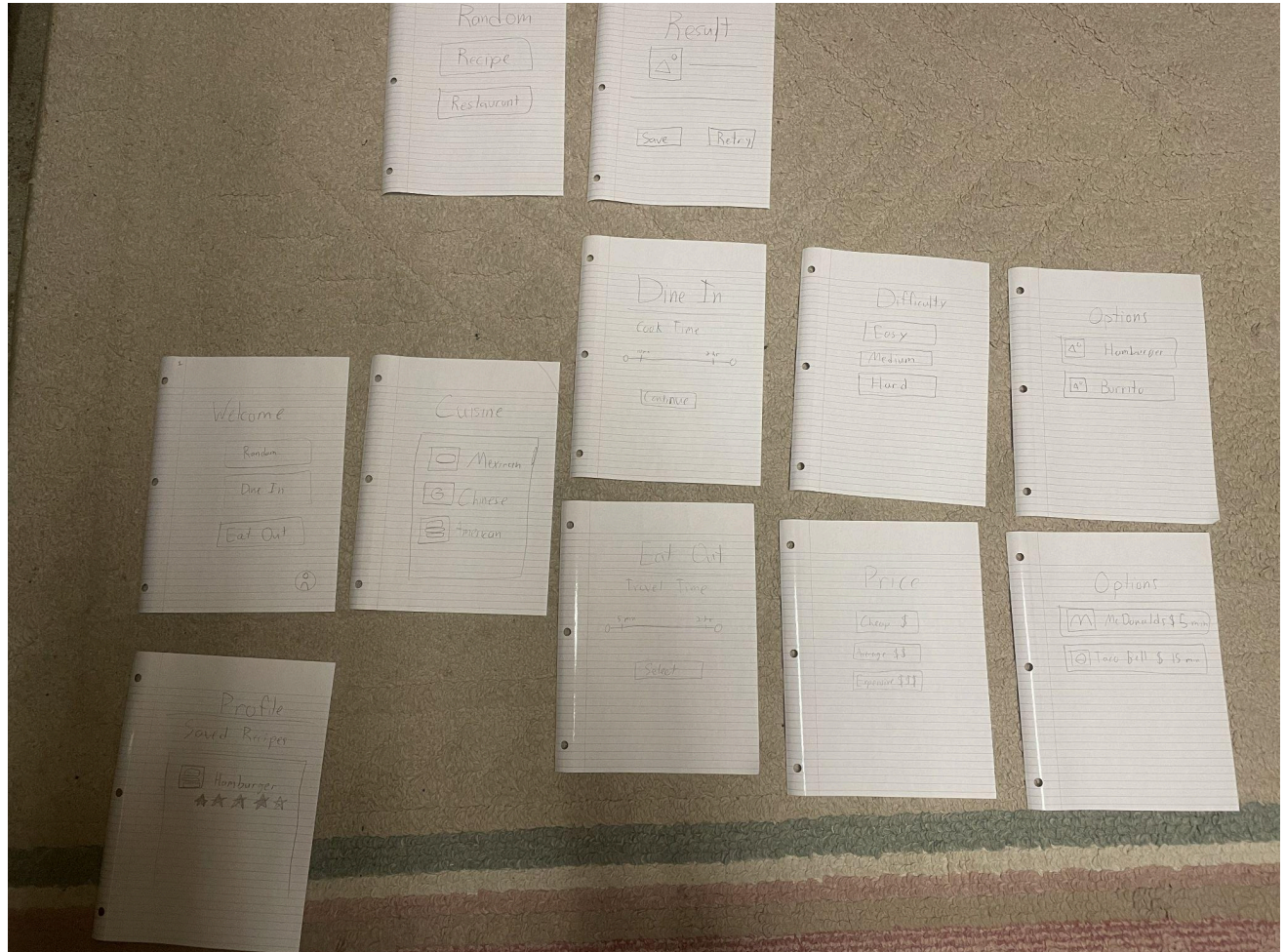


Milestone 2

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Meal Masters

Prototype:



Test Script:

You are a hungry person who is stuck trying to decide what meal they should have. You are using this app to help you decide what to eat. I will give you various goals and scenarios and you have to navigate through the app to achieve those as best as you can. There aren't any wrong answers or bad choices, let me know if anything is unclear or if you need help.

Goals/Scenarios:

- You want to eat out at a Cheap American restaurant within 30 minutes.
- You want to make yourself a Medium Difficulty Mexican Meal at home in less than 1 hour.
- You want to have a random meal chosen for you, but the first result is not what you want.

- You want to visit your profile to view your saved recipes.

Mason's Results:

- How well does your prototype serve the user's goals?
 - The UI was intuitive without too many options overcrowding when the user was looking for what they wanted.
- What affordances/signifiers help them achieve their goal?
 - Buttons with clear messaging, scroll bars so they can have more flexibility when it comes to time.
- What was intuitive, not intuitive?
 - Navigating felt very intuitive, the user had a small problem finding the profile button.
- What felt right vs didn't feel right?
 - When you had a small idea of what you wanted it was easy to find options that fit. Finding a random option was harder to navigate though and felt a little underwhelming. More options for random may help with this.

3 ideas for making your prototype better.

- Include several options when the random option is selected.
- Make the profile button stand out more and be more clear with its purpose
- Having a search or categorical way of finding more unique cuisine options, scrolling may feel tedious when looking for a more unique food type.

Korban's Results:

- How well does your prototype serve the user's goals?
 - The prototype has all of the correct options, but the number of menus was inconvenient for the user.
- What affordances/signifiers help them achieve their goal?
 - Most of the signifiers could be added through more visual elements such as color and composition. Back buttons would be a very helpful affordance for the user in case they misclick an option.
- What was intuitive, not intuitive?
 - Each menu was intuitive and simple, but there might not be enough visual information to keep the user interested. A recipe search bar would be helpful, because users may get annoyed clicking through every option each time they want to find something.
- What felt right vs didn't feel right?
 - Each option select screen felt right, but there were too few options on each screen. Screens felt disconnected, because there were no visuals or buttons that make each screen feel connected.

3 ideas for making your prototype better.

- Add a sidebar or a topbar with the most important options to help the user navigate to what they need faster and to make each screen feel connected in some way.
- Start the user on the favorite recipes/places screen, and have the option to find new recipes/places to eat in a prominent place on that screen. (Returning users will be more likely to make the same recipes multiple times)
- Add a simple tutorial for people using the app for the first time, and include the option to skip it. The tutorials would be simple text popups that explain more about each option.
- (Also add back buttons)

Luke's Results:

- How well does your prototype serve the user's goals?
 - I think the prototype hit everything that the user would want in the application, I personally think that there could be some more things added and that sometimes it does not have all the features.
- What affordances/signifiers help them achieve their goal?
 - I think the buttons being big and easy to access are the best thing because the user knows for certain where they need to go.
- What was intuitive, not intuitive?
 - I will say that the design is intuitive because it is simple, and that is not a bad thing. It is so simple that I do not think that there is anything that is unintuitive for the design. I think the user would know right away where everything is and what it is used for.
- What felt right vs didn't feel right?
 - I think the main thing that felt right was the simplicity like discussed above, the one thing that did not feel right was the part where you are trying to find a random location. I think that could be made more simpler.

3 ideas for making your prototype better.

- Make the random generator something that is more simple and easier for the user to follow.
- Attach the geolocation and geo map to the app so that the user can actually see where the location is and the reviews even.
- Make sure that the flow of what the user wants to do is consistent and not confusing (sometimes a user trying to do one thing might be confused by the other options that come up)

Matthew's Results:

- How well does your prototype serve the user's goals?

- The prototype effectively serves the user's goals. It helped direct the user through the option choices efficiently.
- What affordances/signifiers help them achieve their goal?
 - The buttons with very few words on them that were centrally located helped the user.
- What was intuitive, not intuitive?
 - It was very intuitive, the minimalist design helped the user.
- What felt right vs didn't feel right?
 - There may have been too many options, but everything else felt right, that being the general flow.

3 ideas for making your prototype better.

- Fewer menu options
- Less words
- Better choice of flow from one option to the next.