App Description

This is an app build for coffee lovers, coffee baristas and people who are interesting in learning more about coffee in variety of aspects including its origin, coffee bean plants, coffee beans processing and most important - how to brew coffee in different ways. It is also a personal notebook to help user create coffee brewing recipes, record journals for coffee drinking experience and pictures of latte arts.

Creator

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App Name

Coffee Master

Color Scheme

App Icon

Features

Coffee Map
- by Origin
- by Type
- by Value
- by saved coffee shop location

Coffee Quiz
- Basis
- Origin
- Brewing

Coffee Brewing recipes and walk through tutorial
- intuitive animated tutorial
- custom recipes

Coffee Journal
- Coffee Shop Location
- Latte Art gallery
- Tags supported

Coffee Community
- online forum
- share journal to community
- share coffee recipes to community

Functionality

Brew Section

- Choose from 4-6 standard coffee brewing methods
- Each brewing tutorial have step by step instruction
- Instructions supported voice over with additional warnings, timer count down and other necessary voice instructions for accessibility
- Instruction have build-in timers
- Instruction steps have animated scenes show the corresponding brewing steps
- User could create their own brewing methods
- Customize brewing methods could be synced by iCloud
- User could share their brewing methods to the “Connect” Section

Explore Section

- Interactive Map Shows Coffee origins, supply chains and culture.
- Different type of quizzes about coffee
- Certifications badges if they pass the specific quiz
- Add visited coffee shops on the map (from user notes)

Connect Section

- User could create posts that shares with other users
- Posts displayed in vertical timeline
- User could join discussion in the posts
- User could share their brewing methods in the post
- Brewing methods posts would navigate user to the brewing tutorial like the one in the “Brew” Section
- User could share their notes in the post
- User could save the post into their notes

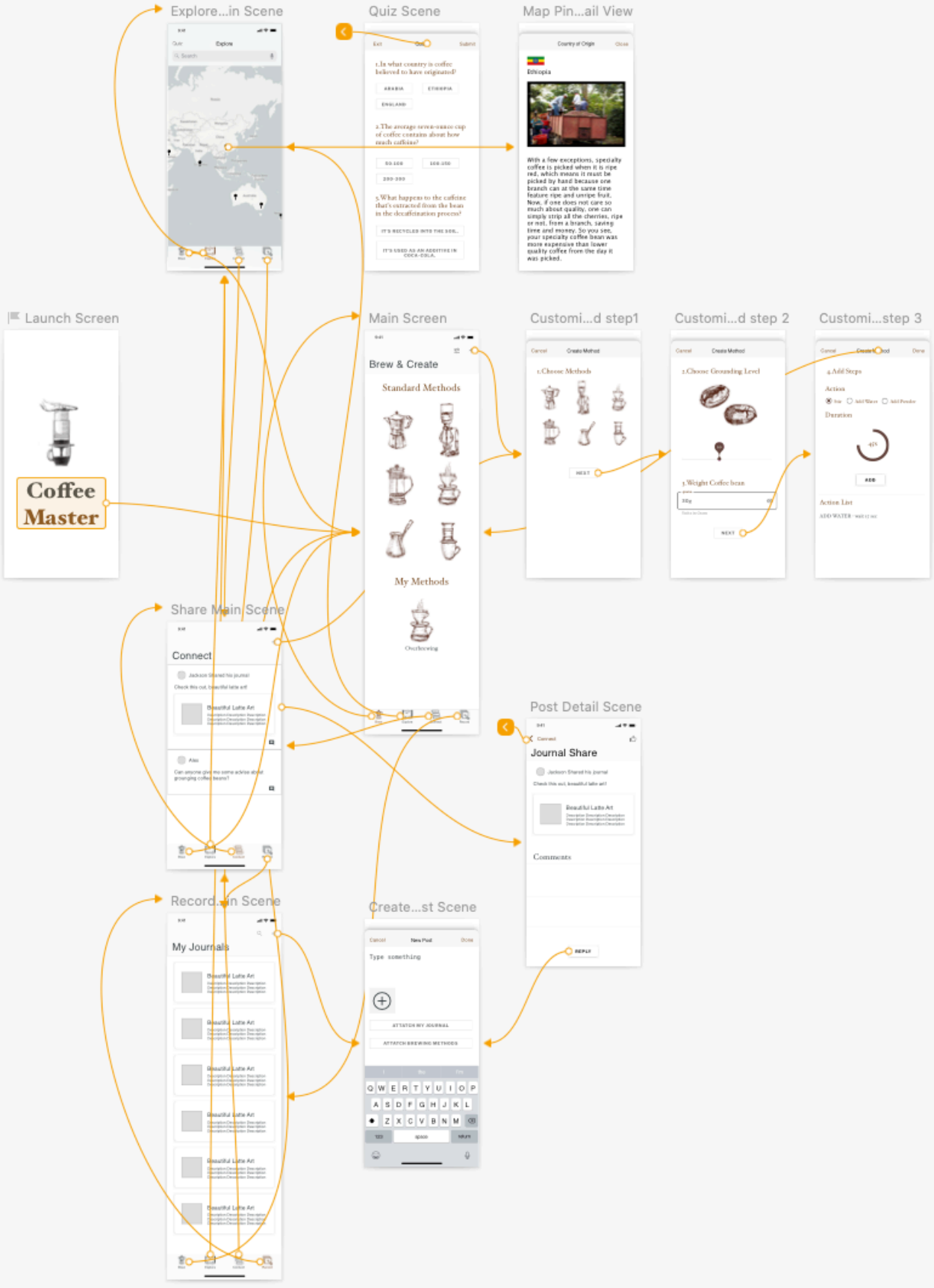
Record Section

- User could create notes
- Location could be add to the notes
- Pictures could be added to the notes
- Notes would synced by iCloud
- User could share their notes to “Connect” Section
- Notes could be labeled
- Notes could be searched by content or labels
- Note with locations would also be added to “Explore” section’s map view

Other Functionality

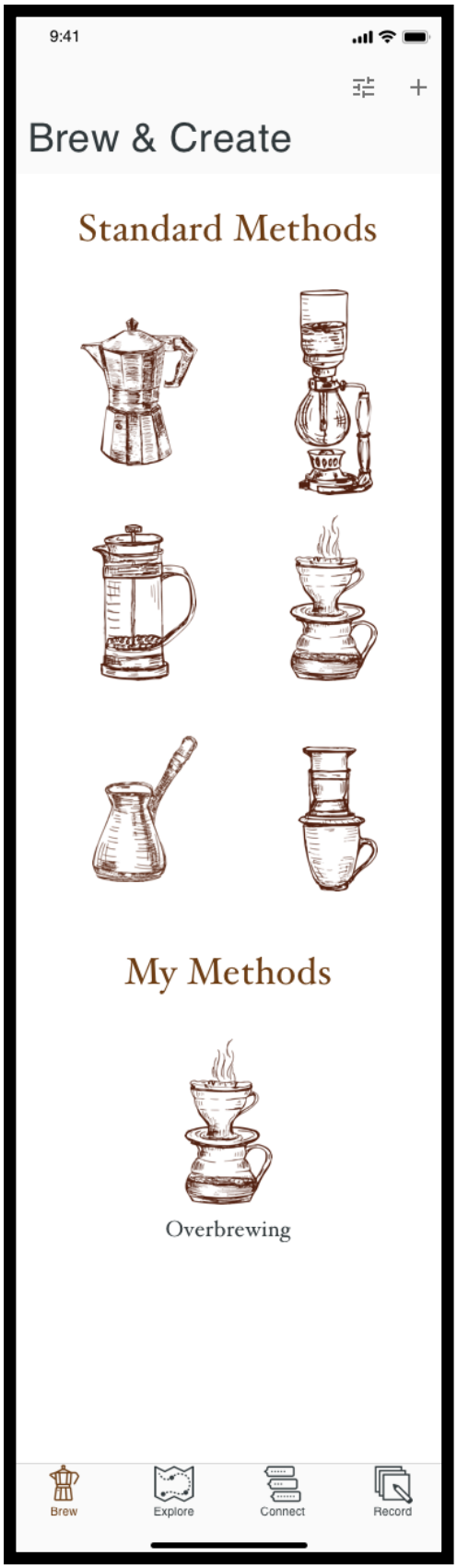
- Today’s view widgets to access app quickly
- Record caffeine intake in the widget
- Sync caffeine intake to Apple health app
- Force Touch App Icon to show quick link
- Using Siri to call up brewing steps

Navigation Flow


Explore...in Scene
Quiz Scene
Map Pin...ail View
Launch Screen
Coffee Master
Main Screen
Brew & Create
Standard Methods
My Methods
Customi...d step1
Customi...d step 2
Customi...step 3
Share Main Scene
Connect
Post Detail Scene
Journal Share
Comments
Record...in Scene
My Journals
Create...st Scene
Type something

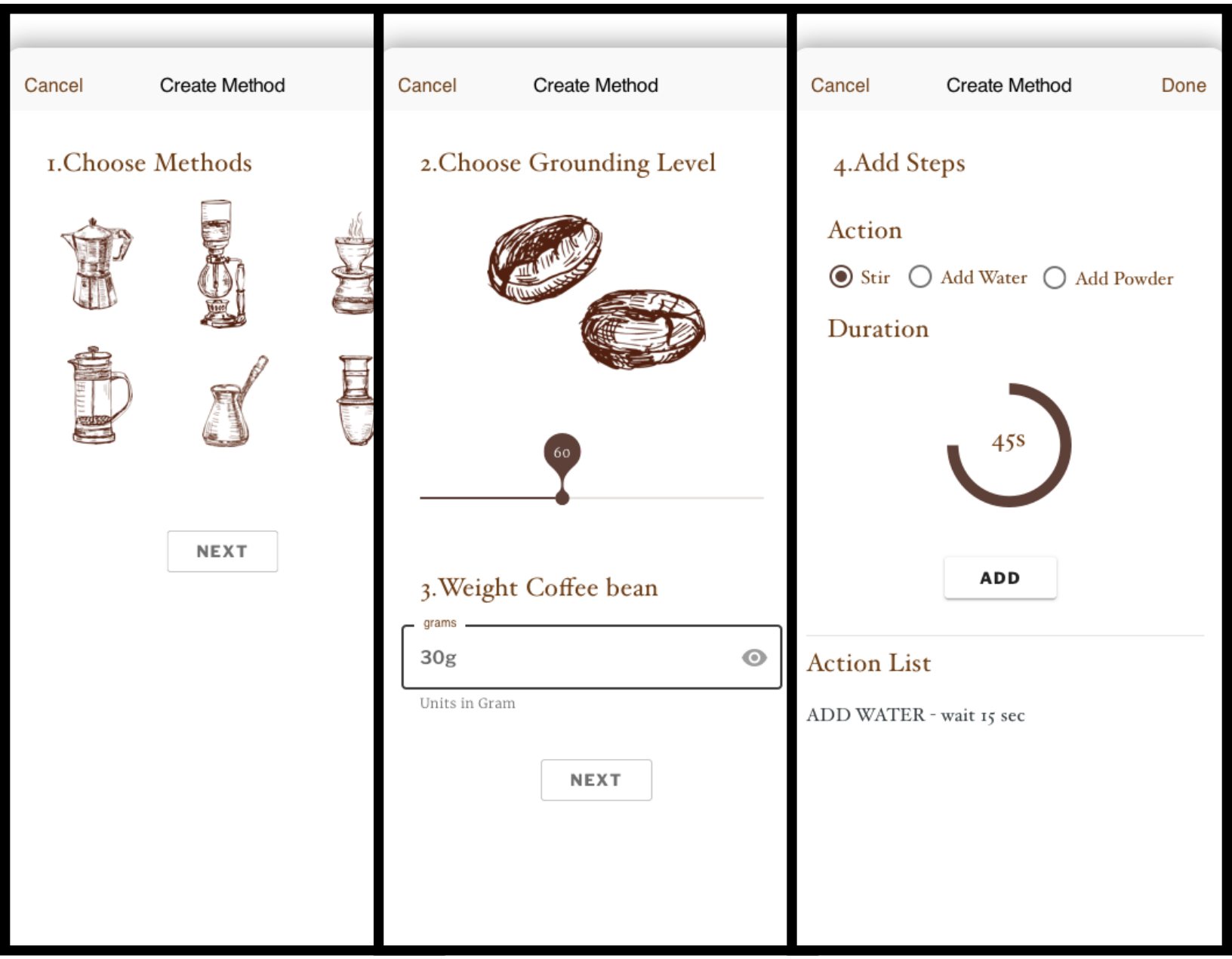
Beta Prototype & User Interaction

Launch Screen



Brew Scene Design

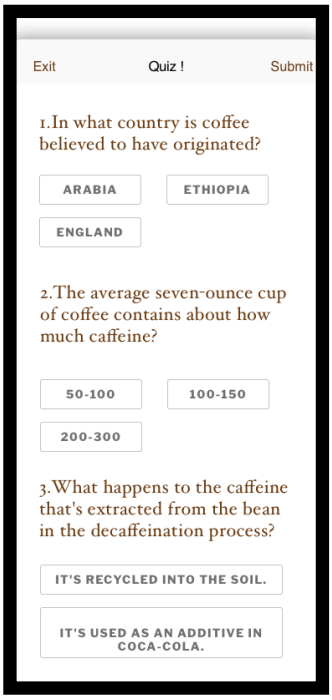
User could choose stand methods provided from the app to start brewing coffee along instructions and build-in timer. Or they could create their own brewing methods and share to others.



Add customize brewing steps design

Designing brewing steps is a main function of the app, there might be even more customizable choices in the real program

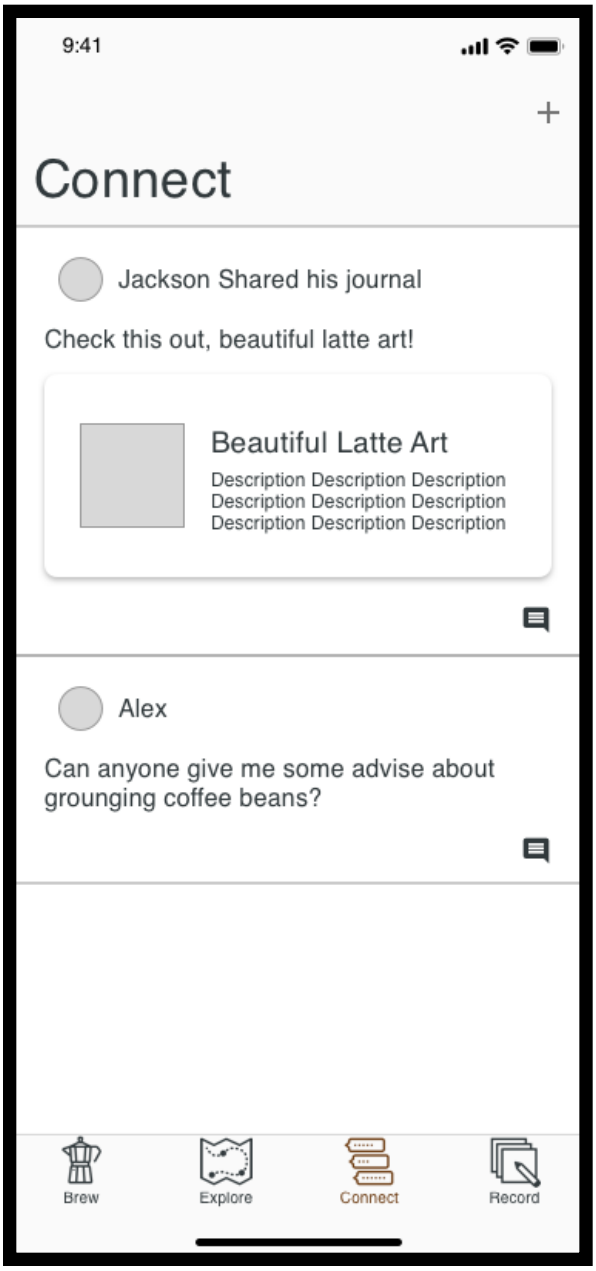
Detail Scene Design



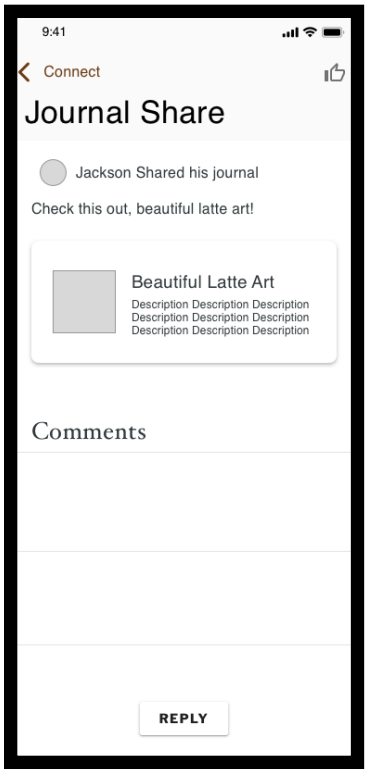
Quiz Scene Design

Here in the explore tab, user would find an interactive map that have different pins related to different entry for geo-related coffee wiki. User-saved locations for coffee shop would also be displayed here and those pins are searchable.

User could answer different quiz question set to earn different badges.

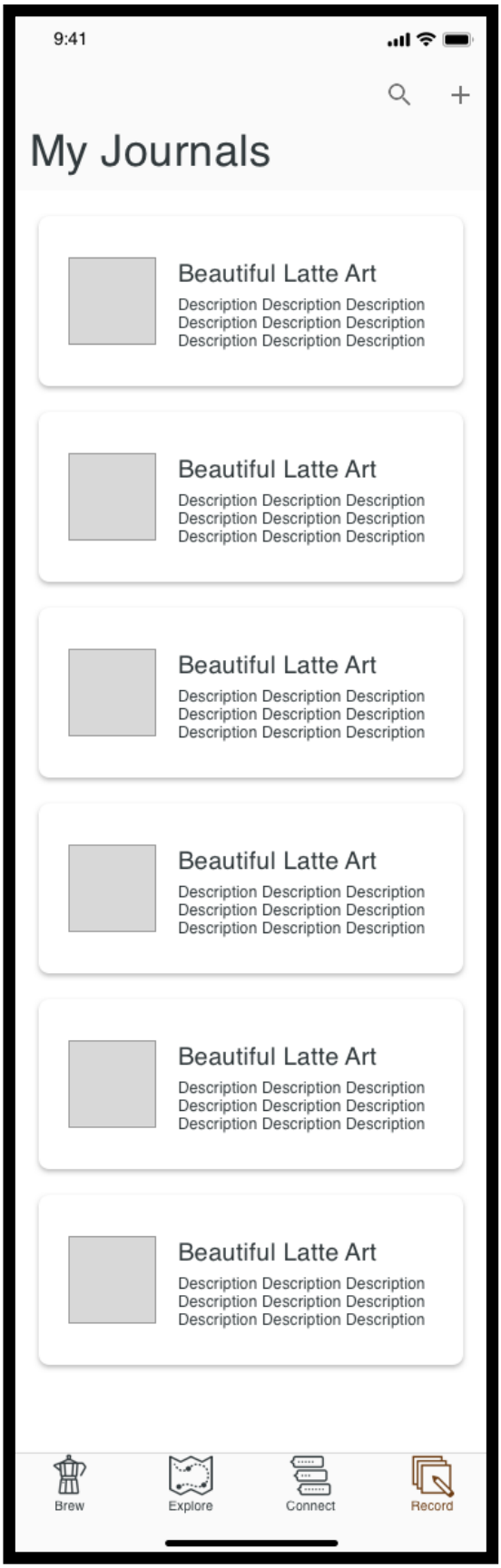


Connect Scene Design

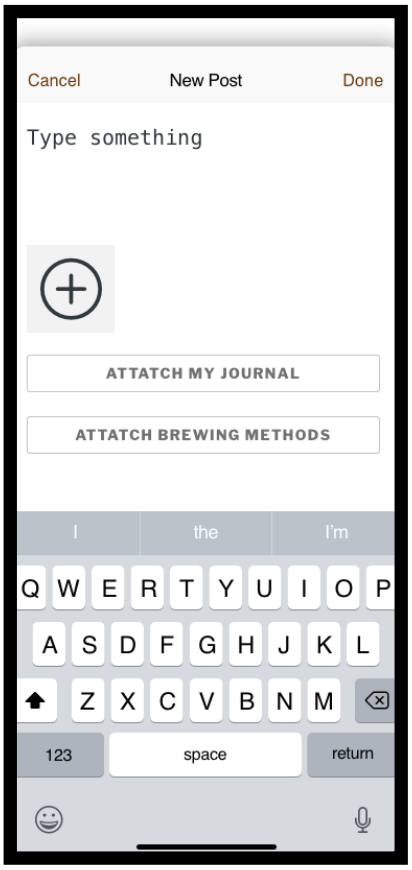


Connect Scene Post Detail Design

The connect page is a virtual space for communication in a way like usual social media. But here is the place where brings coffee-lovers togethers to share ideas and coffee recipes.



Record Scene Design



New Post & Journal Scene Design

Journal is a place for users to put down their everyday thoughts. User could write down their recent visit to a coffee shop and save photos of beautiful latte art.

User could also share their journal to the public via share to the Connect Page.

Development Timeline

Week 1 - Data Collection & Setup all scenes in storyboard

There is lots of data to collect to support the app. Such as data of global coffee bean supply chain, history of different coffee culture, details instructions for different coffee brewing methods, botanical features of coffee beans and biological effect of caffeine on human body.

Week 2 - Connect data with views, work on functions

The app is expect to have its own design language that is used across different views. When connect datasource to different views, I would make sure they have similar design pattern and blend into a pleasant way.

Week 3 - Add simple animations, keep adding functions, data persistent

Beta Prototype

The beta prototype is expected to look similar to the screen shots of designs. I would add more data and maybe multi-language support as well.

Week 4 - Complete Animation & Multi-Language, Accessibility

The app would be favored by people if it is carefully crafted in variety of aspect and animation is one of the key element that give the app a taste of uniqueness.

Week 5 - Integrate with Apple service - Apple Health, iCloud

Final Application Delivery

Integrate into existing Apple Service would help user backup their important data.

App Complexity Explanation

Quiz

It is always helpful to test yourself if you are learning something new. The quiz could give user feedback after they have used the app for sometime to let them know whether they have learn more about coffee.

Thus I would design quizzes to test user's knowledge about coffee and give user badges if they passed certain quizzes.

Animations

People could easily find tutorials about making coffee online, why would they use the App to learn how to brew coffee? The answer is experience. I would not use manual like tutorial as instructions to teach people how to brew coffee, instead with a good looking interface and interactive animations.

The tutorial for different ways of brewing coffee would contain vivid animation along with the timer to help user better understand the instructions.

Voice Over

I am trying to make the app as universal as possible, even for people with vision disabilities. If user have accessibility mode turned on on their phone, along with what they would be provided with build in voice over assistant, the tutorial section in the app also provided additional voice instructions like additional explanations, timer countdown and danger warnings.

Internationalized

Adding multi-language support could help the app reach to more audience in different countries. Thus I would make the app supporting at least two language. Thus the data model for the app is designed differently and should be able to adjust to different languages.

Recipes, Notes & Online Community

People would use the app more frequently if there is a virtual community build-in that they could share their ideas about coffee. Thus I would use web service to build an online community where users could communicate on the App.

User could create customized brewing steps in the "Brew" tab, as well as taking notes in the "record" tab about any thoughts on coffee, recent visits to a coffee shop, save photo of beautiful latte arts. Recipes and notes could be synced with iCloud services.

User could also share their coffee brewing methods and notes to the community. Other people could react to users' posts and join the discussions.

User Authentication

I would looked into "Sign in with Apple" Method, I would use a web server and a database and add corresponding signup/login view if that doesn't work.

Data Source

I would collect data related to coffee from the Internet as well as the Book "The world atlas of coffee" by James Hoffmann.

For animation and visual images in this app, I would get from sites that provide royal-free image and draw pictures myself with Apple Pencil and iPad.

Frameworks

I would primary use kits that is include in the Xcode. If there is other options that could accelerate my work and provided better visual appearance such as some open-sourced controllers and frameworks with styled elements.

I would choose either AWS or Google Cloud for web service since they provided many quick start tools.