

Designing for Data Informed User Experience

Interactive Project

Aim

The aim of the project is to allow you to demonstrate your technical understanding of web APIs through the creation of novel interactive interfaces.

Task

The project requires you to define a design problem and create a functional solution using dynamic data retrieved from APIs.

The Interactive project is broken into 3 components:

- 1) Project proposal.
- 2) The interactive project.
- 3) Production journal.

Requirements

Interactive project to be fully functional and available online. Code available in GitHub repository.



PRODUCTION JOURNAL

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DEVELOPMENT PROCESS

Before commencing this project, I ensured the requirements and the task was established as this was something I made an error in for the first API Sketch project. Following this, I explained to a number of friends the power of API's and the possibility of data. I gave a number of examples of how API's could be used and one friend suggested an interactive application which provided users with a randomised meal generator. A number of other friends agreed and believed designing a solution to this problem would be useful.

SCOPING

I wanted to decide on what information I wanted to offer to the user. I decided that a user would have three options.

- 1) A randomised meal would appear on the application opening up
- 2) Users would be able to search for key words "Chicken" and be provided with a number of options of meals that included this.
- 3) Once a meal was found that they liked / loved, the user could save the meal into their favourites which would add to the user's experience.

PREVIOUS MISTAKES

Having a little more understanding following the first assignment on the power of fetching API data I wanted to keep the applications as simple as possible and to focus more on using a single script.js abilities. Focusing on design elements for more html files something I over engineered in the first assignment.

Taking on the feedback from my first assignment I resolved the following:

- 1) I compiled my JS file into one concise and only included files which the site would actually use. I got into the trap of submitting JS files previously as a 'just in case' mentality.
- 2) I removed any 'fancy' loaders for the site and ensured the theme of colours for the application were consistent.
- 3) I removed the need for the user to have various dashboards with no need to go between different pages.

API

In my initial proposal I had identified spoonacular.com as a possibility for fetching the required information to populate for the application, however in the end I used <https://www.themealdb.com/> API. The reason I made this change was due to spoonacular.com upon reflection having almost too much API data to differentiate between.

My goal for this assignment was to have it functionally correct. In addition, I also discovered there were a number of other users on GITHUB who had also use similar API's.

I ended up fetching the following API's:

```
// On page load or refresh of page, a random meal will be provided to the user.
async function getRandomMeal() {
  const resp = await fetch(
    "https://www.themealdb.com/api/json/v1/1/random.php");
  const respData = await resp.json();
  const randomMeal = respData.meals[0];
  addMeal(randomMeal, true);
}

// Simply click the search tool will populate the list of meals of the Chosen API from
// themealdb
async function getMealById(id) {
  const resp = await fetch(
    "https://www.themealdb.com/api/json/v1/1/lookup.php?i=" + id);
  const respData = await resp.json();
  const meal = respData.meals[0];
  return meal;
}

// Entering in key words "chicken" will provide the user with a list of meals with the
// ingrediend of chicken in title or in ingrediendents.
async function getMealsBySearch(term) {
  const resp = await fetch(
    "https://www.themealdb.com/api/json/v1/1/search.php?s=" + term);
  const respData = await resp.json();
  const meals = respData.meals;
  return meals;
}
```

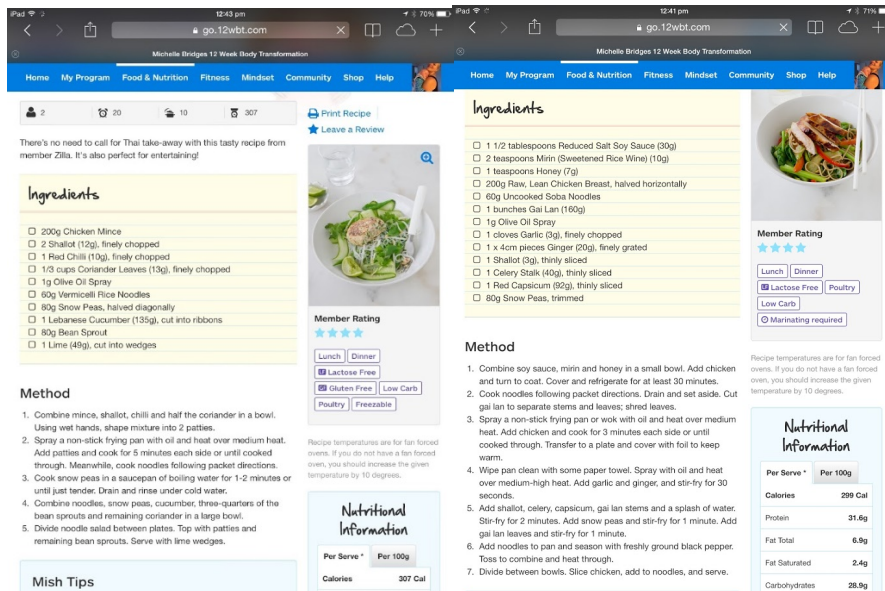
I was able to randomise the initial meal when a user opens the application, which was something I was unable to complete in assignment 1 and the application had to wait for a user to interact before the data returned.

I found it very useful in this project to, once I had a certain piece of code working effectively to put a // Description within the JS file.

LAYOUT / DESIGN

Having established the scope of the project, deciding on what information I wanted to display and what I was wanting the user to have access too helped in designing the UX for the user. I looked at a number of similar websites / application out there. The below is from and app named All Recipes.





From this, I combined a number of attributes of both examples including the ‘love heart’ icon which allows users to add a meal to their ‘My Favourite Meal’ and when the meal is selected it provides the user with both the instructions and the ingredients needed to make the dish. Users also had the ability to search for key terms in meals, and get a return of options.

IMPROVEMENTS

In my original proposal I was wanting to have a user login where users could have a more interactive and personalised application which they could change. Being able to save meals and share meals with friends, being able to send the list of ingredients to an application such as Coles ‘click and collect’ would be ideal as users would save time in needing to go shopping. I also had the thought it would be good for users to add to an active API with their own recipes also. So having a ‘two way’ interaction with the app would allow for more involvement on the users end.

Note: Along the way of adding a number of Top navigations and Body formatting, I was unable to have the ‘mobile-container’ to flex and be responsive as the rest of the application.

REFLECTION

Having completed an application which overall responds to the users’ needs and fetches the correct information and displays it in a way the user can use was very rewarding. The initial scoping of the project and ensuring I was able to achieve my task was important. Although the presentation of the proposal in the initial stages was much more impressive ‘visually’ then the final application, I know this is something I can work on for future.

I ensured this time round I started the project almost immediately and allowed time for mistakes to be made and for many YouTube videos to be watched and learning from previous examples. Having the overall understanding of what information can be drawn from API’s allows for other future projects to be successful.

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