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CS-319

Project One

Starting at the main screen/opening screen the purpose of the app is to scan a picture of a barcode and give the user health facts about the product, showing what’s in it and the reward/risk of the item. It will also show what can be cooked with the item. The design of the opening page is simple and for the customer that makes it very easy to use. As soon as you open the app it opens the camera and allows for a picture to be taken or to scan the barcode. If you click on the menu it brings you to the second page that prompts for a login. I wanted the app to be easy to use and simple. So, logging in is optional, I want the users to feel free to use the app without any ads or popups. This benefits the customer by not having 10 different things pop up and confuse the user. Finally, one the information page, which you get to by scanning a barcode, there is a title along with a box of information and a picture in the bottom right corner. The innovation of the picture in the box helps the customer to know what the item is supposed to look like. No one is perfect and in some stores some items go unnoticed and the customer might not know if it is old or not. So below all of the information the customer can click the picture to see what it is supposed to look like.

Now in the time we are in almost everyone has a smartphone but the worst part about having smart devices is some of them can’t talk to each other. For example, a smart watch app that isn’t on a phone or the other way around. Now our app requires a functioning camera to be able to scan the items, however the watch can keep a list of the items scanned. Physically the watch app cannot do what the phone app does, so we want to extend the app to the wrist in a way like never before. The goal is to have a list of all the items scanned right on the user’s wrist, like a log, this way the user can look at their wrist and if they want to read something again they can just click it on their wrist. It’s a very simple design since it is just a scrollable list on the watch, this will be easy to interact with and time saving when looking for previous scans.

This is where the entire app starts to fill more complete. When we use it on a kiosk/computer also. Again, the app can only scan items with a functional camera. So, on the kiosk version we will add the features that we need to help the user in this situation. Many people love to cook but simply don’t know how. Imagine the workflow of scanning in items from the phone checking the list on your watch and then getting home to the kiosk and the kiosk knows what different things you are able to cook from the scanned list. This will help users know what they have and what they can make for food. The kiosk will also have tutorials for how to cook/prepare food. This design it the best we have to offer since there isn’t much redundancy and each platform the application is on has a special and unique skill it brings to the table. Just like the apple or google ecosystem.