

Smart Food Analysis Mobile App

1. Project Overview

Project Name: Food Label Co-Pilot

Client Type: HealthTech / Nutrition & Wellness Platform

Designer Role: UI/UX Designer (UX Research, Product Thinking, UI Design, Interaction Design)

Platform: Mobile Application (iOS / Android)

Objective

To design an AI-powered food analysis app that helps users instantly understand what's inside packaged food products, make healthier choices, and compare alternatives based on their personal health goals.

2. Problem Statement

Modern consumers struggle with:

- Complex ingredient lists that are hard to interpret
- Lack of clarity around additives, sugars, and processing levels
- Difficulty comparing food products quickly
- Personal health needs (diabetes, heart health, gluten, vegan) not being addressed

Design Goal: Simplify food label understanding using AI-driven insights, present clear health implications, and support informed decision-making without overwhelming users.

3. Target Users & Personas

Primary Users

1. **Health-Conscious Consumers** – Reading labels regularly
2. **People with Medical Conditions** – Diabetes, cholesterol, allergies
3. **Parents** – Choosing food for children
4. **Fitness & Wellness Enthusiasts** – Ingredient-aware users

User Needs

- Quick ingredient interpretation
- Personalized health insights
- Simple product comparison
- Clear visual cues (good vs caution)

4. User Journey

1. Open App (Home Screen)
↓
2. Scan / Photo / Paste Ingredients
↓
3. Review Recognized Ingredients
↓
4. Select Health Focus (e.g., Blood Sugar, Heart Health)
↓
5. View AI-Driven Analysis Result
↓
6. Compare with Alternative Products (Optional)

5. Information Architecture

Primary Navigation

- Home
- Analyze Product
- Comparison
- History / Recently Analyzed

Core Functional Blocks

- Ingredient input
- Health intent selection
- Analysis results
- Product comparison

6. Design System

Color Palette

- **Primary:** Teal / Aqua (Health & Trust)
- **Accent:** Green (Positive), Orange (Caution), Red (Warning)
- **Neutral:** White & Soft Grey

Typography

- **Headings:** Bold, friendly sans-serif
- **Body Text:** Highly readable sans-serif
- **Badges & Chips:** Compact, clear labels

UI Principles

- Calm & reassuring visuals
- Clear hierarchy for decisions
- Minimal cognitive load
- Accessibility-friendly contrasts

7. Screen-wise UX & UI Breakdown

7.1 Home Screen – Food Label Co-Pilot

Purpose: Entry point & feature discovery

Key Elements:

- App value proposition
- Scan & Photo actions
- Recently analyzed products
- Visual food cues

UX Decisions:

- Immediate access to core action
- Trust-building through recent results

7.2 Add Product Data Screen

Purpose: Capture ingredient information

Features:

- Scan barcode
- Capture label photo
- Paste ingredient text

UX Rationale:

- Multiple input methods reduce friction
- Auto-parsed ingredient list improves speed

7.3 Recognized Ingredients Screen

Content:

- Ingredient chips (editable)
- Parsed confirmation
- Manual correction option

UX Strategy:

- Chip-based design for clarity
- Editable state to maintain trust

7.4 Health Focus Selection

Options:

- Blood Sugar
- Weight
- Gluten
- Heart Health
- Vegan

UX Goal:

- Personalization without setup friction
- Quick toggle-based selection

7.5 Analysis Result Screen

Purpose: Deliver clear recommendation

Key Components:

- Overall verdict (Okay / Caution)
- Reasoning based on user intent
- Expandable insight sections:
 - What matters most
 - Trade-offs
 - Uncertainty
 - Personalized advice

UX Decisions:

- Top summary first, details later
- Expandable cards to reduce overload

7.6 Comparison Screen

Purpose: Help users choose between products

Features:

- Side-by-side product cards
- Intent-based recommendation
- NOVA processing level
- Strengths & concerns

UX Rationale:

- Visual comparison accelerates decisions
- NOVA explanation increases food literacy

7.7 Co-Pilot Verdict

Purpose: Final decision support

UX Strategy:

- Clear recommendation

- Transparent reasoning
- Actionable CTA (Choose Product)

8. Accessibility & Inclusivity

- Large tappable elements
- Clear icon + text combinations
- Simple language explanations
- Non-judgmental health messaging

9. Emotional & Ethical Design

- Avoids fear-based messaging
- Uses “occasional snack” framing
- Transparent uncertainty disclosure
- Child-friendly explanation option

10. Tools Used

- **UI Design:** Figma
- **Prototyping:** Interactive mobile prototype
- **UX Research:** Nutrition apps & health behavior studies

11. Future Enhancements

- Barcode-based product database
- User health profiles
- Meal & daily intake tracking
- Regional food label support
- AI explainability improvements

12. Conclusion

The Food Label Co-Pilot UI/UX design focuses on clarity, trust, and personalization. By transforming complex nutrition data into simple, actionable insights, the app empowers users to make healthier food choices confidently and responsibly.

Designed by: Sanskrati Agrawal

Role: UI/UX Designer