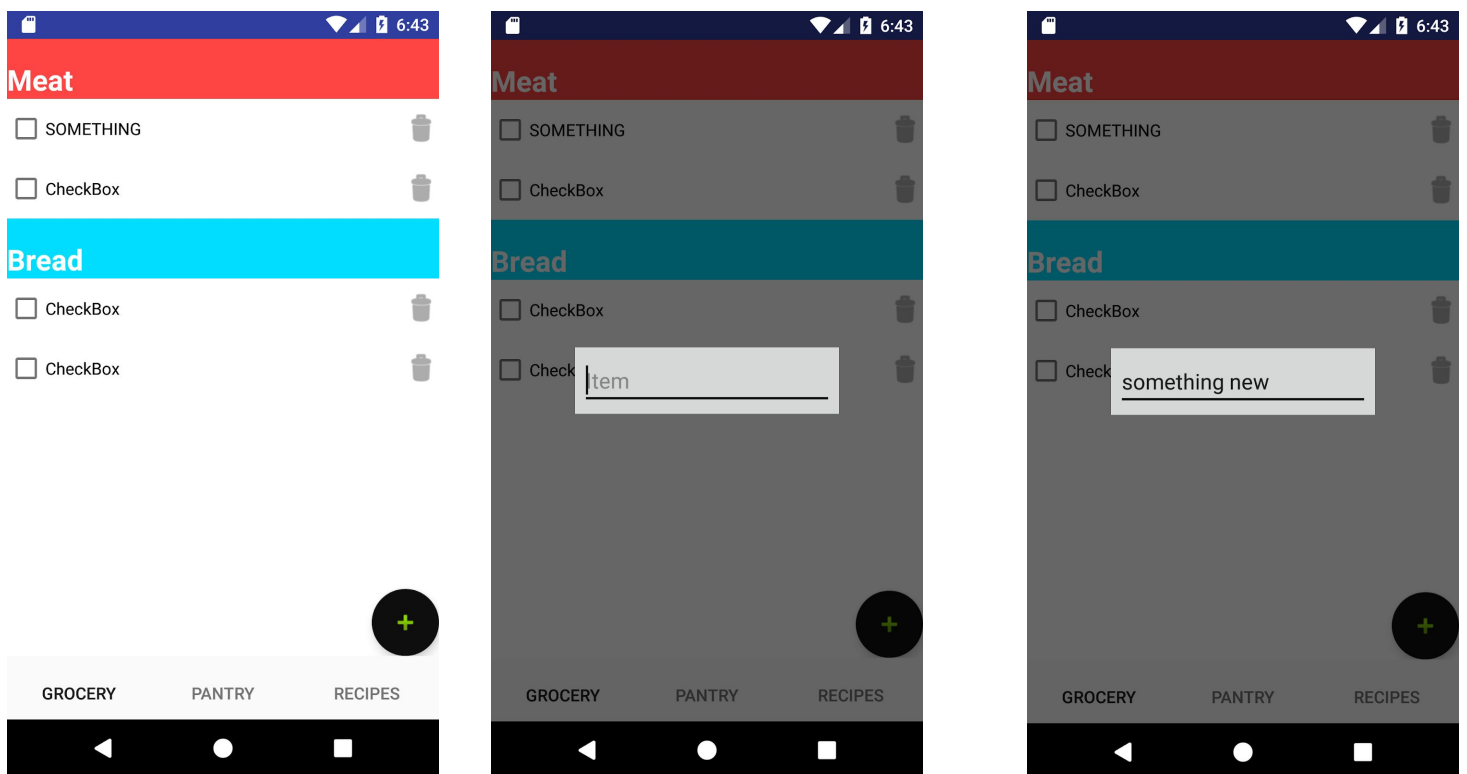


# got recipes?

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## THE PROTOTYPE

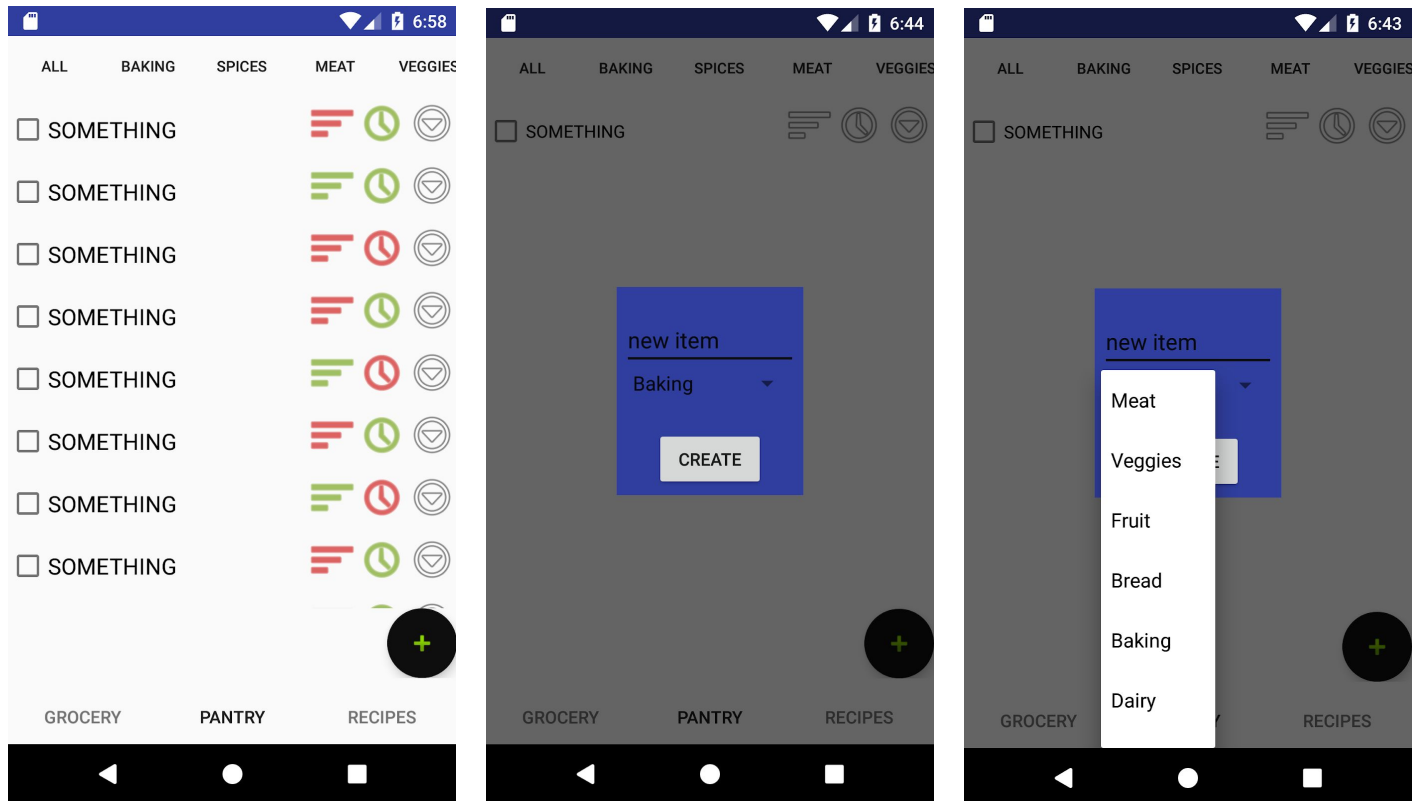
### Grocery Tab



This tab can be accessed on the bottom right by clicking on the button that says "Grocery". Once on the grocery page, the user can view all item on their grocery list. The item are grouped by category (i.e. meat, dairy, fruit, vegetables, etc.). The user has the option to check off an item from their grocery list or delete an item from their grocery list. They also have the option to add an item to the list using the "+" button in

the bottom left hand corner. When the user clicks this button they are prompted to enter in a new grocery item to be added to the list.

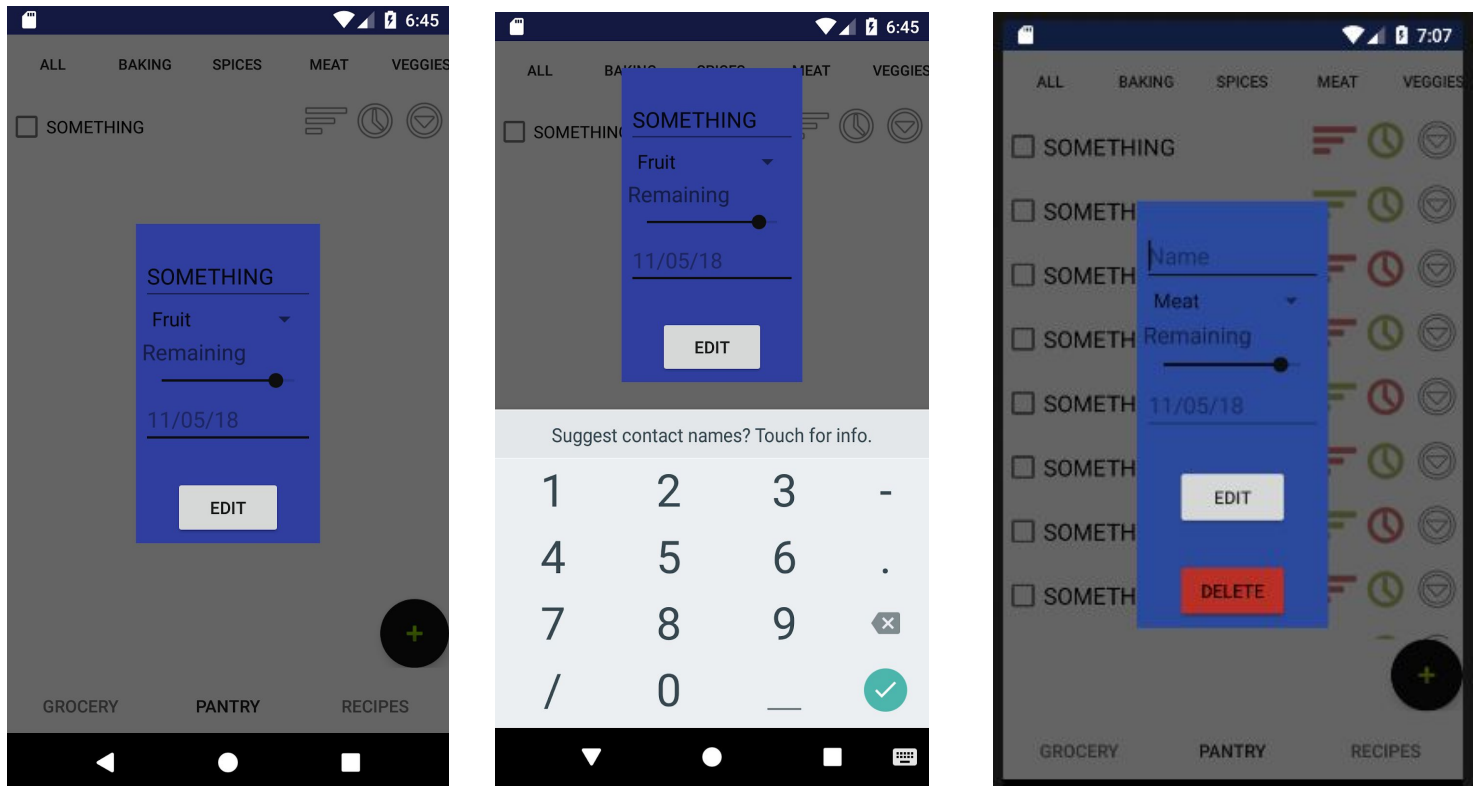
## Pantry Tab



The first screenshot is the default screen of the pantry tab. The pantry tab can be accessed by clicking on the “pantry” button on the bottom of the screen. This screen displays all the items currently in a user’s pantry. The items can be viewed all at once, or viewed in groups. The groups can be accessed by the sliding menu on the top of the screen. There are 3 icons beside every pantry item. The first icon (the bars) represent how much of a certain food item is left in the pantry. Green tells the user there is an adequate amount of an item left. Red signals the user that the item is almost gone. The second icon (the clock) represents the expiration date on the item. Green represents the item is still good, yellow represents the item is nearing expiration, and red represents that the item is expired. The third icon is an edit/details dropdown. This feature will be explained later in the report.

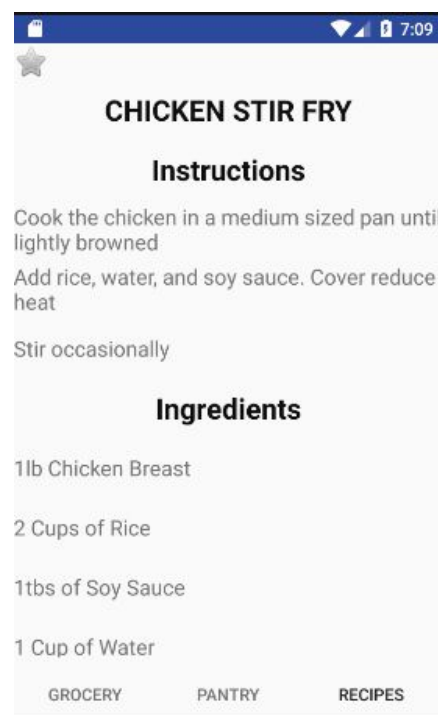
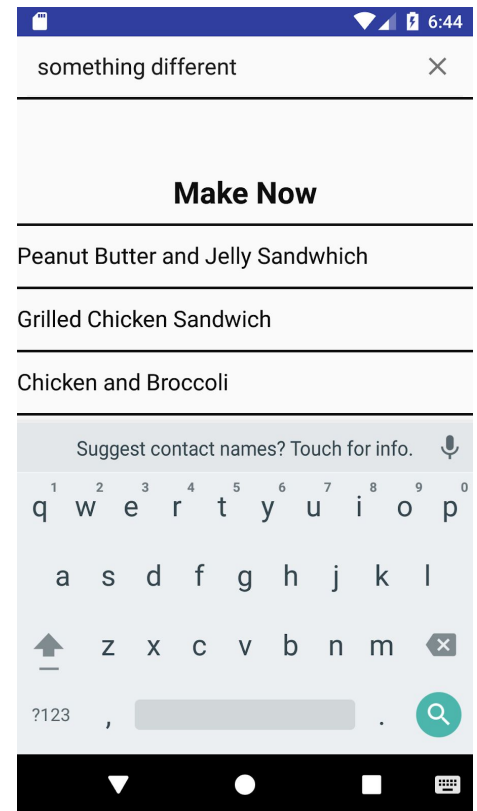
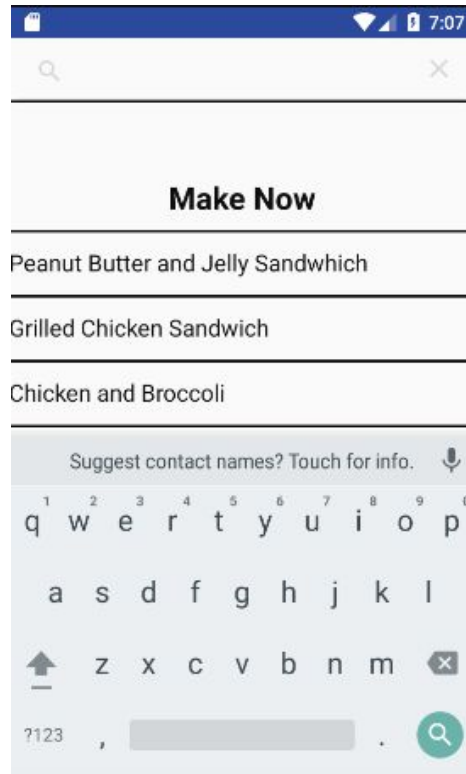
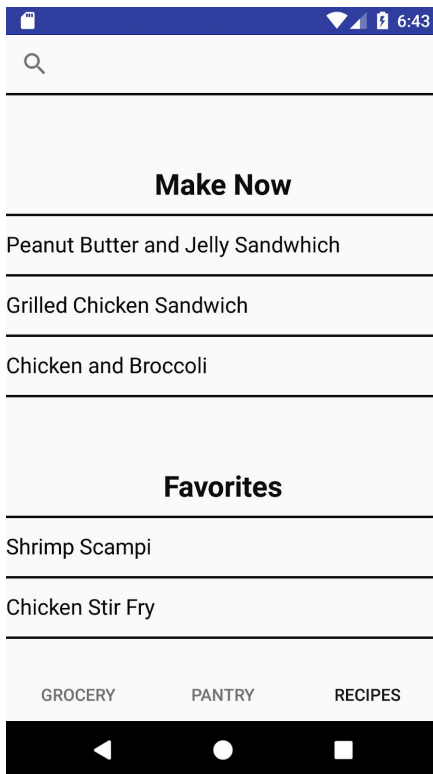
The second and third screenshots are a representation of the interface when a user wants to add an item to the pantry. The user can type in the name of the item and also

select a group to assign the item to. When they click create, the item will be added to the pantry.



The above screenshots represent the “edit” functionality in the pantry tab. When a user selects the edit icon beside a pantry item, they will be brought to this screen. Here, they will see the name of the item, its category, how much is remaining, and the expiration date. The user also has the option to edit this information. The user can edit the amount by using the sliding bar to indicate how much of an item is left. The user can edit the expiration date by selecting the “Edit” button and using the keypad to type in the date. The user also has the option to delete a pantry item using the delete button on this screen.

## Recipes Tab



The first screenshot above shows the homepage of the recipe tab. The recipe tab can be accessed by selecting the “recipes” button in the bottom right of the screen. On the default screen of the recipes tab, the user sees suggested recipes under the “Make Now” header. These recipes are suggested specifically for the user based on the food items the user already has in their pantry. Underneath the “Make Now” section the user can access their list of favorite recipes.

The second and third screenshots show the search functionality. The user simply clicks in the search bar and types in a meal they would like to make. When they click enter, the app returns a list of recipes that match their search results. This is shown in the fourth screenshot. The user can click on one of these recipes and be brought to a page that gives detailed instructions on how to make the meal. On this screen, the user also has the option to favorite a recipe. This is done by clicking on the star located on the top left of the screen.

In summary, this app allows users to keep track of a grocery list, keep track of food in their pantry (along with amount and expiration dates), and access recipes based off food in their personal pantry.

## FEATURES

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### MenuBar

- Grocery, Pantry, Recipes

The menu bar feature is located at the bottom of the screen. It consists of three tabs labeled grocery, pantry, and recipes. The user will be brought to the corresponding screen by clicking on each of the respective tabs.

### Grocery

- Organization

The grocery list has the option to be organized by food type (Ex: vegetables, fruit, meat, grains, etc). The user organizes their grocery list manually.

- Add

The add button is located at the bottom of the grocery list, beneath all other grocery entries. When clicked, the user can type in the name of the grocery item they want to add. Once added, the item will be put on the bottom of the list. The user can then drag the item and place it under whatever category they wish. For example, a user might drag “carrots” into the vegetable category.

- Check
 

When the user checks an item off their grocery list, it automatically disappears and moves to the pantry. When it enters the pantry, it is automatically grouped into the same category the user already specified it to belong to.
- Delete
 

When the trash can icon is clicked by the user, the corresponding grocery item is deleted from the list.

## **Pantry**

- Icons
  - Amount
 

The amount icon graphically depicts how much of a certain item is left in the user’s pantry. When the icon is fully colored, the user has a large amount of that item left. When it is almost empty, the user is almost out of that item.
  - Hourglass
 

The hourglass icon represents the remaining shelf life of an item. When the icon is fully colored, the item has a full shelf life left. When it is almost empty, the item is nearing spoilage. The user enters the shelf life of particular items using the edit feature.
  - Edit
 

The edit icon allows users to edit the name, expiration date, and amount of a pantry item. The expiration date must be manually entered by the user. Once entered, the system keeps track of the remaining shelf life using the hourglass icon. The amount of an item is edited using a sliding bar. The location of the sliding bar is then reflected in the amount icon.
- Add
 

The add button is located at the bottom of the pantry, beneath all other pantry items. When clicked, the user can type in the name of the pantry item they want to add and specify what category it belongs to in a drop-down menu.

- Check

The user can check items in the pantry list using checkboxes next to each pantry item. Once checked, the user has the option to either delete or move items to the grocery list using buttons located on the bottom of the screen, but above the menu bar.
- Delete Button

The delete button allows users to remove checked items from the pantry.
- Add to Grocery List Button

The “Add to Grocery List” button allows users to move checked items from the pantry to the grocery list.

## Recipes

- Search

The search bar allows users to search for specific recipes using keywords
- View

The main screen of the recipes tab is a list of recipe suggestions based on the items the user currently has in his or her pantry. When clicked, the user is brought to a screen with the ingredients and instructions for making that recipe.
- Favorite

The user has the ability to favorite recipes by clicking on a star next to the name of a certain recipe. Then, the recipe can be accessed later under the favorites list. This list can be found underneath the suggested recipes list.

# USABILITY SPECIFICATIONS

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For our prototype, we want to make sure our app is usable for all types of users. For this reason we will be measuring the usability specifications for our designs. Our demographics still focus on college students and young adults for the following testings.

**Learnability** is measured through the users ability to learn the apps functions and do tasks in short amounts of taps to complete their goal. We will measure a user on how many taps it takes them to complete a task such as adding a grocery item, editing the item in the pantry, and look up a recipe in the recipes tab. We expect

adding a grocery item to be close to about 4 clicks. We also expect editing the item in the pantry to be 4 clicks as well.

The **efficiency** of our app design can determine if we have a well based design for our users. We will be measuring the amount of time it takes for each task by timing the user to add items in the grocery, read something expired in the pantry, and find a specific recipe. To add an item in the grocery list we want to set a goal where the user does not take longer than 5 seconds. For reading something expired in the pantry we would expect the user to take no longer than 3.5 seconds and for finding a recipe in the recipe tab we expect this to take up to 10 seconds.

For **errors** in our app we expect there to be accidental clicks to other tabs as well as typos when the user adds the item in the grocery and the user must edit this. When this does happen we want to measure the time it takes for the user to edit this error. Our goal time for changing errors in the pantry should be around 10 seconds.

For **Subjective Satisfaction**, we want to deliver a survey on how the overall experience was for our users when functioning the app. We will have a scale to measure the amount of satisfaction the user had in certain goals such as

(Difficult) -2..-1..0..1..2(Easy)

(Disagree) 0..1..2..3..4..5 (Agree)

## INITIAL EVALUATION & TESTING PLAN

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**What sort of benchmark tasks would you have users perform to help evaluate the system?**

Some of the benchmarks would be add/remove items to the grocery list, add/remove items from pantry, search recipes based on pantry, and check on expiration dates.

**What kind(s) of subjective questionnaires would you use to have a user critique the system?**



We would primarily use three kinds of subjective questionnaires based on the apps functionality (1. Completing tasks 2. Performing single tasks 3. Interfaces). Below are example questions from the questionnaires

1. Was completing a task while using the app difficult for you?  
(Disagree) 0..1..2..3..4..5 (Agree)
2. Adding items to the list.  
(Difficult) -2..-1..0..1..2(Easy)
3. Rank interfaces based on what you think was easiest to use and/or understand.  
(Eg. order from easiest (1) to hardest (3))  
#1 Pantry Interface #2 Recipe Interface #3 Grocery Interface

**What kind(s) of interview questions would you use before a user tries your system? After?**

Questions before the user tries system would be:

- Are you interested in an app that helps you manage items bought from the grocery store?
- Do you have trouble checking on expiration dates and/or cooking things before they expire?

Questions after the user has tried the system would be:

- Was there anything that the app accomplished that impressed you?
- Did you run into any bugs and/or was there anything that you think should have accomplished or performed?
- Would you want to use the app if it was released today?
- Is there anything that the app can be improved on?

**What are other evaluation techniques? Why is it appropriate or not appropriate to use these?**

1 on 1 Testing with a user: We would sit down with a user and ask them to perform tasks to see how the user understands and accomplishes those tasks with the app. Along with testing the user we would time the user to see how efficient the design is. This would be appropriate to use because it allows us to get immediate feedback from a user and to be able to see how a user reacts to our designs.

Focus Group: We would give a group of people certain task to complete using the app. After completion we would have a list of questions that the focus group will discuss

and respond to based on the app's performance completing the tasks. This would also be appropriate to use because a focus group would be able to brainstorm together and come up with a variety of fixes or suggestions that the app can be improved by.