

Part 1 Name Teams and names of team members

North Sister Team Members:

Shannon Farazi
Carter Fritsch
Dylan Kieu
Yu Chuan Tey
Michael Ton

Part 2 Project description (what do you want to do)

This should include a description of this problem as a USABILITY problem

Many people live busy lives and some even have chaotic schedules, but in the midst of it all, these people must always find time to prepare food for either themselves or their families. Preparing a meal can sometimes be difficult and frustrating, especially when we are so focused on our everyday lives - even with a fridge stocked with ingredients, it can still be a hassle to decide on a specific recipe for the whole family. Often we find ourselves asking questions like: What can I cook? How many meals can I get out of these ingredients? How can I get creative and cook a fancy or authentic meal? Is it possible to cook a decent meal in a short amount of time? How can I recreate the dish I cooked last time that everyone loved? What meals can I cook because of the allergies someone within the family has? What are my vegan options because our daughter just declared out of the blue that she is going vegan? This project will focus on providing busy users with intuitive, hassle-free tools to empower their home-cooking experience, among which will be meal planning, recipe discovery and searching, grocery list generation, and refrigerator/pantry inventory tracking. In addition, the program assists users with saving time, money, keeping their family members healthy and safe from food allergies, and providing superior dietary management and kitchen experience.

A justification why this is a good/interesting project from the standpoint of there being a reasonable amount of USABILITY work to think about

Currently, there isn't a program or application that combines pantry and refrigerator inventory with an extensive list of popular/custom recipes to empower users to be able to shop, cook, and organize the kitchen in a revolutionary way. There are apps that help with making shopping lists, finding coupons, and looking up recipes, but none that serve as an all-in-one

helper. Our project attempts to enhance the user's experience with preparing meals everyday by combining all of these elements.

This project will combine multiple different features and functions to work as one application. It will require many screens to achieve an effective, user-friendly and complete program. Therefore, this project will provide ample opportunity for our team to be engaged in a reasonable amount of usability work. Additionally, one of our goals is to elevate the completed project to have additional features that will allow users to custom design their account, add pictures and more.

Brief description of the target users

The primary target demographic for this project are busy adults that may or may not have families they also provide for. They will have the ability to restrict access to the program for whomever they choose. However, the program should also be user-friendly so that both children and adults can integrate it into their daily lives. Our project aims to be a multi-platform application with web service so that it will not be only limited to users who can afford smart refrigerators. Other potential users include companies that are interested in potentially innovating and improving their appliances with our program.

What potential users will you have access to (being able to talk to potential users is REQUIRED)

Similar to our target users, potential users and stakeholders are adult individuals who lead occupied lives. Though it can also be expanded to include children as well, as the application aims to be user friendly among all ages. Thus, our potential users could be any individual that could make use of the program and wouldn't mind sharing their thoughts and opinions with us. For example, our friends and family who wouldn't mind providing us with their time.

Reasons you think you are the best team for this, and why you'll be able to complete this before the end of the term

We would be the best team to work on this since we all have busy lives as adult students, some with jobs and/or family members to care for, with access to a kitchen with a refrigerator and a pantry. We all would love to reduce the hassle of coming up with various ways to put our available ingredients to use and cook great meals. We believe the project would be manageable and be completed before the end of the term because we all have familiarity with each aspect of the project in one way or another. Since we don't have any unknown technology being integrated in our project, and the project consists of individual smaller apps/features that are well understood and widely used, we feel confident in our ability to complete the project.

Part 3 "P": predispositions. (From the perspective of factors that could affect USABILITY, what do you know, what do you NOT know?)

Project Descriptions:

Design of a multiplatform application and web service that aims to revolutionize home cooking, grocery shopping, and enjoying the kitchen in a whole new way.

Predispositions:

What we know:

- Each aspect or feature of the project exists as an individual program/application of its own.
- The project would benefit every user from all age groups, particularly adults with busy schedules.
- A majority of adults cook meals at home at least 1-3 days per week.
- Missing proper or sufficient ingredient(s) needed to make a particular meal is a common problem that many run into when planning a meal, or attempting to cook a new recipe.
- The concept of our project is already in demand as smart refrigerators exist.
- The project requires user entry via cameras, videos, or manually.
- The project requires the user to have some skill or familiarity in using technology.
- The project must be as user friendly as possible so that it welcomes any type of user.

What we don't know:

- What level of skill/familiarity with technology does a user need to have in order to use the program effectively? Does the average person have it?
- What is the learning curve for our users to begin and continue using the program?
- Is a tutorial needed? Or will users be able to self-explore and learn enough to use the program effectively?
- How do we attract users that already cook and shop by a routine?
- Does the application appeal to users that have no difficulty with time management or do not have busy lives?
- Would the project positively impact a user's life to a large enough degree that the user continues using it?
- Would options available for user entry be sufficient, or are there other options that should be examined by the developers?

Peer-Evaluation of Team Members:

In your report, please provide a brief description of who participated and how the work was shared. In particular, include the name(s) of any group member(s) who did not contribute to the work. The grader will assign a different grade (usually a 0) for their lack of participation.

Table 1: Group members, Assigned Tasks, and Tas Completeness Grade

Group Member name	Role	Responsibilities and Assigned tasks	Tasks Completeness Grade* 0-5
Shannon Farazi	Leader	<ul style="list-style-type: none">• Managing the meetings• Helping on writing the document	5
Carter Fritsch	Collaborator	<ul style="list-style-type: none">• Helping on writing the document	5
Dylan Kieu	Collaborator	<ul style="list-style-type: none">• Helping on writing the document	5
Yu Chuan Tey	Collaborator	<ul style="list-style-type: none">• Helping on writing the document	5
Michael Ton	Collaborator	<ul style="list-style-type: none">• Helping on writing the document	5

*Provide additional justification/comments if needed.