

SuperChef
Ingredient
based recipe
application



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Application Need

The need of this application is to help people choose a recipe based on the ingredients in their possession.

The user should be able to choose a recipe that fits the ingredients, taste, and time



Design Goals from Needfinding

Goal 1: Procure ingredients: Option to procure/select ingredients which decides the recipe.

Goal 2: Filter feature-

- A. Feature to sort recipes based on time.
 - B. Easy to filter based on mood.
-

Goal 3: Sub-search- Search option inside the category selected.



User Goals

1

Generate suggested
recipes in a timely
fashion.

2

Search through
multiple recipes.

3

Choose a recipe
based on the criteria
of ingredients, taste,
and time

4

Choose a recipe
using filter feature like
mood-based



Usability Goal





Conceptual Models

Design Alternative 1: Modality: Mobile application
Interface: Mobile and multimedia

Design Alternative 2: Modality: Web site
Interface: Web

Design Alternative 3: Modality: Recipe Machine
Interface: Consumer electronic and appliances

Prototype Used

WireFrame – Balsamiq Software

Storyboard

Scenarios

Design Concept #1

Mobile application





How it works

Users login in and create their account by signing in the details or use guest account.

The user will directly search the recipe he wants using the search bar.

The other option is to use the categories or filter options to search recipes.



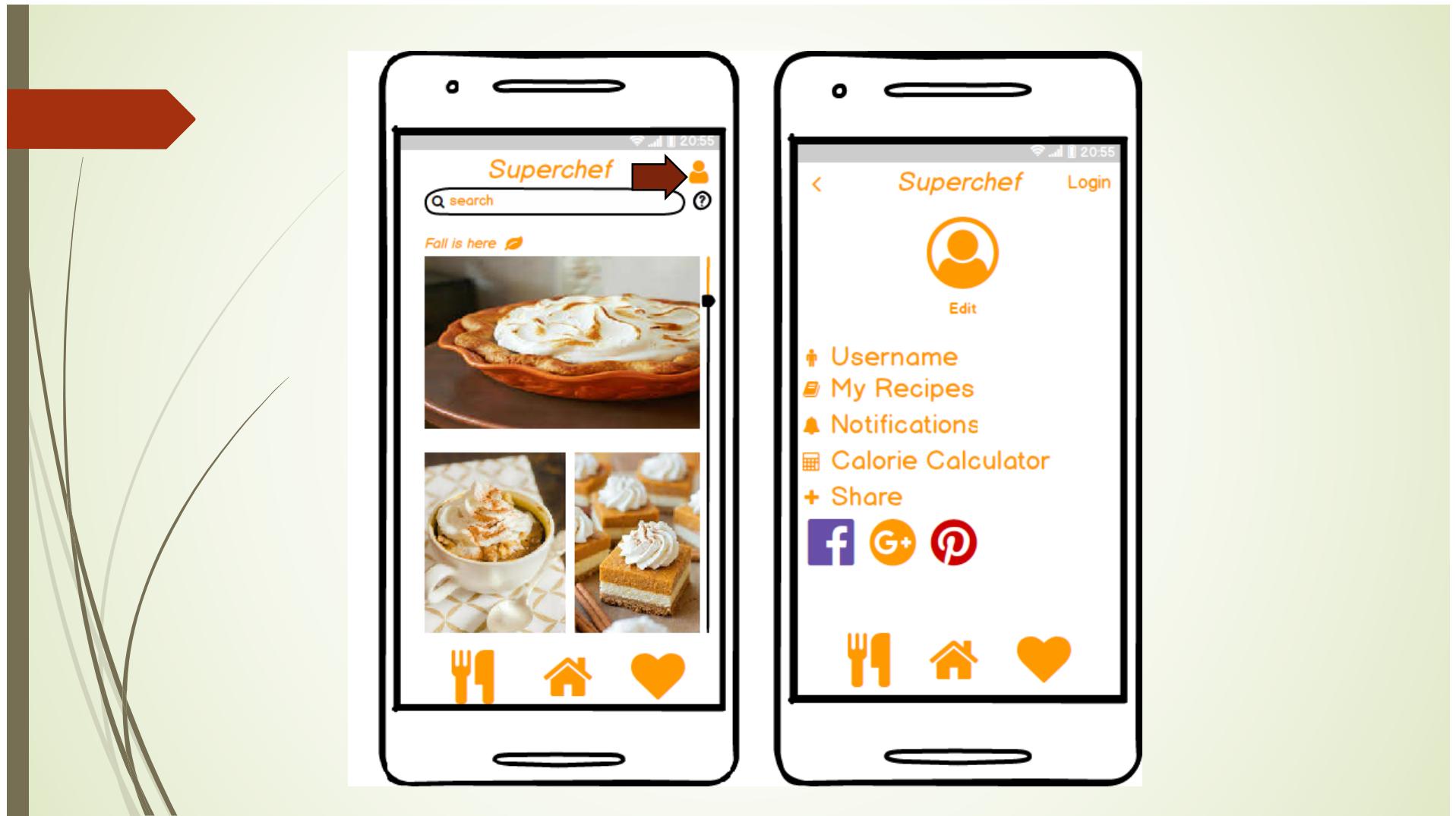
Features Emphasized

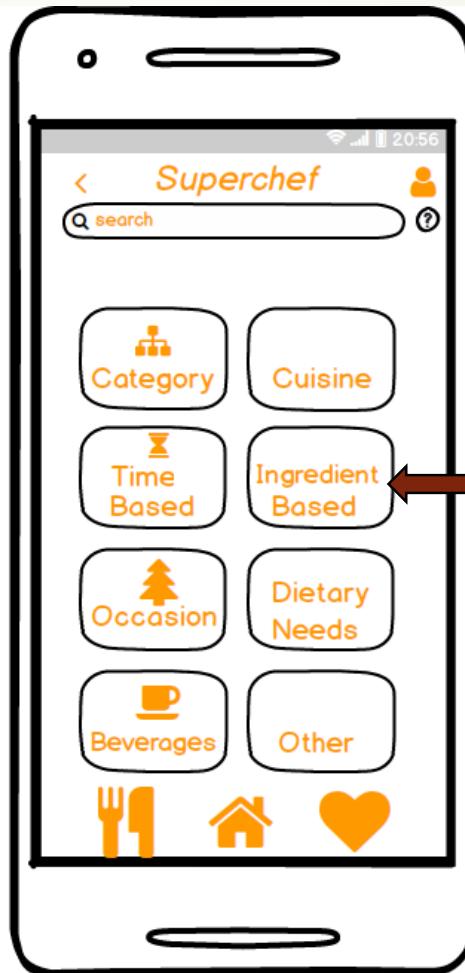
Touch interface is easy to interact with when using a smartphone.

Users can use the mobile application on the go.

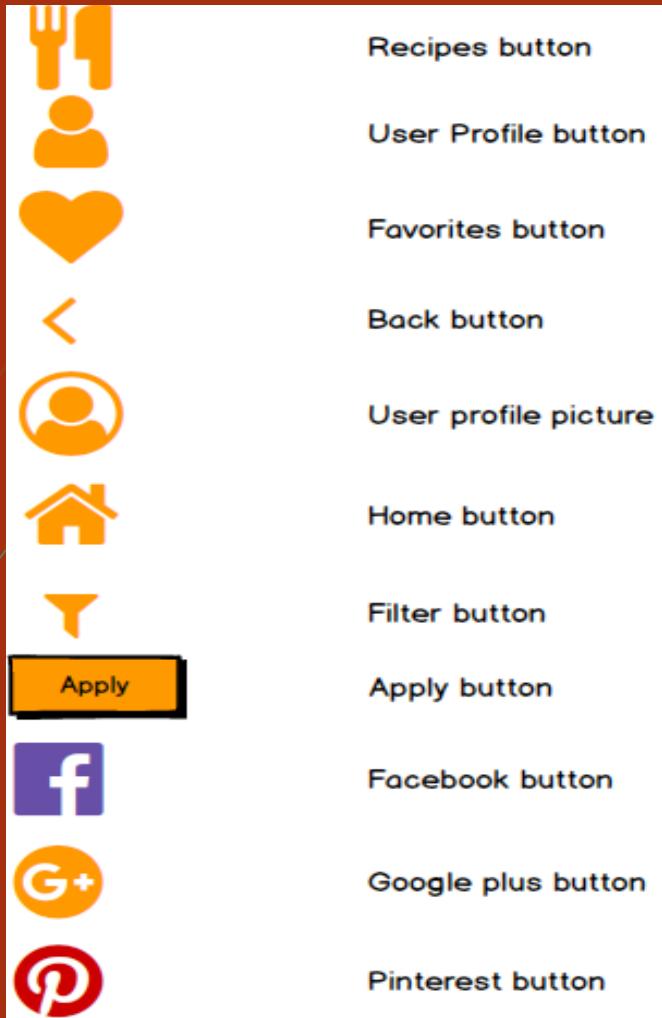
Time based filter and different type of feature functionality provided.

Can save recipes offline.





METAPHORS

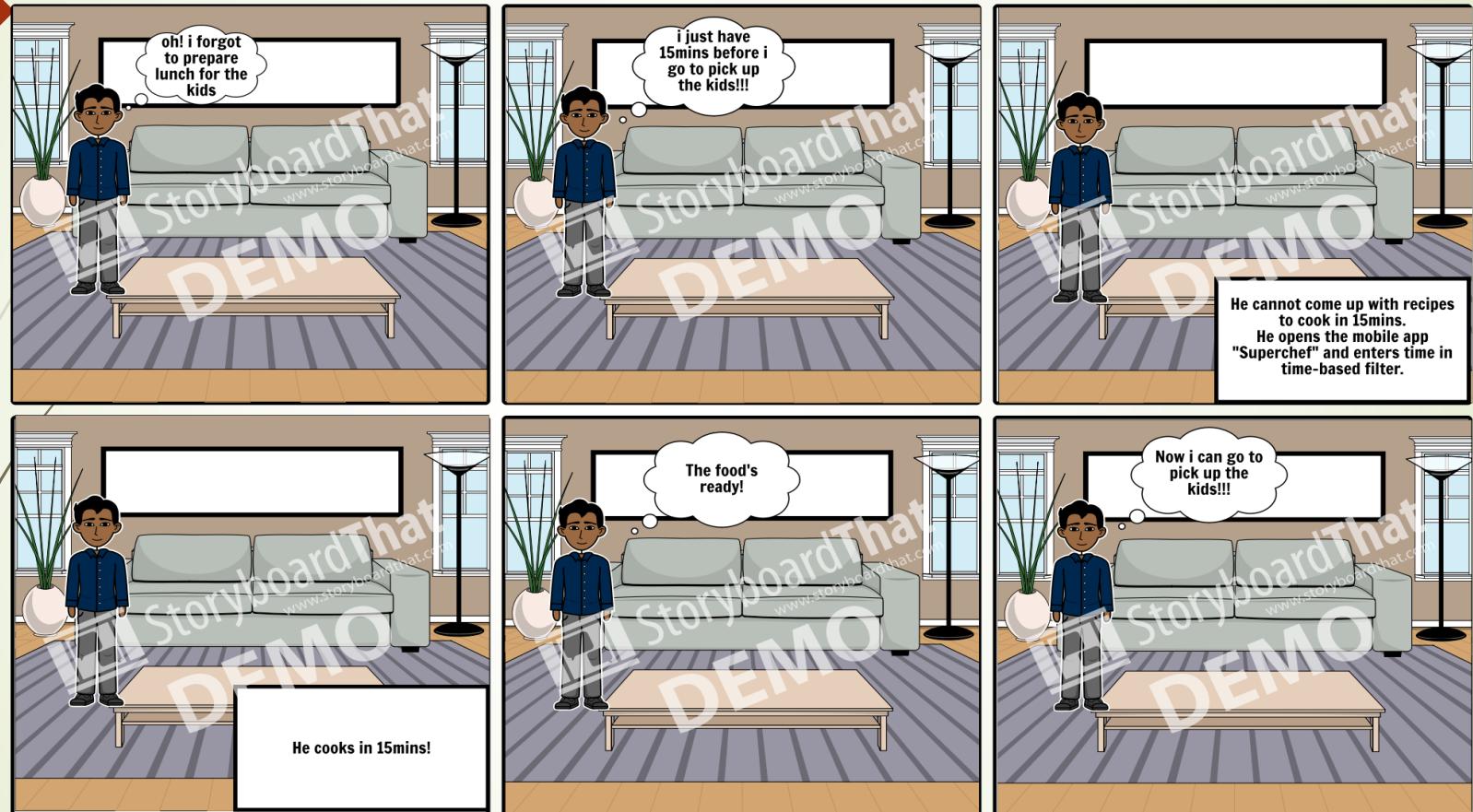




Scenario

David Wesley is a goal oriented man, who works as a Data Analyst at TCS. He is married to Emily Wesley and has two kids Daniel and Keith who are twins, and are 5yrs old. David has basic knowledge of cooking and is not experienced in the field. His wife Emily has gone to New York for two days to visit her family as her mom is ill. Now the entire responsibility of the kids is on David who has taken a leave from office for two days and trying to complete his work from home at the same time. David is now faced with an issue of making breakfast for his kids, he doesn't have much knowledge so he packs bread and jam for the kids and drops them to school. Once David reaches home, he completes his work and goes to the kitchen to make a good meal for his kids. But because David did not pay much attention to time, he has only 15 minutes left to cook something before he leaves to pick the kids up from the school. He has no idea what he can prepare in 15 minutes which will be fulfilling enough unlike the bread and jam he made in the morning. He opens the SuperChef mobile app and enters time in time-based filter and get a recipe and immediately cooks and leave to pick up his kids.

STORYBOARD



Create your own at Storyboard That



Pros

Users can easily access the application via smartphones

Users can easily use the touch interface and understand the functioning of the application.

Portable , as it can be used on the move. Users can easily surf recipes while travelling using just their mobile phones.

Affordable, as the application can run on any smartphone.



Cons

Needs active
internet
connection for
download.

Needs a
smartphone.

Design Concept #2

Web site





How it works

Users can use the web application anywhere with an access to internet search recipes.

User can register by signing up his details or with social media.

When user enters the ingredients available with him, the page loads with a list of recipes that incorporates those ingredients in the recipe

When user clicks on those recipes he can view that particular recipe with details of the how to make it, the ingredients used and the time required to make it.

Users can select recipes based on various categories provided in the home page.

User can find saved recipes under My Recipe tab.



Features Emphasized

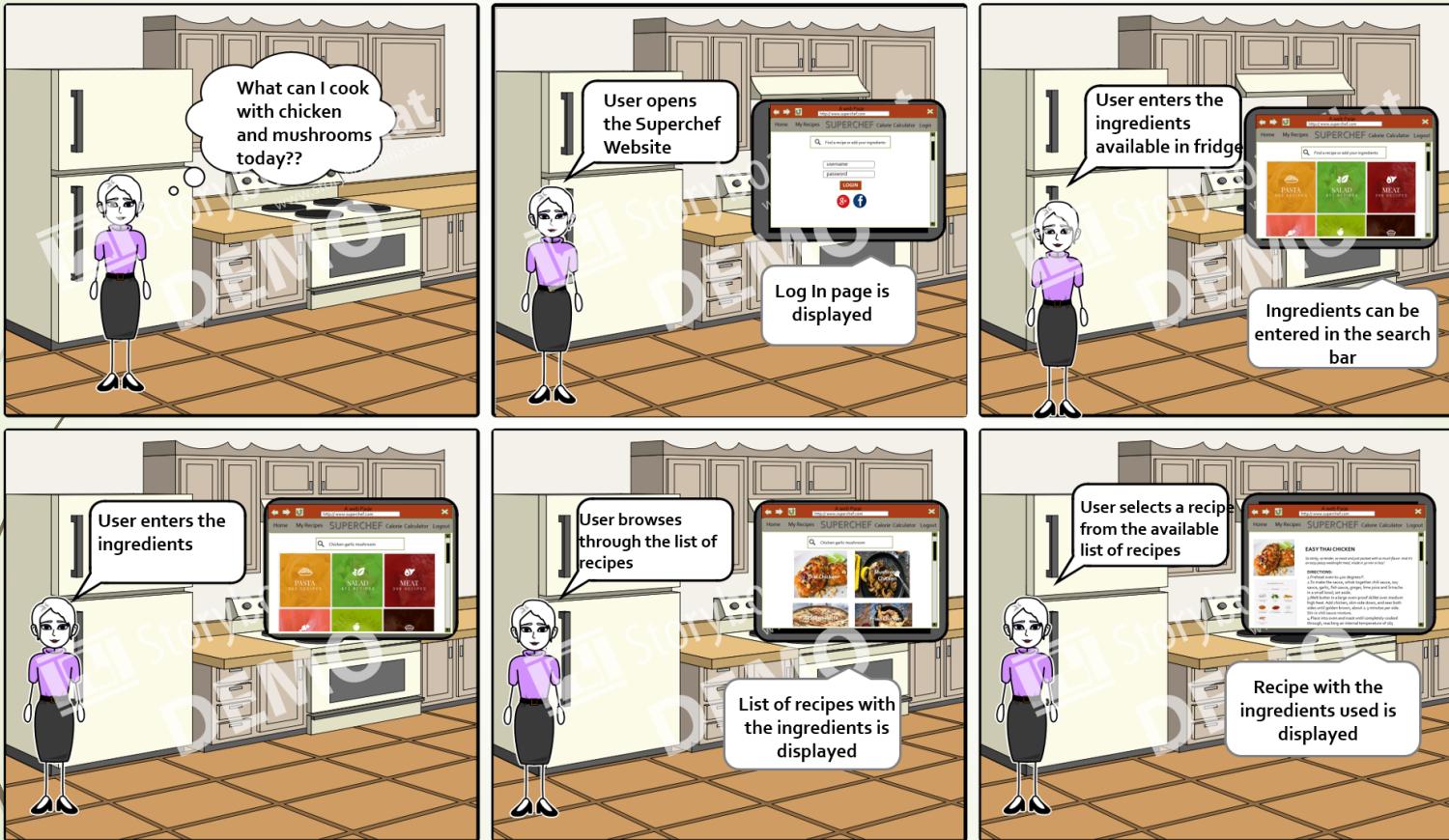
A simple user interface design facilitates the user to achieve the tasks.

A rich multimedia content comprising of photos and also videos to help users visualize the final outcome of the recipe.

Recipes are filtered and suggested according to the ingredients provided by the user.

User can save the recipes they like and view the saved recipes later under My Recipe tab.

STORYBOARD

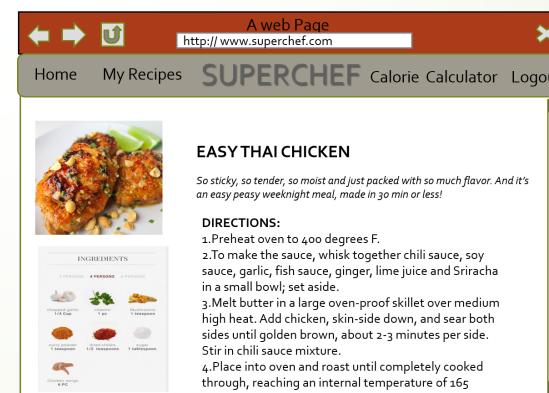
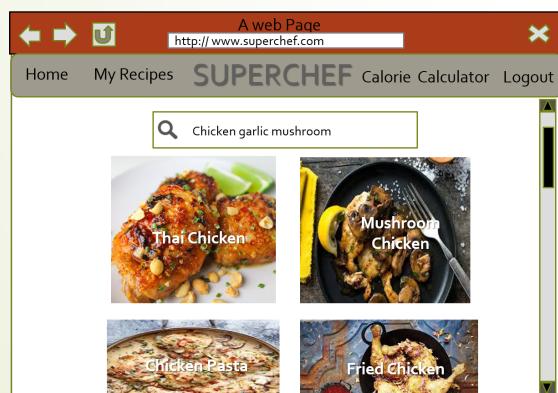


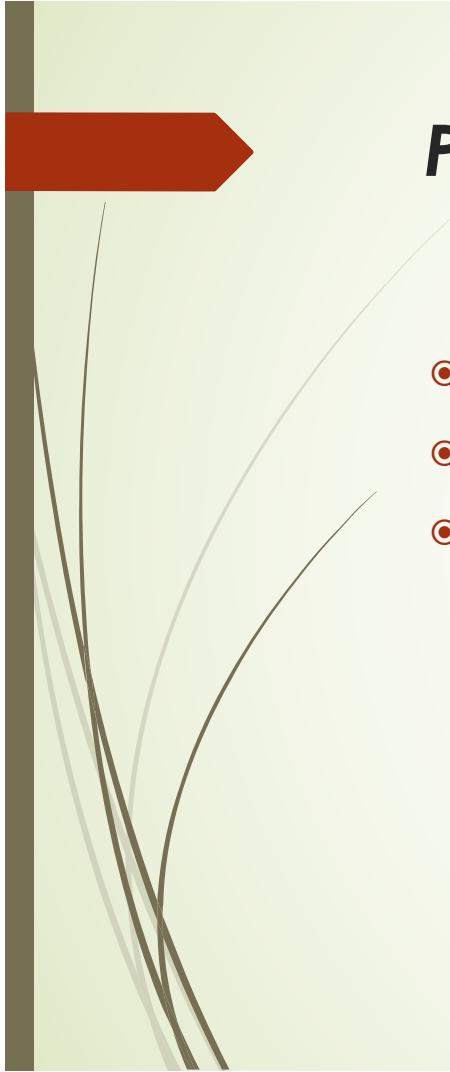


Scenario

Louisa Clarke is an ambitious young, free spirited woman who loves her work and is passionate about it. She is a workaholic, but manages to find some free time for exercise(yoga). Louisa works in a firm named "Wild flower creatives" and is one of the most promising employee of the firm. Due to her great passion towards her work, she sometimes works quite late and spends extra hours on her projects. Because of this Louisa has not bought groceries and has not managed to find time to complete the task. On Sunday, when Louisa finally has some time for herself and feels like cooking a meal, she opens her fridge and finds that she has only few ingredients left as she couldn't buy new groceries. Now Louisa is not creative when it comes to making recipes and cooking food from the available ingredients, so now she opens the SuperChef website, enters her ingredient and gets a appropriate recipe.

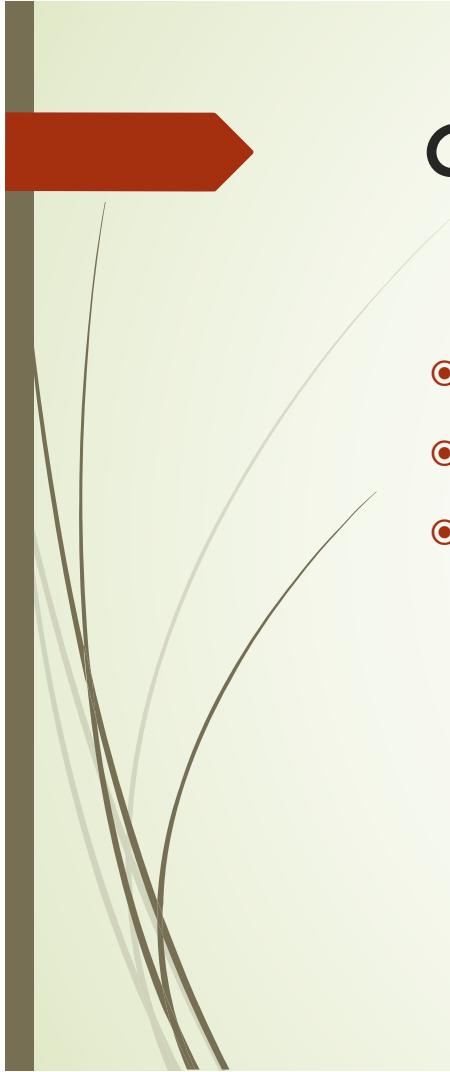
WIREFRAME





Pros

- Very easy to use a web application.
- Can login through social media.
- Images, Videos, Fonts are legible and big compared to mobile application.



Cons

- Needs active internet connection.
- The screen has to be big enough to view large images.
- Low battery life.

Design Concept #3

Recipe Machine





How it works

User enters ingredients into the machine
(physically placing them into the funnel)

Machine analyzes ingredients (sensing)

Recipes are generated

User browses through and prints or saves
recipes based on the ingredients entered

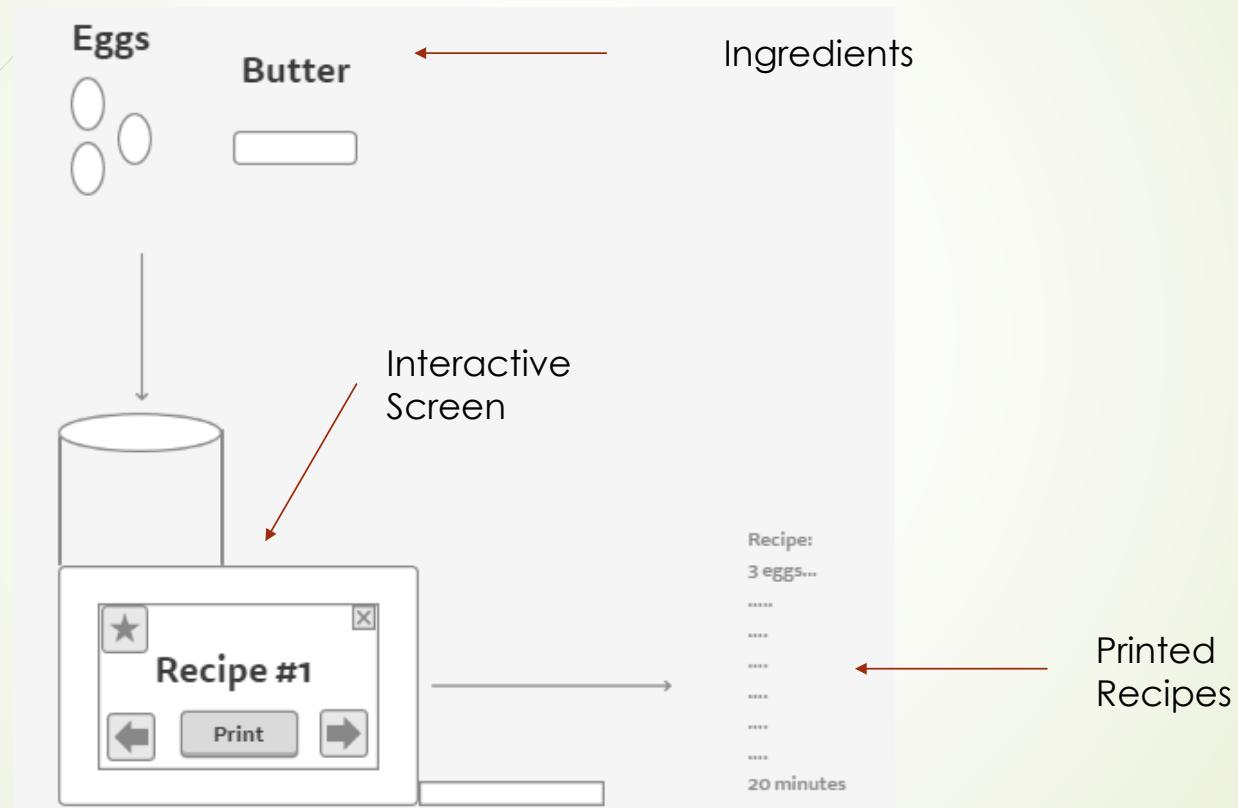


Features Emphasized

Physicality of touching the ingredients helps acknowledge possession.

User can print a hard copy based on a chosen recipe

Wireframe





Metaphors



→ Go to the next recipe



→ Go to the previous recipe



→ Add or delete to favorites



→ Close/Exit

Print

→ Print recipe

Printing Recipe

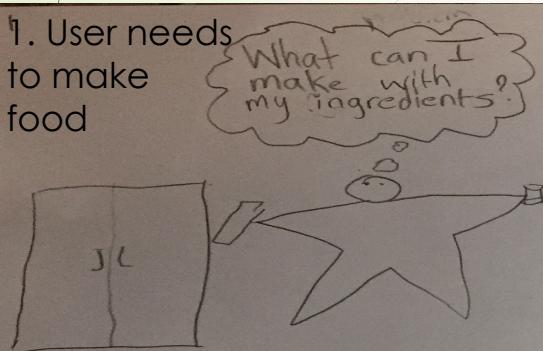


Favorites

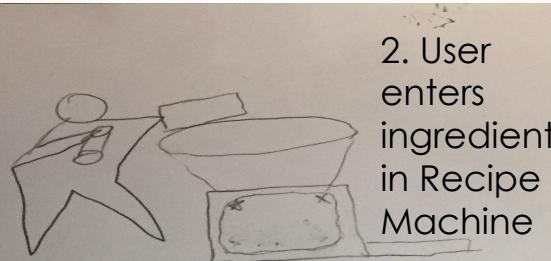


Storyboard

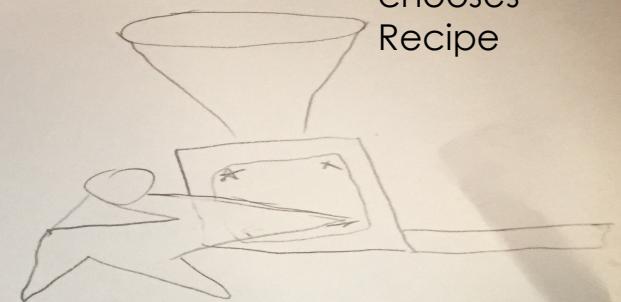
1. User needs
to make
food



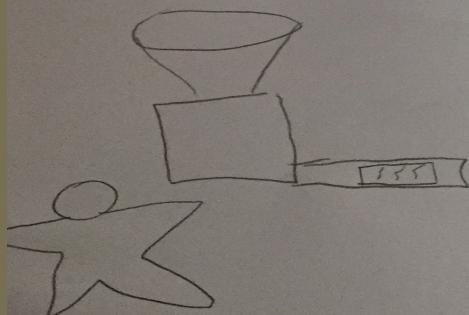
2. User
enters
ingredients
in Recipe
Machine



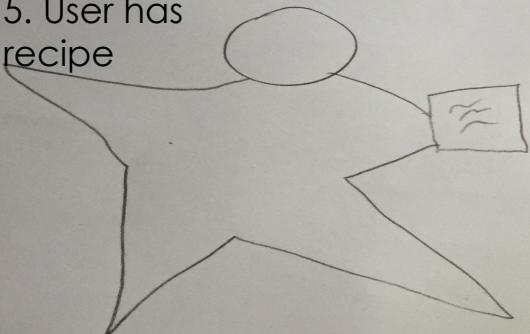
3. User
chooses
Recipe



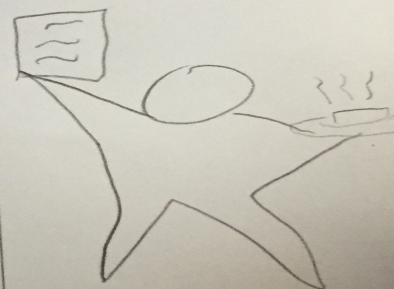
4. Machine
prints Recipe



5. User has
recipe



6. User
creates dish
based on
Recipe





Pros

- ▶ The physicality of touching the objects to truly know what can be used
- ▶ Generates multiple recipe options
- ▶ Allows the ability to save recipes



Cons

- ▶ Requires maintenance
- ▶ Large (takes up space)
- ▶ Requires sense technology (not always reliable)



Design Models Morale and Evaluation

Design Interface	Goal 1-Procure ingredients	Goal 2-A-Filter feature	Goal 2-B-Mood filter	Goal 4-Narrow down search
Mobile Application	✓	✓	✓	✓
Website	✓	✓	✓	✓
Recipe Machine	✓	✗	✗	✗



Usability Goals Morale and Evaluation

Design Interface	Effectiveness	Efficient	Utility	Learnability	Satisfaction	Memorability
Mobile Application	✓	✓	✓	✓	✓	✓
Website	✓	✓	✓	✓	✓	✓
Recipe Machine	✓	✓	✗	✗	✗	✗



Design Models Morale and Evaluation

- ▶ Evaluation Matrix **Mobile Application** is meeting ***all the Design goals*** of our application. Therefore, we will consider Mobile Application for next step of Clickable Prototype Development.
- ▶ Mobile Application Design Interface has following advantages over others
 - ▶ Most of the users has mobile phones handy.
 - ▶ Application is independent of internet connectivity, hence better than a website.
 - ▶ Customization for accessibility, available in mobile compared to web.
 - ▶ Platform Independent.