

Team Members:  
Siddhartha Roy  
Rajeshwari Bhirud  
Rahul Thodupunoori

Introduction to User Experience  
April 1<sup>st</sup>, 2024


Milestone#5

1. Background Context

Persona:

Sarah Sharma | Age : 25 | Location : New York

Student



**Background**

- 1. Graduate student (Ms Computer Science )
- 2. Sarah spends long hours attending lectures, conducting research, and coding for projects.
- 3. Struggling to manage health goals due to personal commitments and budget concerns.

**Motivations**

- 1. Wants to access quick and nutritious meal ideas tailored to her dietary preferences
- 2. Wants to explore recipes optimized for time efficiency and nutritional value
- 3. Options for batch cooking and meal prep that align with her busy schedule
- 4. Sarah wants to generate a personalized grocery list based on selected recipes and portion sizes, with options for budget-friendly ingredients and easy-to-find items

**Goals**

- 1. Open to utilizing technology and tools to improve her nutrition and overall well-being.
- 2. Interested in optimizing her time efficiency, including meal preparation and grocery shopping, to accommodate her rigorous academic schedule.
- 3. Nutritious meal prep plans to reduce irregular eating habits

**Expectations**

- 1. Sarah seeks a solution that integrates seamlessly into the workflow of a busy graduate student. Helps her to solve her issue with cooking.

Scenarios:

Scenario 1:

Sarah, a dedicated graduate student in Computer Science, seeks nutritious meal ideas amidst her busy schedule. She discovers a meal planning app tailored to her needs, offering quick and healthy recipes. With options for batch cooking, she effortlessly aligns her meals with her academic schedule, ensuring she stays energized throughout the day. Excited by the prospect of improved nutrition, Sarah explores the app further, generating personalized grocery lists based on her selected recipes and portion sizes. Delighted by the options for easy-to-find ingredients, Sarah streamlines her shopping trips, minimizing food waste and maximizing savings.

## Scenario 2:

Sarah, a graduate student faces challenges in maintaining a nutritious diet. She discovers a meal planning platform designed for students like her, offering nutrition intake insights. As she tracks her eating habits and energy levels using intuitive graphs and charts, Sarah identifies areas for improvement in her health and productivity. With the support of the platform, she embraces healthier food choices, fuelling her brain for success in her academic pursuits.

## 2. Task Flow Description

- **Login/Register into the app**

1. User launches the app and is presented with the login/register screen.
2. If the user is a new user, they select the "Register" option or if the user is returning, they select the "Sign In" option and choose the option to login (either by "Login with Facebook" or "Login with Gmail").
3. After successful authentication for "Sign In" option, the user is directed to the app's home screen.
4. After successful authentication for "Sign In" option, the user is directed to a page where they fill up information for their preferences and diet information like (dietary information, cooking skills like beginner/intermediate/expert or interests ). Once this information is filled they are then directed to the app's home screen.

**Description:** This flow is essential for onboarding users into the app. It covers both new user registration and returning user authentication. By including options for registering and signing in with social media accounts like Facebook or Gmail, the app offers convenience and flexibility to users. After successful authentication, the user is prompted to fill in additional information to tailor their experience, ensuring personalized recommendations.

- **Browse recipes and see the options provided in the recipe section.**

1. From the home screen, the user navigates to the "Recipes Collections" section of the app where all the recipes are available.
2. The app displays a variety of recipe options categorized by Breakfast, Lunch/Breakfast, Desserts and Drinks.
3. The user can scroll through the list of recipes and select one to view more details.
4. Upon selecting a recipe, the user is presented with additional information such as recipe overview, ingredients list, direction/duration and insight (nutrition per serving) charts.

**Description:** This flow allows users to explore the core content of the app – recipes. Categorizing recipes makes navigation intuitive, and providing detailed information about each recipe ensures users can make informed choices. By offering a variety of recipe options, the app caters to different meal preferences and occasions, enhancing user engagement.

- **Save or View Saved Recipes:**

1. After browsing a recipe, the user decides to save it for later reference or view their saved recipes.
2. If the user chooses to save the recipe:
  - They select the "Save" (heart) button displayed on the recipe details page.

- The app confirms the successful save by colouring the "Save" (heart) button.
  - The saved recipe is added to "Saved Recipes" section within the app that is displayed on the home page.
3. If the user wants to view their saved recipes:
    - They navigate to the "Saved Recipes" section that is displayed on the home page.
    - The app displays a list of all recipes previously saved by the user.
    - The user can scroll through the list of saved recipes and select one to view more details or cook.
  4. Alternatively, the user can remove a saved recipe from their list by selecting an option such "Remove from Saved."
  5. The user can repeat the process of saving or viewing saved recipes as needed, allowing for easy organization and access to their favourite recipes.

**Description:** Saving and accessing favourite recipes is a key feature for retaining users and encouraging return visits. Allowing users to easily save recipes and access them later streamlines their experience. Additionally, providing the ability to remove saved recipes ensures users can manage their collections efficiently, maintaining a clutter-free interface.

- **Create your shopping list (by adding required items or import ingredients from the recipe)**
  1. While viewing a recipe, the user has the option to add ingredients directly to their shopping list. Upon selecting "Add all to shopping list" option, the app updates the user's shopping list accordingly
  2. The user can manually input additional items in their shopping list. Upon selecting the "Add to Shopping List" option, the app updates the user's shopping list accordingly.
  3. The user can review and edit their shopping list, adding or removing items as needed.
  4. Once satisfied with the list, the user can save it for future reference or proceed to view their finalized shopping list.

**Description:** Enabling users to create and manage shopping lists directly within the app enhances the utility of the platform. By allowing users to add ingredients from recipes with a single tap, the app simplifies meal planning and grocery shopping. Manual input adds flexibility for users to include additional items which are not related to the recipes.

In terms of depth vs. breadth in wireframes/prototypes:

- **Depth:** Each task flow is detailed enough to convey the necessary steps and interactions involved. For example, in the "Browse recipes" flow, the wireframes would include screens for recipe categories, individual recipe details, and saving/viewing saved recipes.
- **Breadth:** While covering the core functionalities comprehensively, it is ensured the prototype doesn't delve into unnecessary complexity. Each task flow is designed to provide a seamless user experience without overwhelming users with excessive features or options. This approach maintains clarity and usability in the prototype.

### 3. Visual Design Library

The below library consists of :

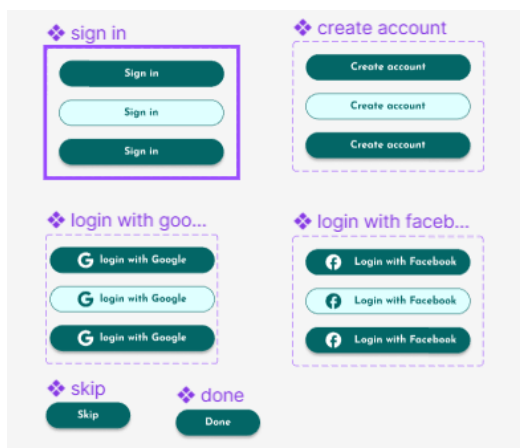
#### Primary Colours

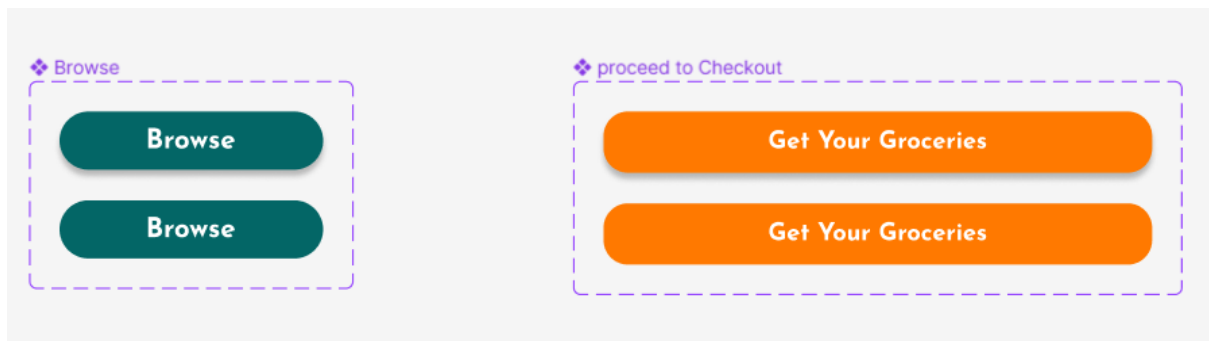
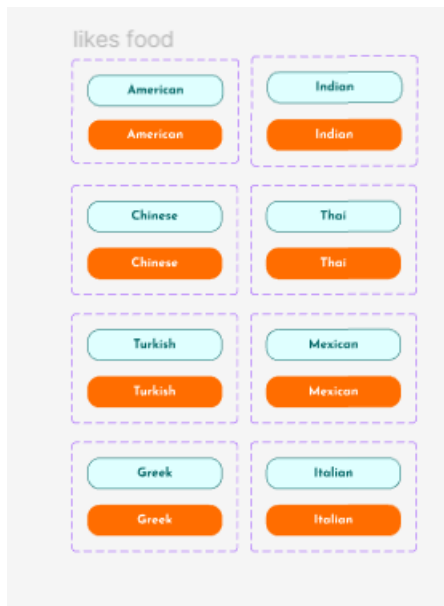


#### Logo

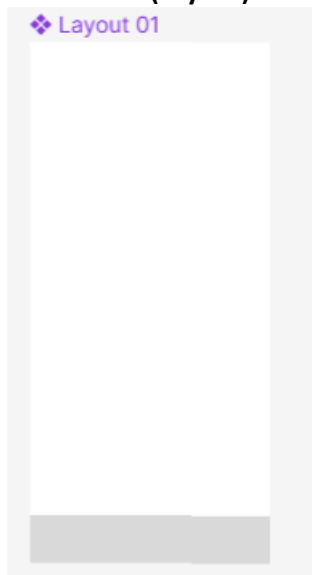


#### Buttons with effects when selected





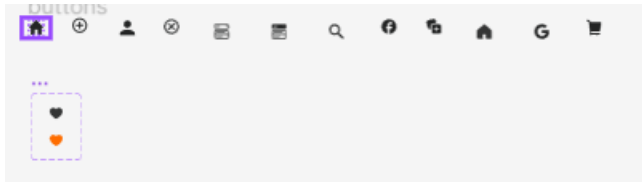
## Main frame(Layout)



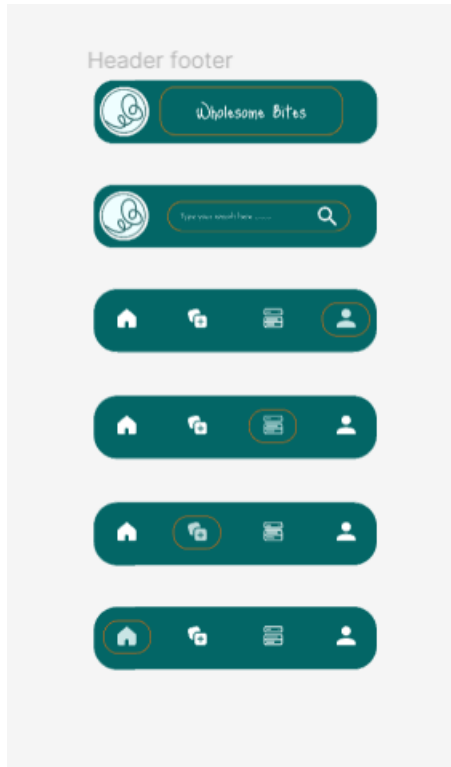
## Fonts used

APP Header Bold 20px	APP Semi Header Bold 18px	APP Body Bold 16px	APP Body Regular 16px
APP Header Bold 18px	APP Semi Header Bold 16px	APP Body Bold 14px	APP Body Regular 14px
APP Header Bold 16px	APP Semi Header Bold 14px	APP Body Bold 12px	APP Body Regular 12px
APP Header Bold 14px	APP Semi Header Bold 12px	APP Body Bold 10px	APP Body Regular 10px
APP Header Bold 12px	APP Semi Header Bold 10px	APP Body Bold 8px	APP Body Regular 8px

### Icons that are used as buttons



### Header and footer



## 4. Link to Interactive Wireframe/Prototype

Figma link:

<https://www.figma.com/file/jTOP8m0EqRjy5ao7nCzMJb/Untitled?type=design&node-id=4-205&mode=design&t=GLwiGpDCVTmwJDqB-0>

Prototype:

<https://www.figma.com/proto/jTOP8m0EqRjy5ao7nCzMJb/Untitled?type=design&node-id=0-1&t=GLwiGpDCVTmwJDqB-0&scaling=scale-down&page-id=0%3A1&starting-point-node-id=4%3A204>