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CS319 – Project One

In designing NutriScan I kept sight of the program’s goals and objectives and at the same time through interviews learned what potential users want to see in the application and what they want to achieve using the application, Research taught that I should have an app that is easy to use to users from all ages and that users don’t want an app that is messy or takes a lot of space on their screens, Considering all that together with UX best practices and designs I designed this application to have inviting colors, friendly and easy to use and make the user’s experience joyful and effective with its functions.

**Wireframe Screens Purpose**:

**Main Page:** In the Main Screen I designed I put the app’s logo in the front and then a way to sign in or sign up, If some users don’t want to have a personal profile with NutriScan they can just start scanning right away by touching and holding on the camera icon in the lower right corner and skip signing up.

**Home Page:** The Home Page I designed has three main features. The top bar has the user’s name, age, weight, and height, and then to the top left, there is a settings option and a menu option. The middle info has the daily steps recorded daily food intake, they both are progress bars and users in the settings can set their daily goals for each of them. Then we have the lower corner action options: to scan presented by the camera icon in the lower right corner and to manually record workouts presented in the lower left corner. The purpose of this screen is to present to the user the latest info which they can update and their daily progress and give them the options to scan and input workouts.

**Scanning Page:** The scanning page I designed can be broken down into two parts , I have the Upper bar that I kept from the Home Page and only made minor changes to that so instead of the settings option we have back option that takes you back to the page before and then we have the title of the page and a step tracker that lets the user know what steps they are in the process of scanning presented in the form of fractions (1/3, 2/3, 3/3) and then we have the instructions of each step in this case step one and a visual guide and then the next button to move on into the next step. The purpose of this screen is to get users to scan food products there are 3 steps in the process one is to point the camera, when users are ready step 2 scans the product and step three gets the information from the database and displays that to the customer.

**Loading Page:** The loading page has a visual that tells users that the page is loading and to wait but gives them the option to go back on the upper left corner.

**Error Page:** The error page tells the customer that an error has occurred and presents a visual that has X in it and instructs users to go back.

I think my design helps customers understand the foundation of the apps quicker and seems easy and simple to use , it doesn’t require for users to be tech savvy , I on purpose chose a design that is similar to many other popular apps in the sense that similar buttons and icons are positioned in the same place on the screen and making the app’s background color white so users can experience a sense of familiarity when first using the app, and having a unique color that is not used by any other popular app that way the aesthetics can be uniquely identified with NutriScan.

**Adapting to a digital watch:** Making this app’s design to become smart watch compatible I would make some changes to simplify the app and get rid of some features by replacing it with its own screen , I would keep the main screen the same , I remove the top bar from the home page and make the personal information section its own screen , I would keep the progress bars as it is and keeps the 2 action buttons as it is as well , in the screen scanning page if the watch had a camera they would have access to this screen , I would remove the top bar but keep the back option and then instructions and visual guide the same , the next button would be replace with a button to click on the watch instead. and the purpose of that to keep the app simple and save screen space and designed to be used on the go by prioritizing certain key functions like tracking daily activity and scanning products. I believe the adaptation does make sense because it saves screen space by that is less distracting, so it saves time as well but keeps the level of functionality of the app. The app would adhere to best practices since it I eliminated all side options from the main screen it keeps the user with 2 main CTA’s which makes the app easy to use and times-saving.

**Adapting to a Kiosk:** Adapting to a kiosk means having a larger screen , I would keep the design pretty much the same and just enlarge the different features and Icons of the design to help with navigation and focus on selections and just like the phone app have the design be flexible to portrait and landscape modes , but essentially I would everything the same following the same logic of action and functionality as the default phone app.

But in general users can access their profiles on all devices and link all their progress together in one profile.