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CS-319

Module 3 Milestone

Diagram

Description automatically generatedA close up of text on a whiteboard

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The screenshots above are of the app that I am building, starting with page one as the opening page. From there the other pages are based on if the user hits the menu button or scans an item. From research and further reading into the guidelines of apps I have learned that signing into an app at the beginning is frowned upon unless it is specifically needed, in this case it is not. Whenever the menu button is pressed it will pull up the sign in page if not already signed it. If it is signed in then it will have menu options like color and preference settings. On page two is a demonstration if someone scans a product, an information page pops up with info about the product also at the bottom the user can select a picture to see what it should look like. The information of this page will come from some sort of database that has not been selected yet.

On page 1 we see the opening of the app going straight into the purpose of the app which is to scan products. It has a scanner box in the middle to help the user know where to put the scannable tag as well as a menu button if the user would like to log in/change preferences. At the bottom left corner, we have a flashlight button to help in low light situations. Let’s move to page 2, page two instantly has a lot more information and things going on. Starting at the top we have the title followed by a box underneath it, inside the box is information about the product with different facts and statistics on the scanned product. In the bottom right of the box there is a smaller box that will have a picture of the item. This picture is clickable and can be enlarged by clicking on it. In the top right of the screen we also have an exit button to bring us back to the main page. As for page 3, we have the login screen. Simple at it’s core it has a title at the top and then a row of buttons being different ways to sign in to an account. This page also has an exit button in the top right.

Interview 1: This interview happened at my dinner table, it lasted roughly 25 minutes and I was taking notes on scratch paper. For initial thoughts the user thought the app could be very handy and useful to certain people. User said that the app is simple enough for anyone to pick up and use and that makes it very helpful starting out. Some challenges with the prototype was that it was just on paper and there wasn’t much to test out since the paper couldn’t do anything except provide a theoretical app. Most of the interview was the user giving feedback on more updates the app could add and have in the future. For the next interview there isn’t much to change since it is the same test pages I will be showing.

Interview 2: This interview happened at a friend’s house at their dinner table and lasted about 15 minutes. I asked the user to explain their thought process as they were looking at the prototype pages and they said this seems like a great idea just with not very much put together. The user said that it seems like the app needs to have more than what it is, although people want to be healthy and use this to reach their goals who realistically would pull out their phone while at Walmart and scan an item to see its health facts when it’s on the side of most items. “The app seems like a small feature that another app should just incorporate into theirs.” The process of the app was fine the layout was decent according to the user it just needed more.

In the future I plan on making updates for foods to cook and what is needed to make certain meals. I also want to add tracking for what the user has eaten on a certain day and the user can begin to see patterns in their diet. The feedback was honest and what I expected, I know that the app doesn’t have much to it. Last week I mentioned lots of new features I want to add like those I just mentioned above, I thought of these things to keep the user engaged and have the app functional.