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CS-319 UI/UX Design and Development

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The initial screen is a login. The user will log in or create an account for the Foodist app. There are four interaction points on the primary screen. The first one is the sign up with the google button, the second one is signing up with apple, the third one is to sign up with email, and last but not least, a button to login if you already have an account.

Once the user is logged in, the app will display the secondary screen In which you only have to option to scan an item or see your previously scanned items in the history section.

The third screen shows up after a user scans an item. The screen displays the item name and the details. The user will be able to go back n this screen to the secondary screen. Note that the green checkmark signals the product is within the user's acceptable threshold.

After interviewing with the potential customers, they brought a few suggestions which are very beneficial in my opinion. Both mentioned that they would like to have an option to use the app as a guest without logging in or signup. I plan to implement this functionality on the next update by adding the ability to skip the first screen by clicking on a button named "Use Foodist as a guest." It was also mentioned that it be nice to have a different checkmark as the one in the initial sketch was "confusing." I plan to use a regular checkmark on the next update. Another that caught my attention was the mention of two navigation components. The first one is related to seeing where in the app am I currently, and the second one is to add a back button in the app itself. (As of right now, it is intended to use the device default). This request will be considered since I believe it will be very beneficial for users to understand where they are in the app as they use it.

I will make a few updates to the prototype with the information the interviews helped me to identify key areas for improvement in my prototype. As a result of the interviews, I will be able to improve my prototype. It was really helpful to talk to both my understanding and the people who would use it, because they both had different insights.

Graphical user interface

Description automatically generated