Tidbit A calories counting application

Team Name: Eaty Bitties

Team Members:

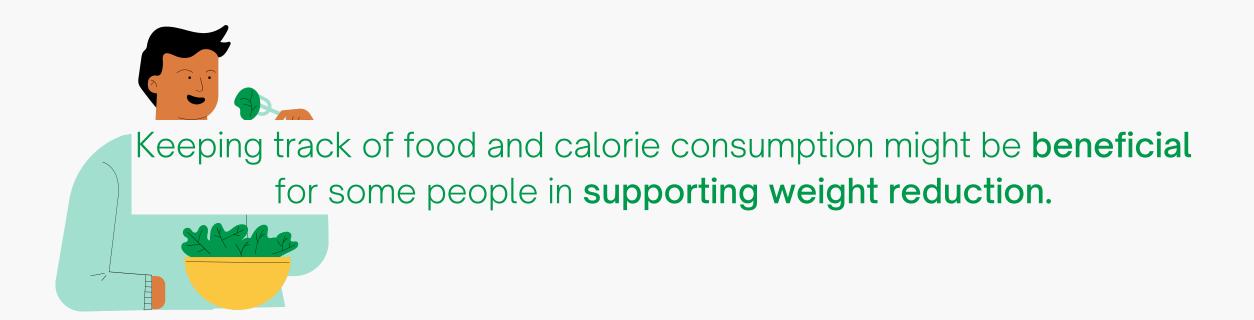
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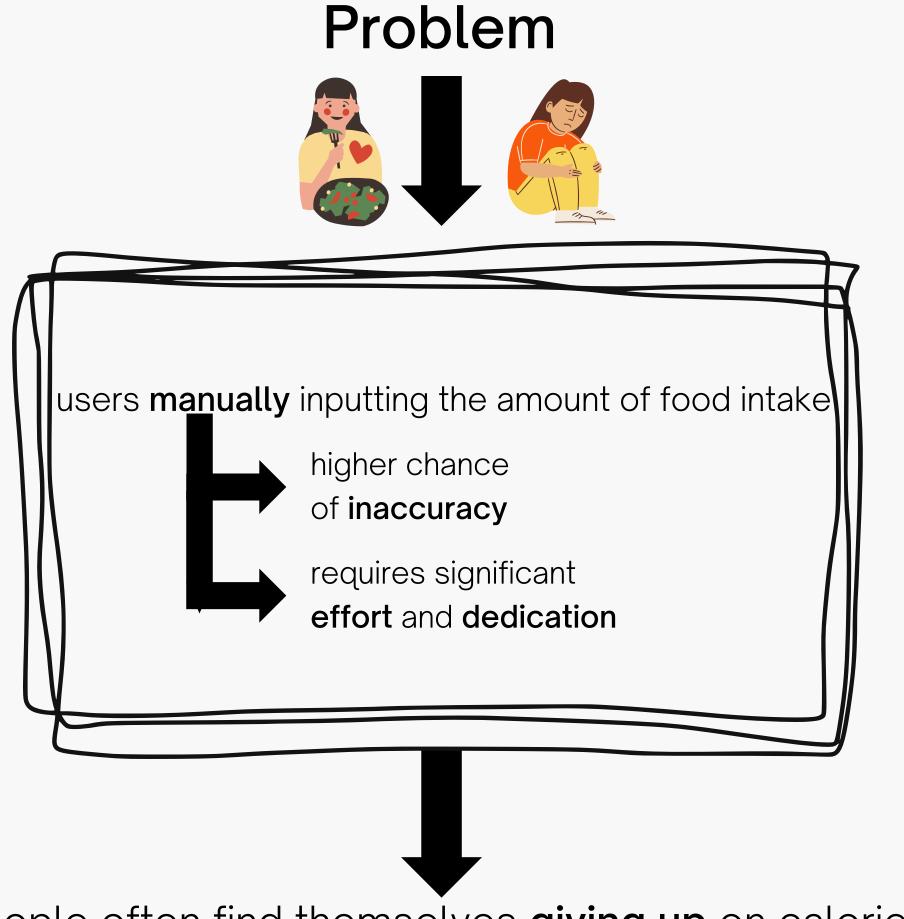
Usability Problem

To calculate the amount of calorie intake, people often have to roughly predict the following:

the amount of each ingredient



Usability Problem



People often find themselves **giving up** on calories counting applications.

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A traditional way of keeping track of calorie intake



Users have to measure the portions of everything they eat and log it in a journal

There are big downsides to this method as it is a lot of work and it's hard to see everything in a journal.

There are current applications in the App Store like;

- Lose It
- MyFitnessPal
- Lifesum

created mainly for monitoring calories







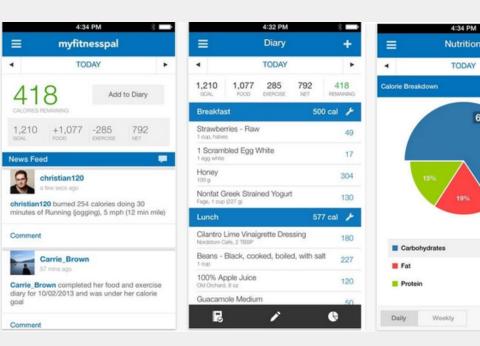
Lose It, Lifesum and MyFitnessPal

- setting calorie goal for the day
- receiving **recommendations** for calorie intake goal (depending on the user's *weight*, *height*, and *goal*)
- manually inputting food information
- receiving notification when going over intake goal
- viewing health articles in-app
- receiving warnings based on unhealthy goals

similar features



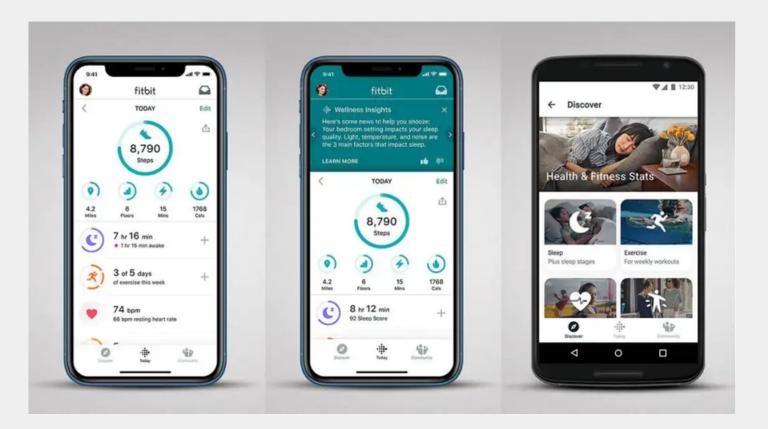








combines **nutrition** and **fitness tracking** with **sleep** and other non-exercise **activity**





integrating healthy habits



being expensive



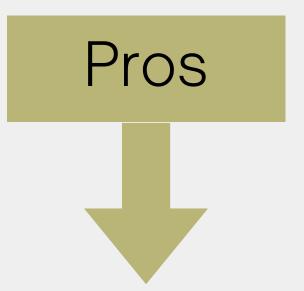
- barcode scanner
- accurate nutrition data
- intermittent fasting timer
- diet-specific support

no need for guesswork



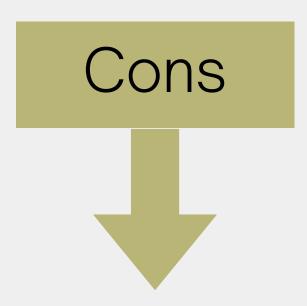
disadvantage of the app is there is not as much information on fitness

LogMeal API: Al Food Image Recognition





LogMeal API: Al Food Image Recognition



- They **only** have a **kiosk** which consists of a scale, a camera and an user interface.
 - We cannot bring it along with us.
 - They have API for developing a mobile app.
 - It's really **expensive**.
 - No weight estimation.







calorie tracker that offers tips and comments to keep the users motivated on their diet plan

Log in your food;

- 1. manually
- 2. by using a voice log
- 3. with a barcode scanner

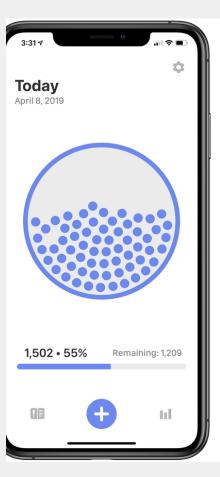


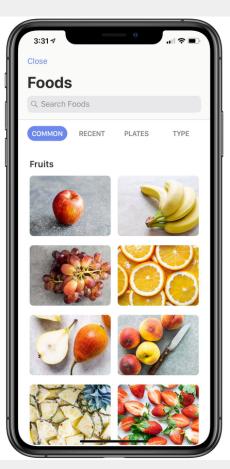


- daily nutrient and meal analysis
- macro charts
- access to numerous recipes (including options for vegan, vegetarian, and gluten-free diets)

Calory

home page displays a bar chart with the percentage of calories consumed and remaining calories for the day









- includes **reminders** to log your calories
- food database linked to the basic USDA food database



- tracks daily calories only; premium upgrade required to track macros
- USDA database may be tricky to use
- syncs with Apple Health only

Calory

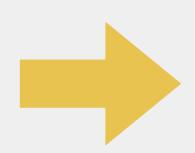


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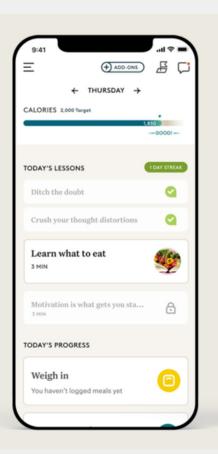
takes a

psychology-based
approach to weight
loss

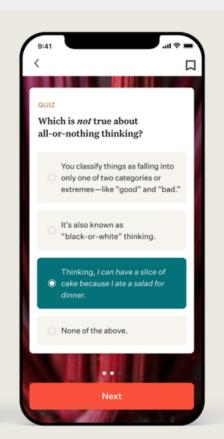
Existing Solutions

Includes;

- daily informational articles
- interactive challenges
- food and weight logging
- calorie tracking









Proposed Solution

the main usability **problem** with the existing applications

manually entering the information about the meal and the calories of each food

Therefore

we intend to build an application that will **detect the meal from an instantaneously captured picture**and then **estimate the calories of each item** on
there.

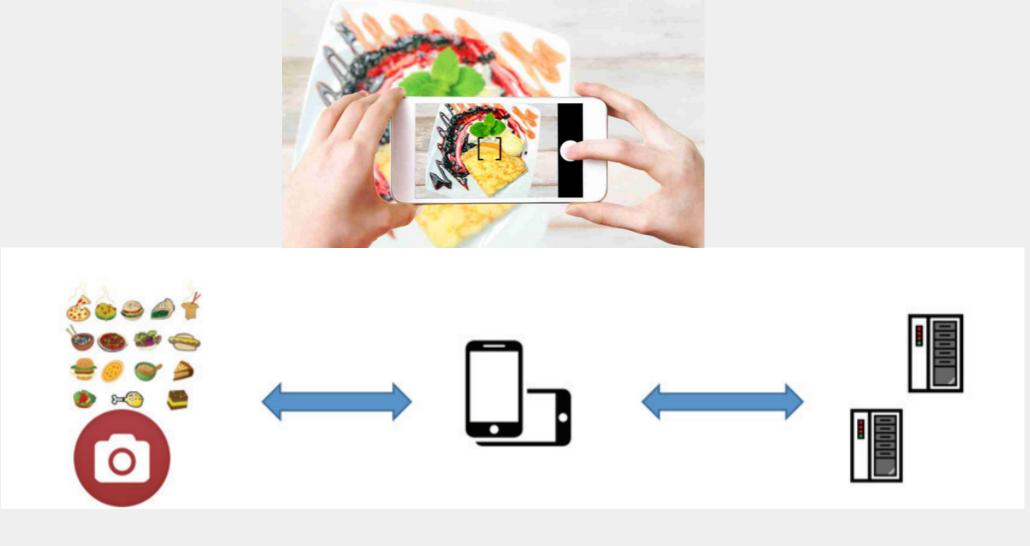


Proposed Solution

The app will analyze ingredients and calorie information from the food image and the users might edit the quantities at their will.

The users can access this service **anytime** and **anywhere** since we are developing an **mobile application** as opposed to a comparable current solution LogMeal, which is created as a machine.

Proposed Solution



Foods

Take image by phone

Process the image with pre-trained Al model



Prototyping Plan

01 Low-fidelity:

Tools:

 Low fidelity: Scissors, paper, cardboard, pencil, colored pen, marker

Duration:

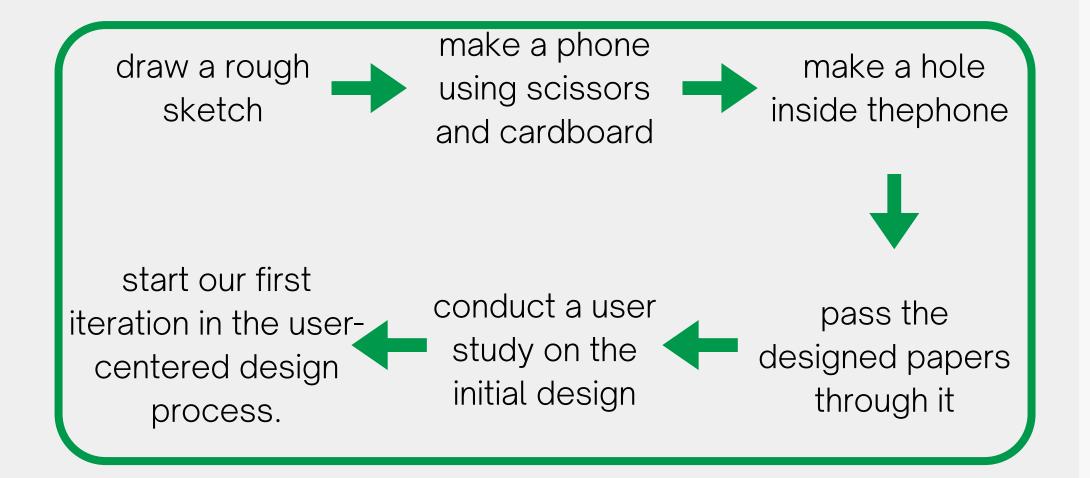
• Design: Week 5 ~ 6

• User study: Week 6~7

• Iteration: Week 7 ~ 9

01 Low-fidelity:

Prototyping Plan



Prototyping Plan

02 High-fidelity:

Tools:

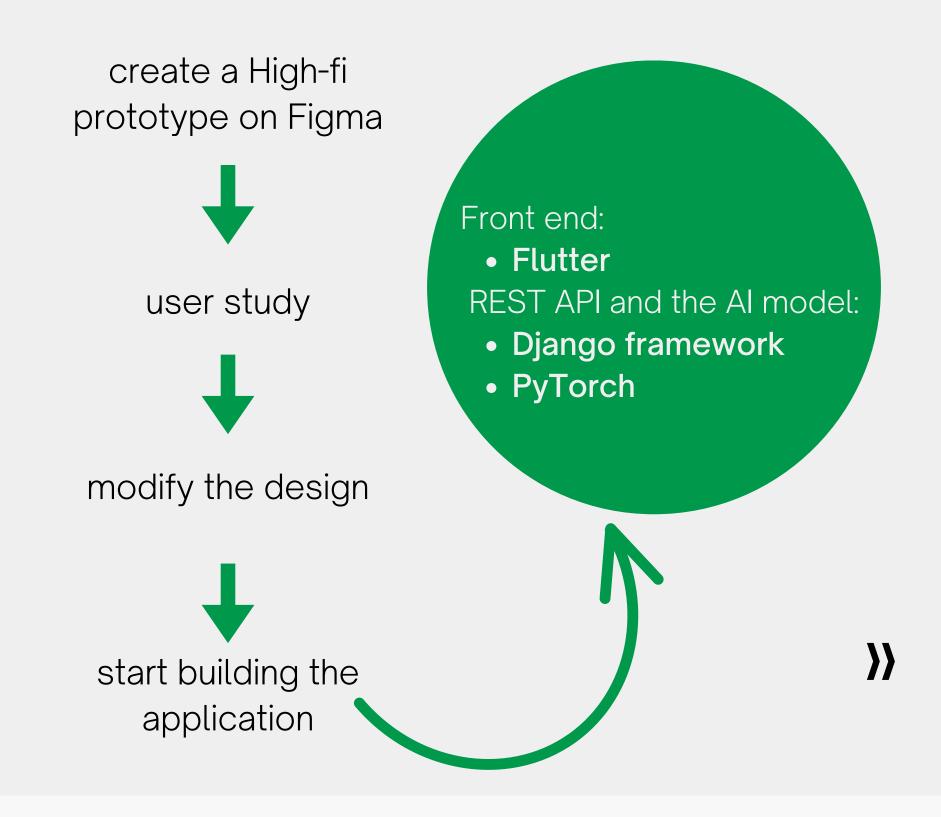
 High fidelity: Figma, Photoshop, Adobe Illustrator, Flutter, Django, pre-trained Al models

Duration:

- Figma design: Week 10 ~ 11
- User study: Week 11
- Iteration: Week 12
- Front end & Backend development:
 Week 12~14
- User study: Week 14
- Finalize the product: Week 15

Prototyping Plan

02 High-fidelity:



Thank You