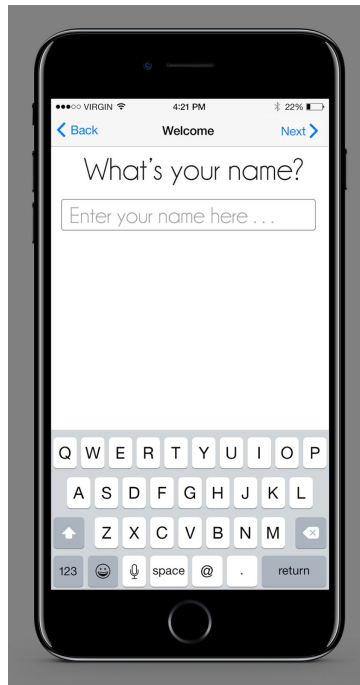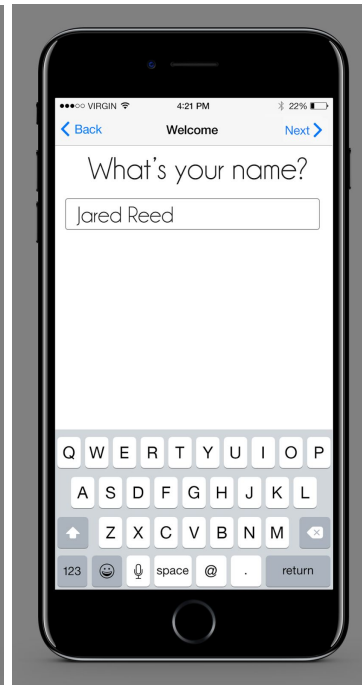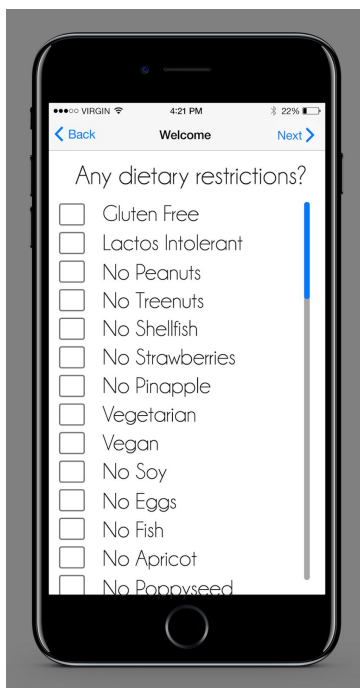Black Dragons

3e - Digital Mockup
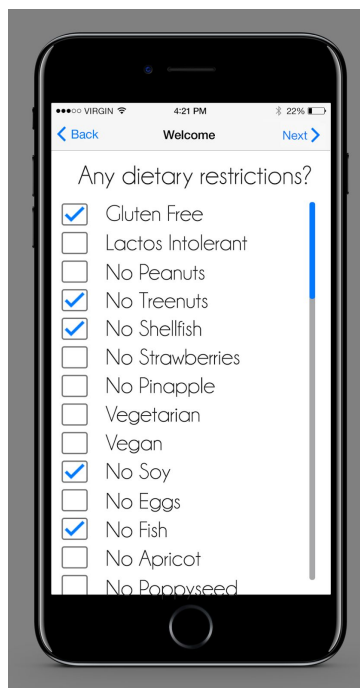

1. Splashscreen
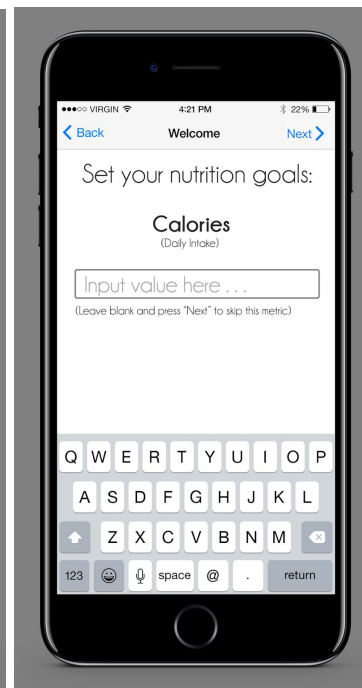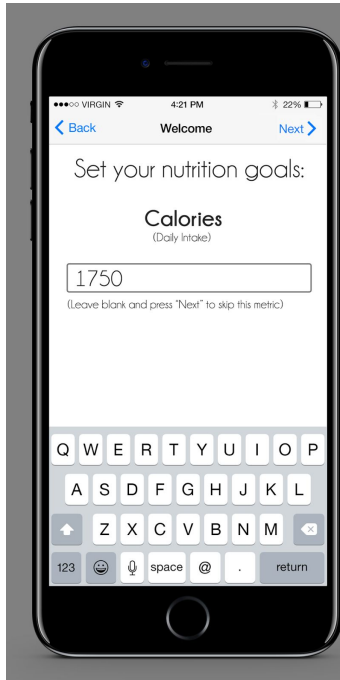

2. Prompt for name

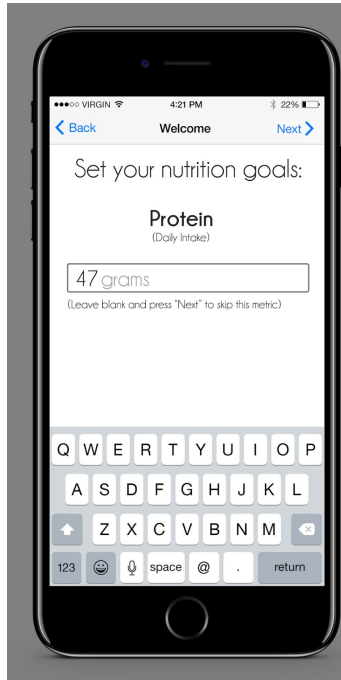3. Name entered

4. Prompt for restrictions

5. Check boxes

6. Prompt for goals
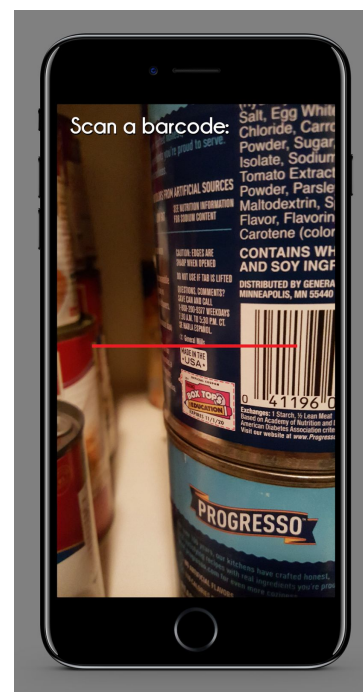
7. User enters calories

8. Next goal prompt

9. Add more family?

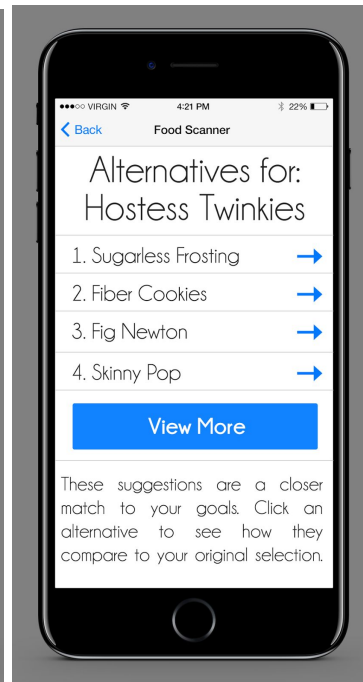10. Added second person

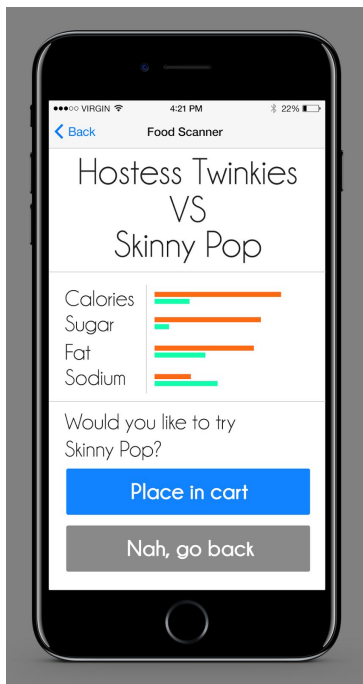11. App home

12. Scan not centered

13. Scan successful

14. Scanned unhealthy

15. Alternatives

16. Comparison

17. Scanned healthy

Mock Details:

1. The splash screen will show briefly when the user opens the app
2. An orientation routine will begin if this is the user's first launch (otherwise, go to screen 11). Starts with prompting for the user's name.
3. The user enters their name with the onscreen keyboard. Pressing "next" in the top right proceeds to the next screen.
4. A prompt for any dietary restrictions (whether preference or allergies).
5. The user has selected any dietary restrictions by tapping the boxes to add a checkmark.
6. The user is prompted to enter goals about specific nutrients. The user can elect to not set a goal by leaving the field blank, or they can enter a number by using the onscreen keyboard.
7. The user entered a number to set their daily calorie goal.
8. The user sets a goal for their daily protein intake.
9. The user has completed entering information for a single person. They can enter more family members by pressing the "+", or end the orientation by pressing "finish".
10. The user added a second person, and the presses "finish".
11. The home screen for the app. Several large buttons to navigate to the different sections of the app. One large button at the bottom to enter scanning mode. A menu button in the top-left to open a pull out side menu for alternate navigation and access to settings.
12. The user pressed the "scan" button on the homescreen. The camera opens, and a red line appears in the middle to assist the user to line up their phone with a food label.
13. The scanner line turns green after it has been lined up with the food label correctly.
14. After the scan has been processed, a screen will appear showing a few simple statistics about the food. Unhealthy foods will have a lower rating and an alternative options button will appear.
15. The alternatives appear in a listview with a description at the bottom. There are four items shown but the user may choose to see more.
16. Selecting an alternative will display a graph comparing the nutritional value of the two foods.
17. Scanning a healthy item will provide a better rating. The user can put the item in their cart and remove it from the application's shopping list.

Changes:

- The Alternative Food Items screen (15) now has a description at the bottom to help our users understand its purpose.

- The picture icons on the home screen (11) have been updated.
- We added a splash screen (1) for our application that did not exist before.
- In the goal selection screens (6-8) there is an informative message telling the user to leave the selection blank if he/she does not have a goal.

The application definitely appear cleaner in hi-fi form but the general functionality has not changed much since our usability tests and heuristics reviews.