Here is the Final UI of the Kitchen Control Panel based on the usability test conducted.

To note: in the original wireframe for assignment 2, there was a shopping list page. This was cut out of this project for now, so I have included the recipes page instead for the final UI.

Inventory

Inventory is the place where users can enter the items they have at home to keep track of their ingredients. It is essentially an inventory of the user's pantry. They can add these items by specifying the name of the item, and the amount of it they have. From the main inventory page, the user has the choice of editing or deleting the entry. You can add or subtract the amount of items within the edit page, as well as change the name of the item.
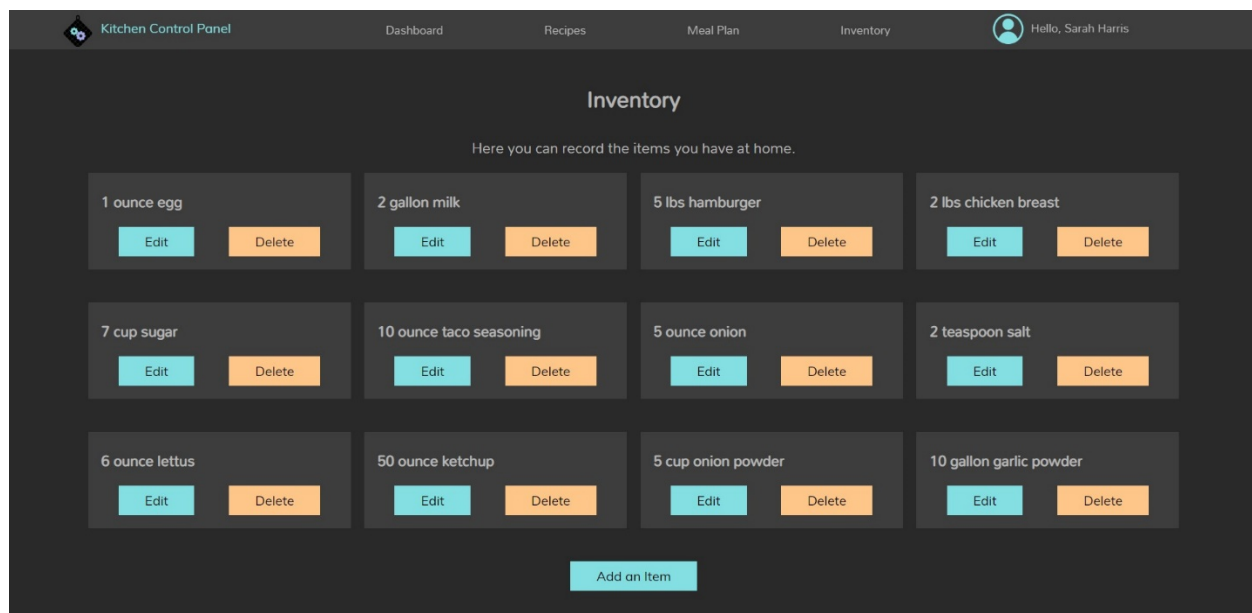
Recipe

Here is a recipe page. When a user inputs their recipe, this is the end result. The ingredients are listed in order of amount number, amount label, and ingredient name. Instructions are labeled by numbered step. There is a title, image, and description for the recipe. Users can then click on the edit button to edit all of these aspects, or simply choose to delete the recipe with the delete button.

Meal Plan

The meal plan allows users to take their recipes and plan meals based on them. You choose a recipe, a date, and a type of meal. Meal types are categorized as breakfast, lunch, snack and dinner. There is a calendar view that users can change the date to see whatever meals they have planned.
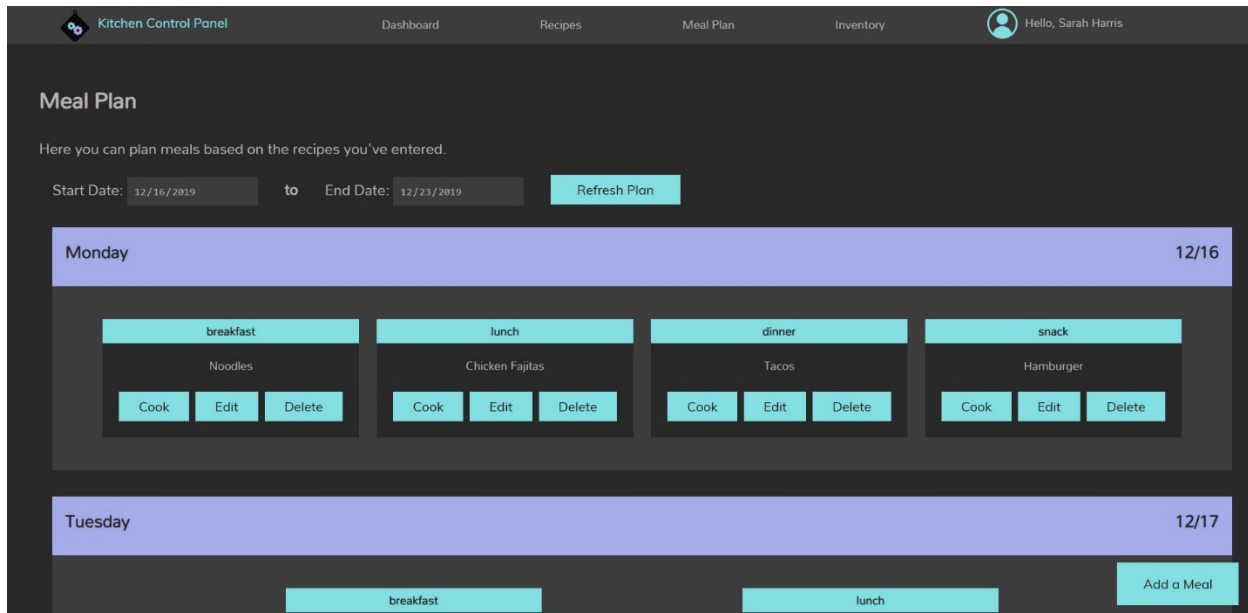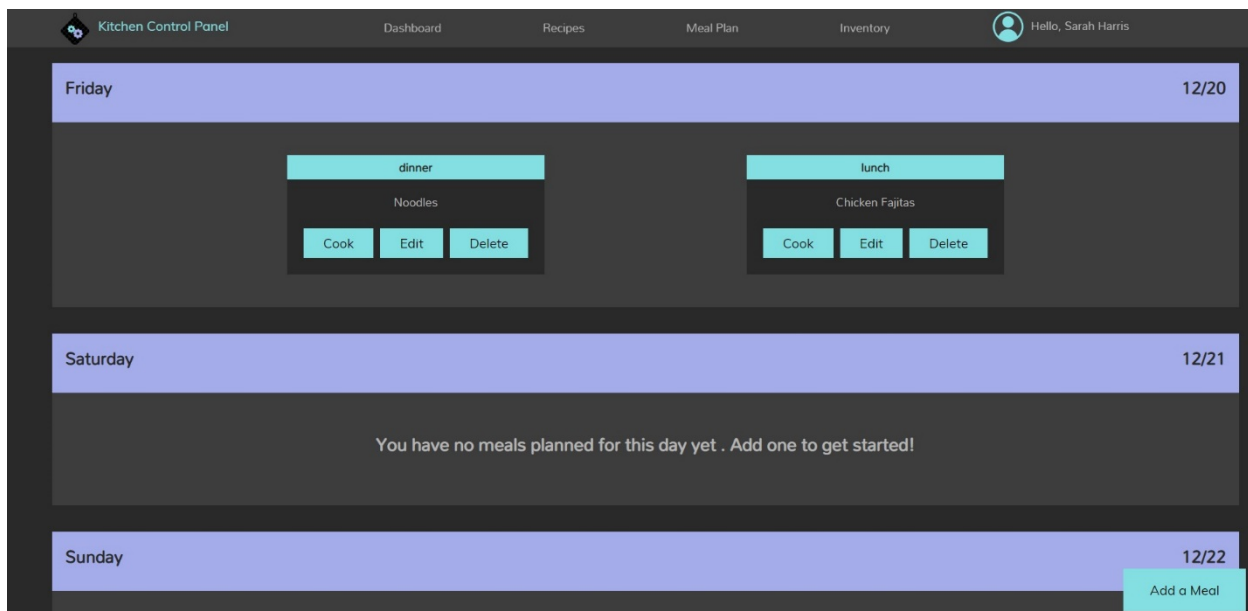

Each date has the meal plans housed inside the calendar view, allowing users to edit or delete that plan. They can also choose to "cook", which takes the user to the recipe's display page. If The user has no plans on a given day, there is a message prompting them to start planning.

Dashboard

The dashboard is the first place a user is taken to once they log into their account or register for the first times. It includes a preview of their meal plan. For this preview, you see the meal type (breakfast, lunch, dinner, or snack), the recipe chosen for that meal, and a cook button. The cook button takes the user to that recipe's page so they can cook it. There is a message for the user if they don't have anything planned that day, prompting them to make one. Below this plan preview, there are the buttons leading you to the places you can go, Recipes, Meal Plan, and Inventory. Shopping list will be added later, so the button remains.
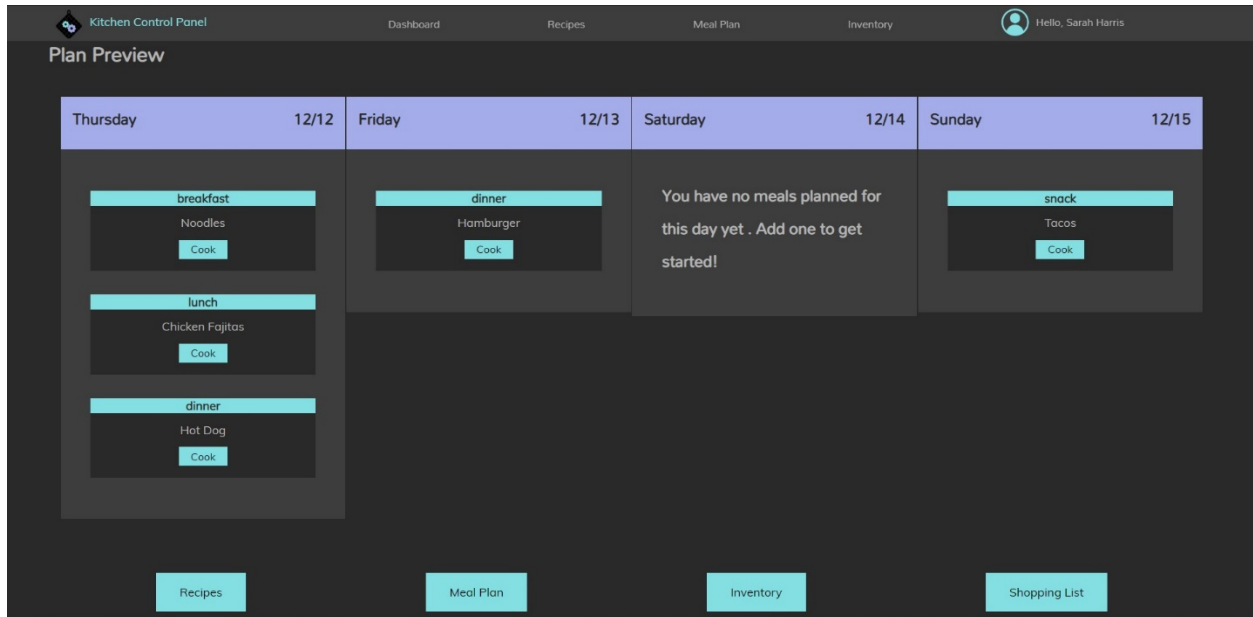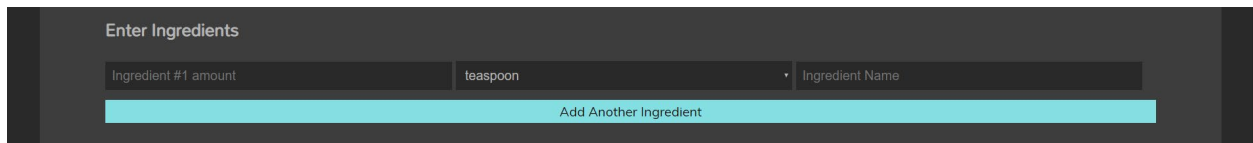
Recipes

As a replacement for the shopping list page, I have included the recipes page. Here you can view all the user's recipes. The user can then click on each one and go to the respective page for easy viewing. In addition, the main way to add a new recipe is located on this page. The button takes you to a form where you can create the recipes.
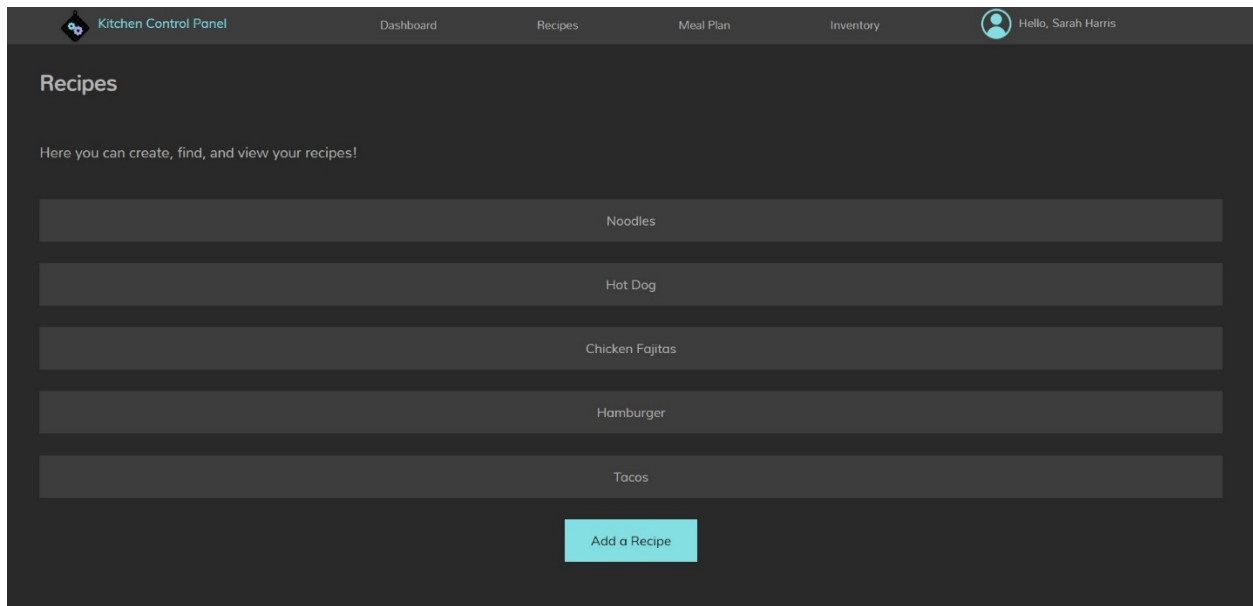
Recipe Form

I've included this screen as well (despite it being a form) because it was a big part of the usability test. You enter the specific fields, and you can add more ingredients and instructions by clicking the respective buttons. You can also upload an image for your recipe, but if you don't, there is a default for you. The main concern was the previous form. As the first image below, you can see that the ingredient section is different. Users were confused by the order of the inputs, wishing to put the ingredient name first.
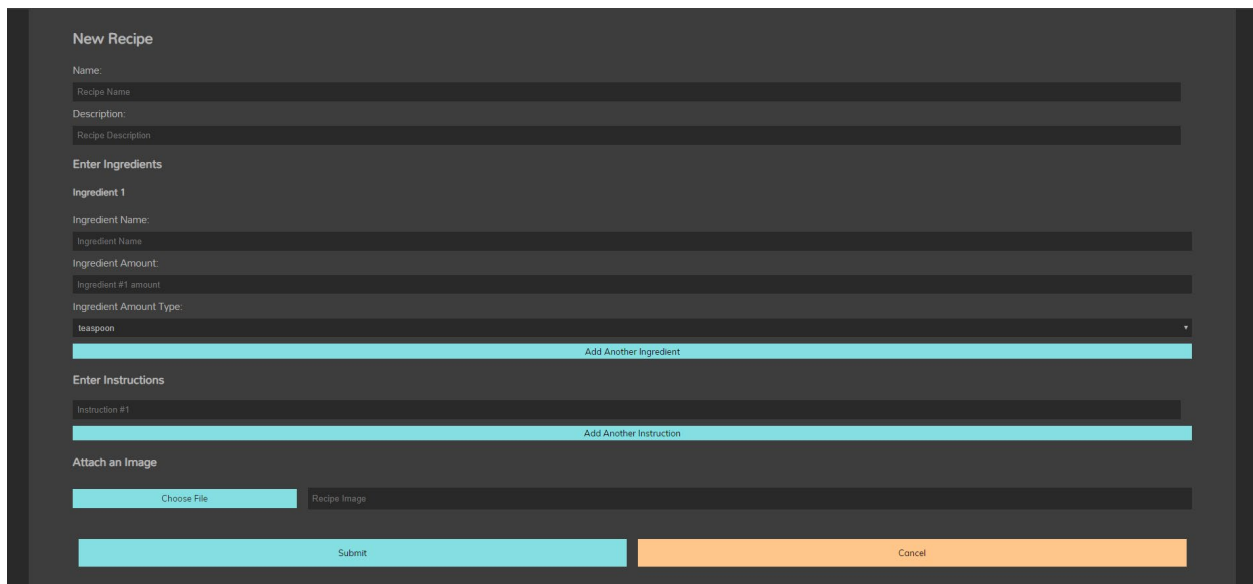

For that reason, I switched the order of the ingredient parts, and added labels. I also found in testing that the ingredient section was hard to use because the three inputs were next to each other, so I made them each have their own row. Furthermore, each ingredient is now labelled (see below for final imagery)

Changes

The usability test provided me with abundant feedback. I received comments on both the interactivity and on the design and layout of the site. Firstly, I added short instructions to many of the pages. Some users found it difficult to know what to do on some pages. Although many commented that it was mostly intuitive, the extra instructions prove to smooth out any confusion one might have. Another major change I had was the ingredient form. For my recipes (and for inventory items), there is a section to add ingredients. They consist of a name, a numerical amount, and an amount label (ounce, pound, teaspoon, etc). When people went to add ingredients, they tried typing the name in the first box. The first box, however, was for the numerical value. Since this caused great confusion, I changed the order of the form inputs as well as added clear labels. This would reduce most confusion on that subject. Many people also did not find the ingredient labels helpful, but for the functionality of the site, the labels must be fixed in a dropdown. A lot of other feedback was rather small in design changes, and not completely shown here for this assignment. Overall I had a great experience with the user testing that lead to a lot of improvements and ideas for the continuation of the site.