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| **User Tasks** |  |
| Searching for and Filter through Recipes |  |
| Be able to open and easily navigate a recipe in either standard or an expanded mode |  |
| Utilize as a virtual pantry list and shopping list |  |
| Manage, create, save, edit, and share recipes |  |
| Utilize included tools such as unit converter, cooking timer, instructional videos, definitions |  |

**Reflection**

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| What went Well | The Brainstorming went well, as everyone came in with ideas and were willing to edit and refined other people’s ideas and looking at about how our idea mesh together, which all came together formed the skeleton for our prototype. Having done the structure in this step the idea polishing step and creating a storyboard around it went very well and lead to prototyping step going smoothly. |
| What went Poorly | The Affinity Diagram part went poorly: there was issue with understanding what exactly an affinity diagram is as well as what it meant about ideas, this costed time as we attempt multiple times at what the affinity diagram could and should be, until we received clarification later. |
| What would you do differently If you were to do it again | What we would do differently if we did this again is to define properly what an affinity diagram should be earlier on, and work within that definition, for brainstorming, we’d like either more time or maybe a tool to help facilitate more unique ideas for the brainstorming step. |