

Milestone 2

Codeblooded

Our application serves 3 main functions:

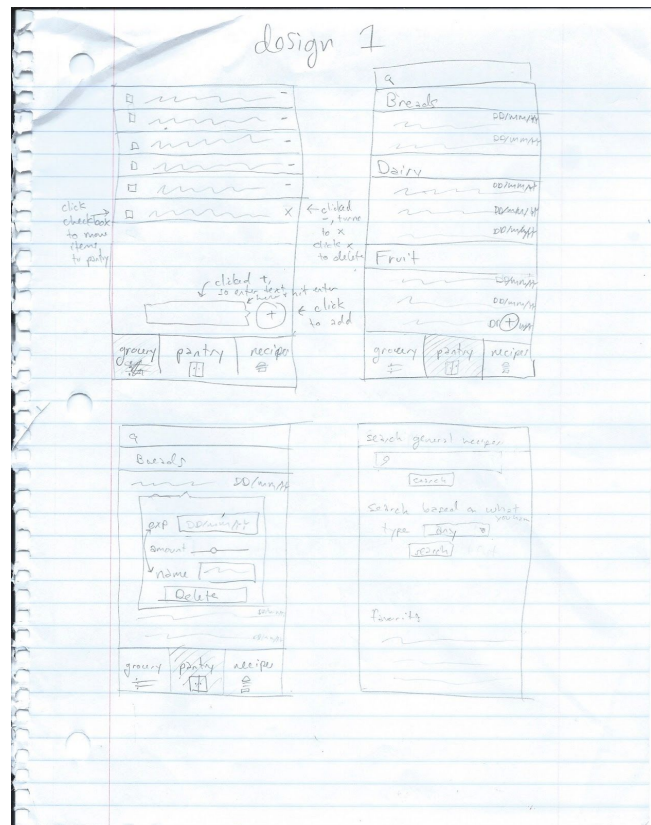
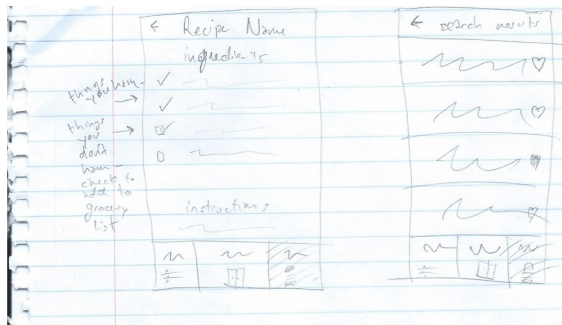
1. a grocery list
2. tracking your pantry
3. finding recipes

The goal of our design process was to find the best way for our users to navigate each function and the ways they are interconnected. We experimented with different ways of adding and removing information from lists (grocery and pantry), viewing the data in the lists, and search functionality. Below are the results of our process.

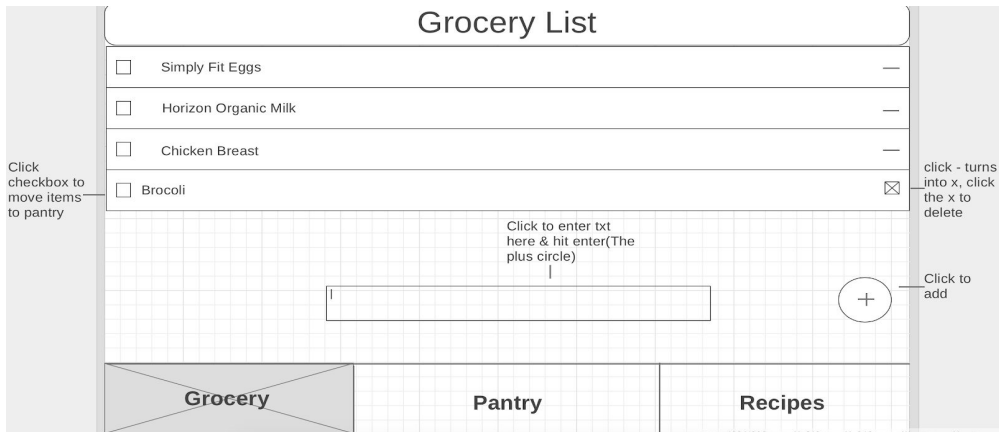
Design 1

For the first design we had the goal of simplicity in mind. We tried to make sure that the design was user friendly and easy to understand. We did not differ too much from our original sketch to our final design. Below are our original sketches and then our final designs.

Rough Drafts:

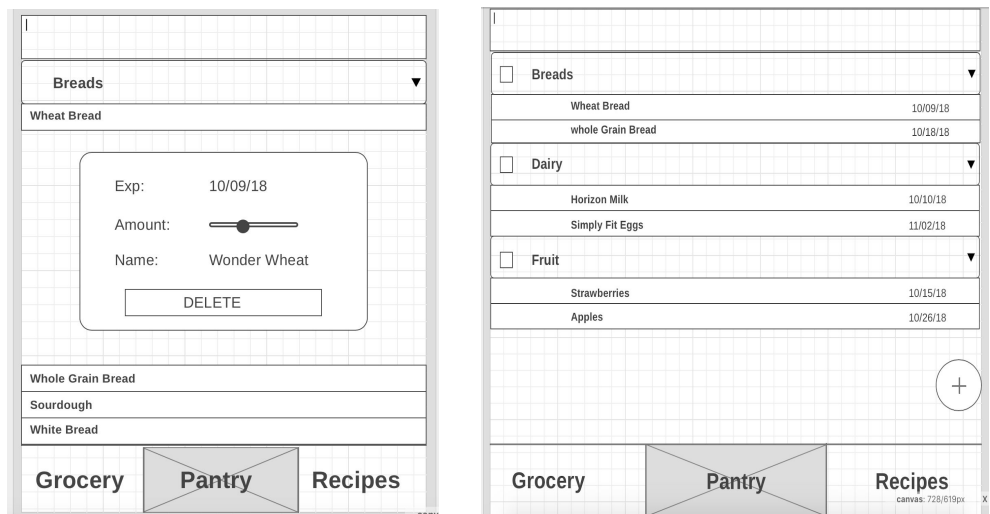


In order to use this design, a user would select the view they wanted using the tabs along the bottom of the screen. The tab they're currently in is highlighted. On the grocery list screen, they can add things using a "+" button with a pop out text box and delete things using a two step process, clicking a "-" next to the item and then clicking the "x" when it appears in its place. When a user checks things off of their grocery list, they disappear and are added to the pantry.

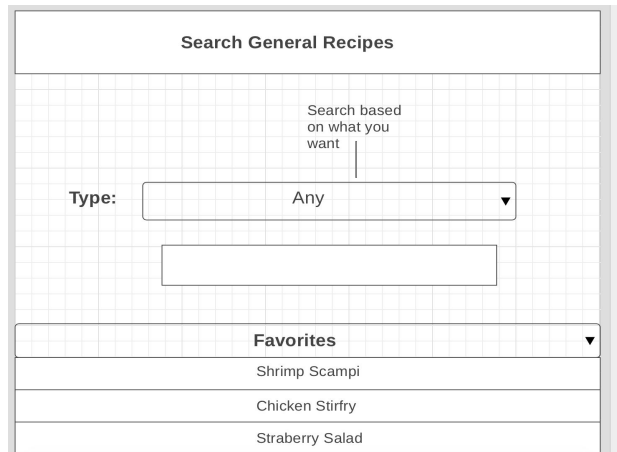


In the pantry view, users can see all of their items in a scrollable list. These items are sorted into categories to make them easier for users to locate what they're looking for. They can also search for a specific item. A user clicks on an item to edit it and can edit the item's expiration date, amount, and name. They can also delete the item. Expiration dates are also listed next to each item so that

a user can see which items are about to expire.



Under Recipes, a user can search for recipes they want to make and see which ingredients of the recipe they have and which ones they don't. If the user sees that they don't have some things they need for the recipe, they can check them and add them to their grocery list.



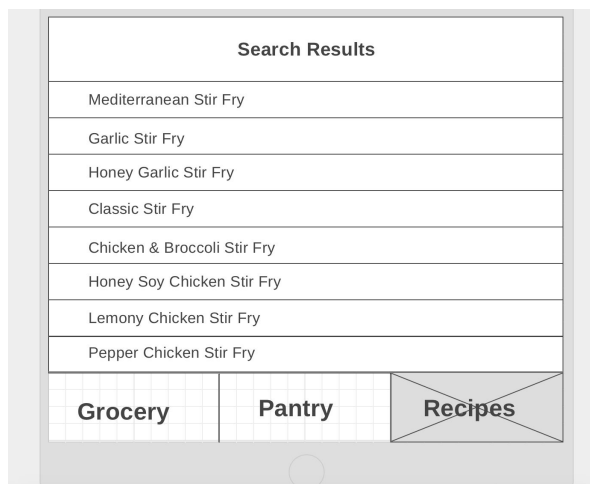
Search General Recipes

Search based on what you want

Type:

Favorites


- Shrimp Scampi
- Chicken Stirfry
- Straberry Salad



Search Results

- Mediterranean Stir Fry
- Garlic Stir Fry
- Honey Garlic Stir Fry
- Classic Stir Fry
- Chicken & Broccoli Stir Fry
- Honey Soy Chicken Stir Fry
- Lemony Chicken Stir Fry
- Pepper Chicken Stir Fry

Grocery **Pantry** **Recipes**



Chicken Stirfry

Ingredients

- ☒ 1lb Chicken Breast
- ☒ 2 cups of Rice
- ☐ 1/2 cup of Red Peppers
- ☒ 1tbs of soy sauce
- ☒ 1/2 cup of Water

Instructions

- Place the chicken in a medium sized pan until lightly browned
- Add rice, water, peppers and soy sauce cover and reduce heat
- Stir occasionally

Grocery **Pantry** **Recipes**

Advantages of design 1:

- It's very simple, not a lot of clutter to get confused by or to unnecessarily lengthen the time spent completing a task
- Expiration dates are listed so that someone doesn't have to do more than glance to know exactly when their food expires
- Tab switching is on the bottom of the app, which makes it easier for people with big phones who may have a harder time tapping the top of their screens

- A list view of the pantry keeps all of the information on one page, so that a user doesn't have to switch back and forth between pages to verify that they have multiple items in different categories
- Difficulty of deleting items means it would be very hard to accidentally delete something

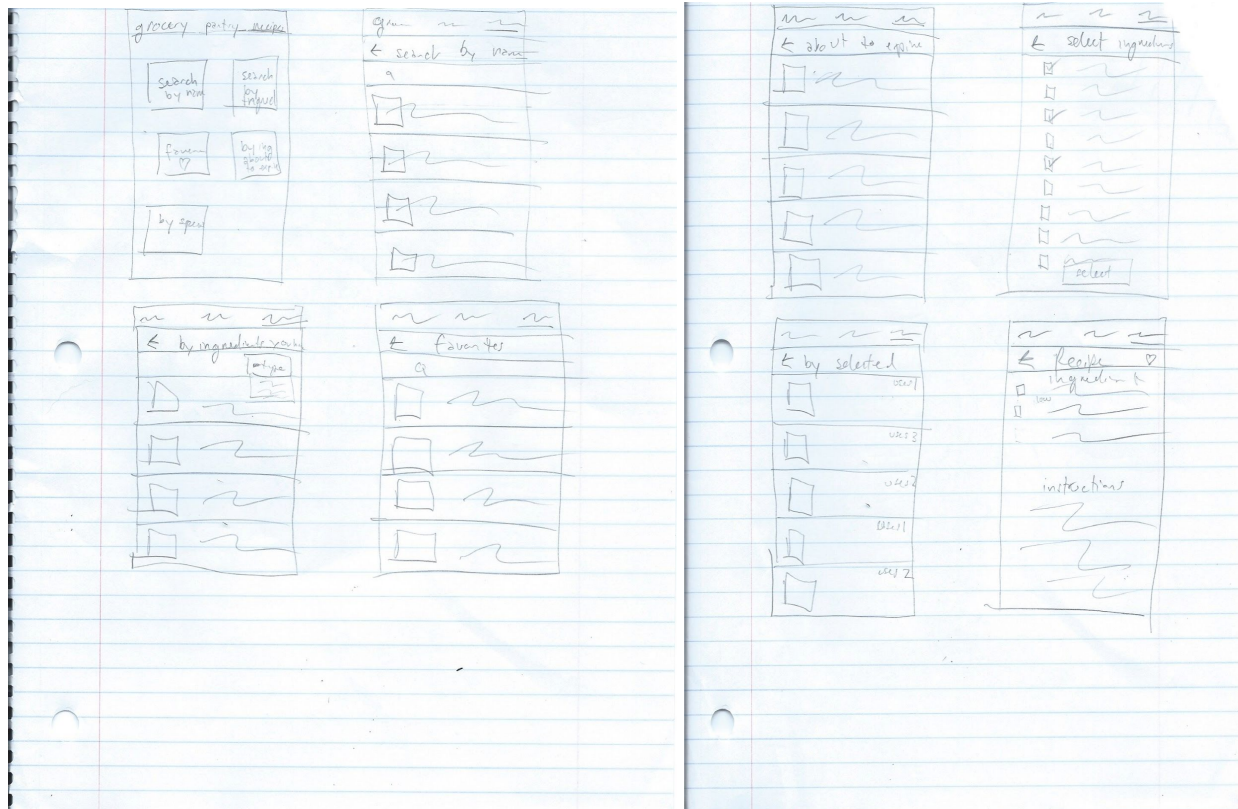
Disadvantages of design 1:

- When someone is searching for recipes, they have to actually search, they can't just see recipes they can currently make
- The scrolling view of the pantry may make it so that users will scroll past something if they're trying to find it quickly
- Adding items to the grocery list or pantry is a multi-step process, so it may be slow to do quickly, like when a user is about to leave to go grocery shopping
- A user has to actually tap an item to see how much of it they have, which keeps the design uncluttered, but might make it more difficult for a user to know what they're almost out of
- Can't add items directly from the pantry to grocery list

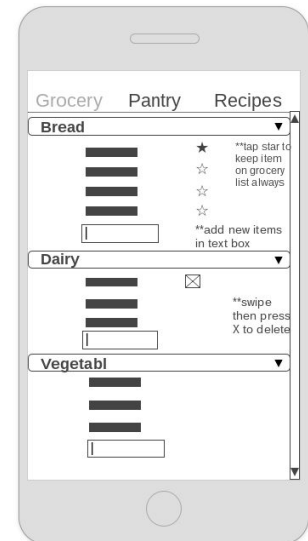
Design 2

Our goals for design 2 were the same as design 1. We wanted to make it as simple as we could for the user. We tried to see if we could change the design up a little differently from the first design with different ways to display icons and the app itself. We added some more icons and different organization methods to see what might help users process the information more quickly. We moved the tab selection to the top of the screen.

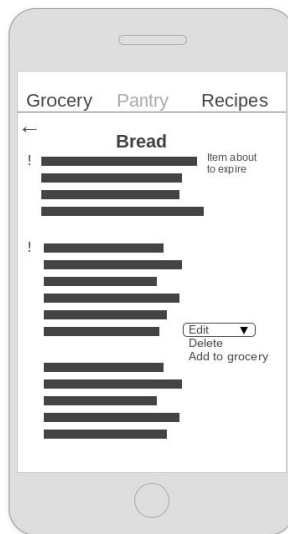
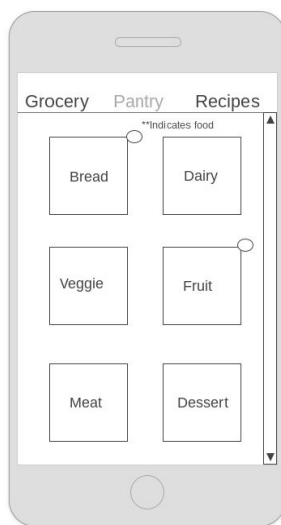
Rough Drafts:



In the grocery view, the items are sorted by type, and a user can add items to each category to keep their grocery list organized. We also added a feature for users to star an item if they wanted to keep it in their grocery list for next time, for example if they buy eggs every time they shop, they don't have to remove it from the list when they check it off and move it to their pantry. They can swipe an item and then tap an x to delete it, providing security against accidentally deleting an item.



In the pantry view, a user's items are sorted into categories and placed in a grid view. This allows them to quickly access each category. Each category has a small notification marking in the corner if items in the category are about to expire. When a user clicks on the category, they can see all of the things they have in that category. They can also see which items are about to expire because they have an exclamation point next to them. If they click on an item, they can edit, delete, or add it to the grocery list.



The recipe view was the most complicated for this design. We reused the grid view from the pantry to provide lots of different ways for users to search for recipes. They can search by name, specific ingredients they want to use, or items about to expire. We also added images to the design and a way to add favorites. In the search by selected ingredients, users can check certain things they want to use, and the app will find recipes and tell them how many ingredients they selected are used by the recipe. Users can still add things to their grocery list from recipes they select.



Advantages of design 2

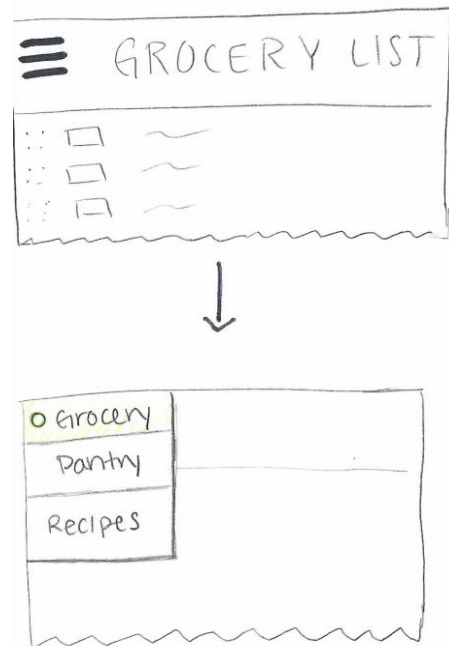
- This design has a lot of different options to search for recipes
- No scrolling is necessary to search through categories
- Users can add items to the grocery list from the pantry view
- The tab selection at the top provides an implicit header when in subordinate views (eg the bread view in the pantry tab)
- Starring items allows users to keep things in their grocery list for later
- Recipes include pictures to help people find something they find appealing even if they don't know what it's called
- The expiration markers can help users find things that are about to expire
- A user can add things explicitly to a category in the shopping list rather than just adding an item

Disadvantages of design 2

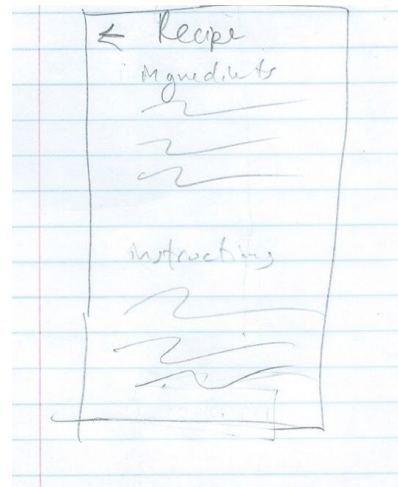
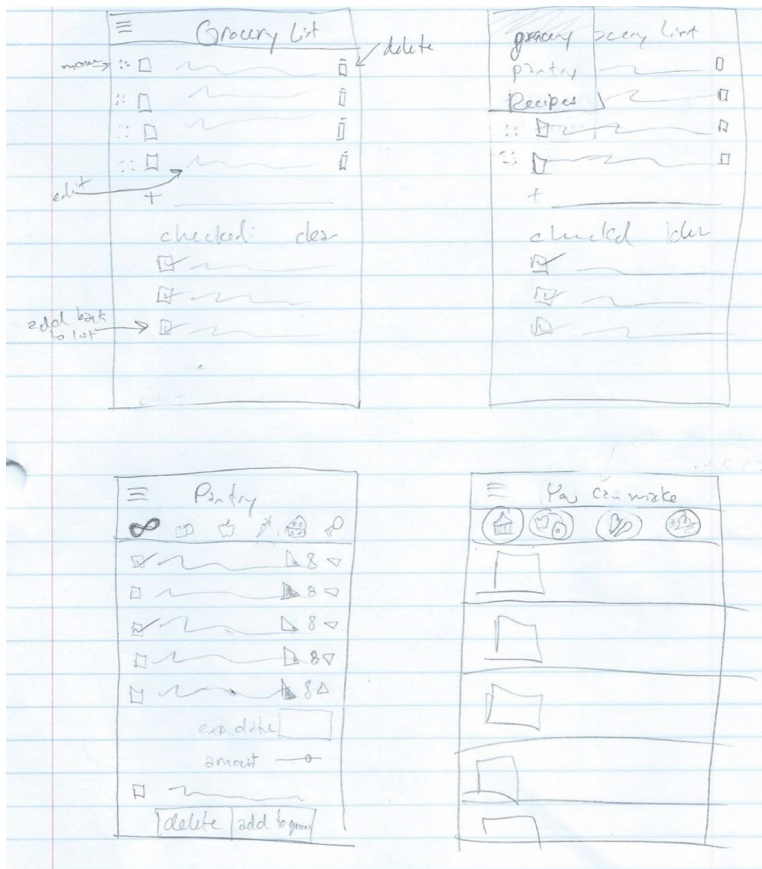
- The tab selection at the top of the screen might make it harder to switch between tabs
- The grid category view makes it harder to see what you have at a glance, which means a user needs to know specifically what they're looking for
- The edit menu is harder to access in this design, so a user would have a harder time indicating and seeing the amount of things they have
- This design doesn't include a way to add things directly to the pantry, only to the grocery list
- Users can't just add things to their shopping list. They have to add things in a category in the shopping list.
- They also can't delete things off their shopping lists

Design 3

For our last design we tried to focus more on icon designs instead of using text. We wanted to have another option just to see if users would prefer icons over more text. We tried to keep the icons simple and easy to understand. It resulted in a higher density of information, but it might require a learning curve if our icons aren't intuitive enough. We also removed the tab selection and added a burger menu instead to remove clutter from the design. (shown to the right)



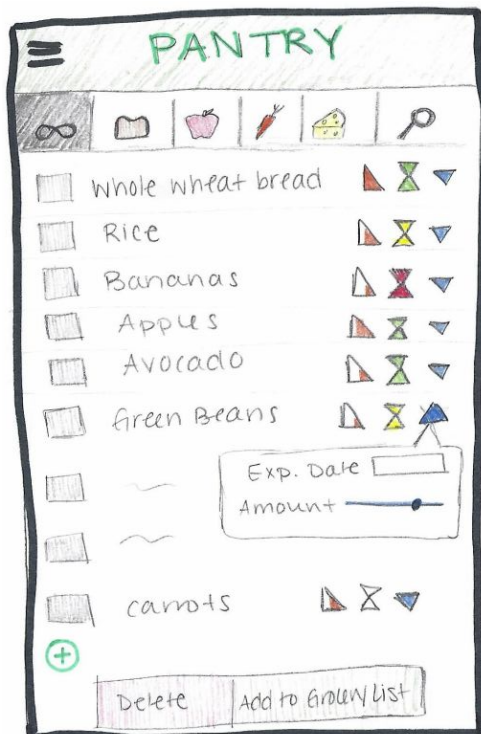
Rough Drafts:



In the grocery view, we added a list of items in the user's cart, so that they can see what they've already accounted for. They can also move list items up and down using the 4 dots on the far left of the item. The trash cans next to each item allow for an easy way to delete items. An item can be added using the simple text box at the bottom of the list. A user can clear their in-cart list by clicking the clear all button, and they can uncheck things to add them back to their shopping list for next time.

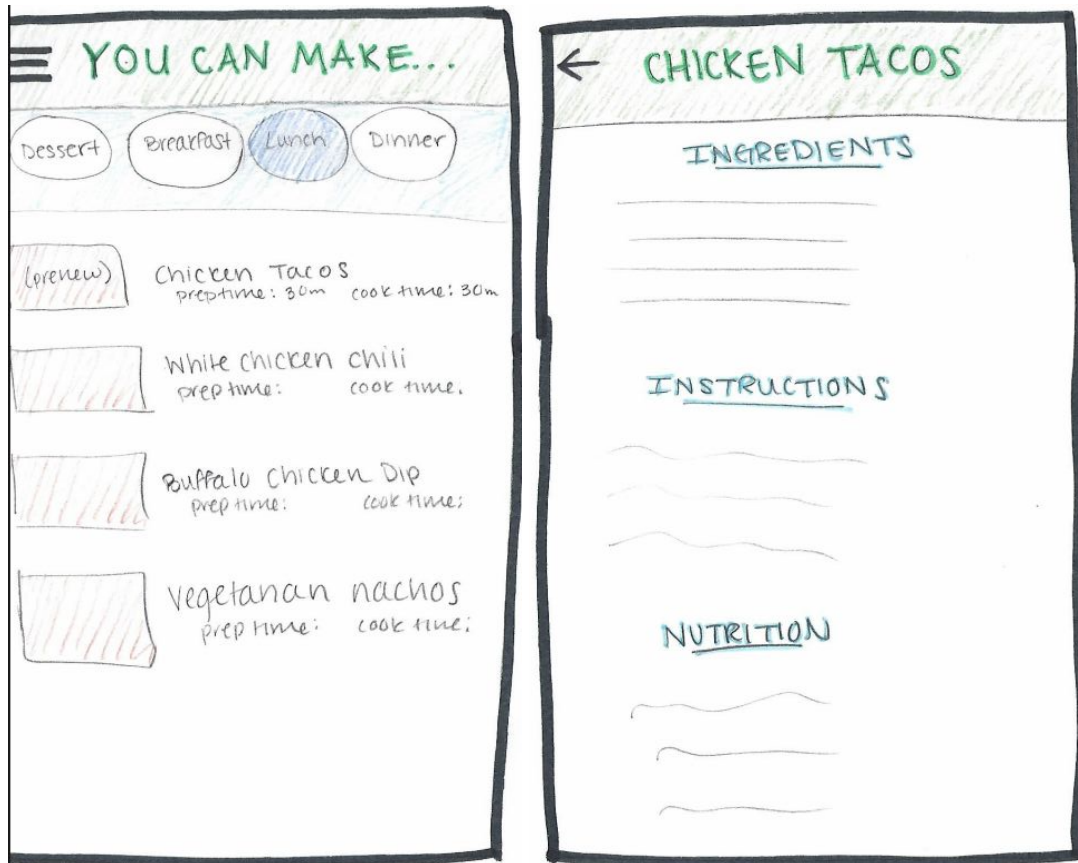


In the pantry view, users have the option to view all of their items or only one category of items. They can select their choice of view using the icons underneath the PANTRY page header.



They can easily add items using the + on the bottom of the screen and typing in the name. They can also check items and move them to the grocery list or delete them. The icons to the right of each item indicate the amount of the item the user still has remaining and the proximity to the item's expiration date respectively. The first is indicated by filling in a triangle and the second is indicated by the color of the hour glass. Users can also edit the expiration date and amount by clicking on the little drop down arrow on the far right.

In the recipe view, users can select the type of food they want to make (breakfast, lunch, dinner, or dessert) and see the recipes they can already make with the items they have in their pantry along with pictures of that item. If they click on a recipe, they get detailed ingredients, instructions, and nutrition information.



Advantages of design 3:

- Icons allow a user to see, at a glance, which items in their pantry are about to expire and which ones they're almost out of
- Rather than searching for recipes by name or specific ingredients, users are just presented with a list of things they can already make
- Users can easily add things to the grocery list or the pantry

- Users can see what they've already checked off and added to their cart, which could allow them to double check that they added something they're buying to their list and that it's been added to their pantry
- It's very easy for a user to add things from their pantry to their grocery list
- It's comparatively easy for users to adjust the amount of something that they have
- Gives users an option between looking at all of their items and only the ones in a certain category

Disadvantages of design 3:

- Users can't search for recipes by name if they want something specific
- Both the grocery list and the pantry have easy ways to delete items, which could lead to accidental deletion
- One of the icons (the hour glass) relies on color, so it might be difficult for someone who is color blind, or would at least require us to be careful about it
- All of the icons may create a cluttered appearance if we're not careful
- The burger menu instead of the tab selection along the top or bottom makes it more difficult to switch views