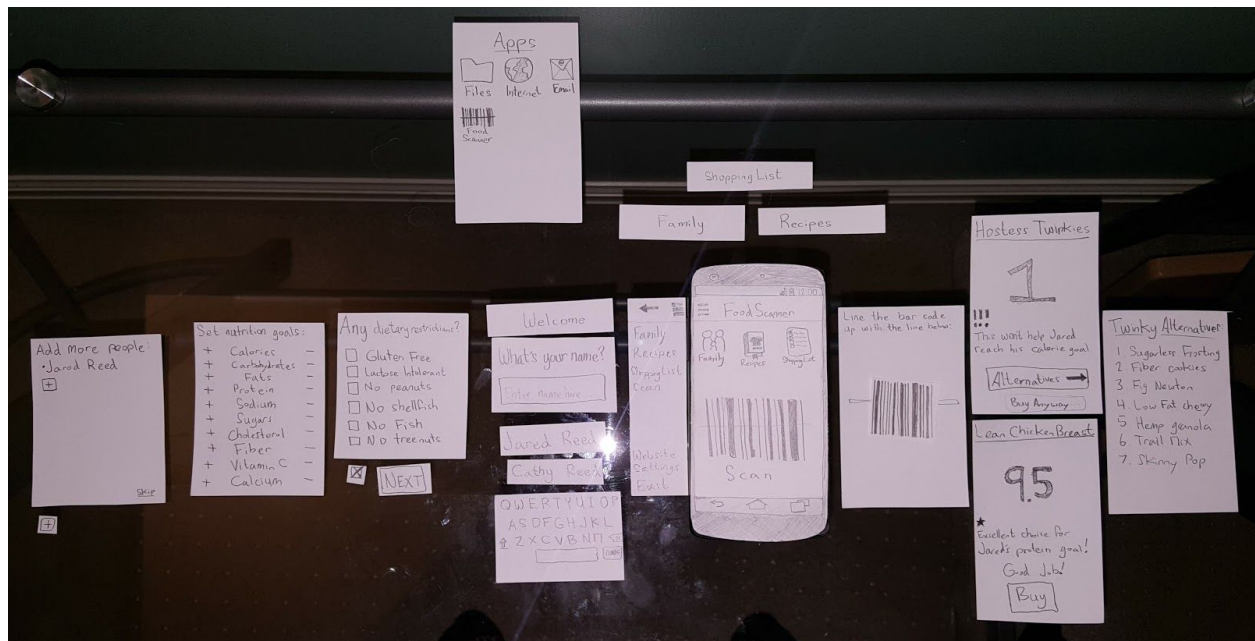


Black Dragons
James Collier
Joshua Callahan
Chris McAfee
Cashe Rumsey

3a - Paper Prototyping

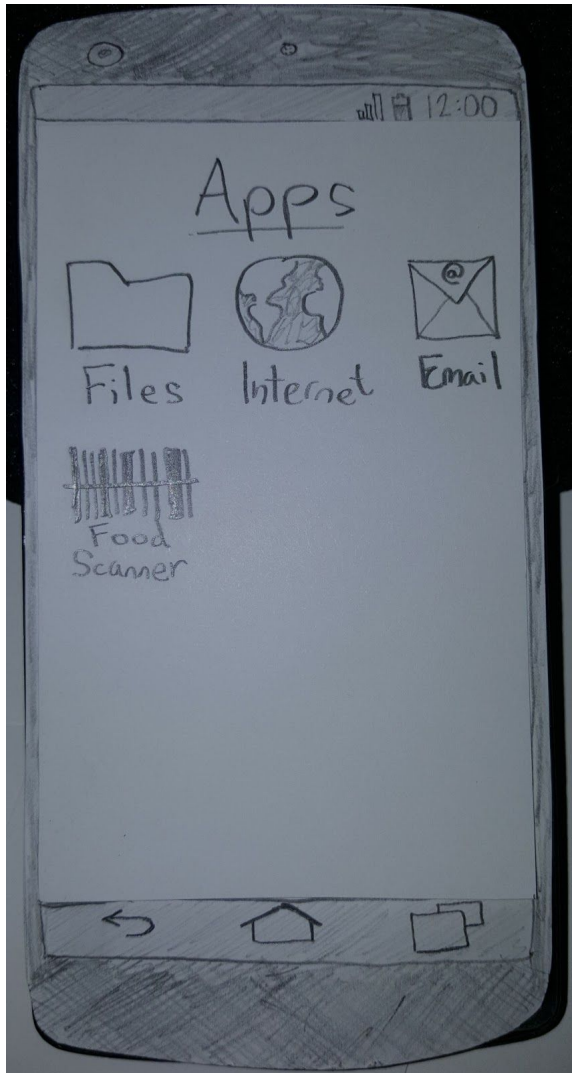
Overview:



The two key interactions with our proposed Food Scanner app are 1) entering familial data to make the app aware, and 2) scanning food at the grocery store to make sure that it meets goals for everyone in the family. The app will accomplish several other tasks, but these interfaces are integral to the core user functions.

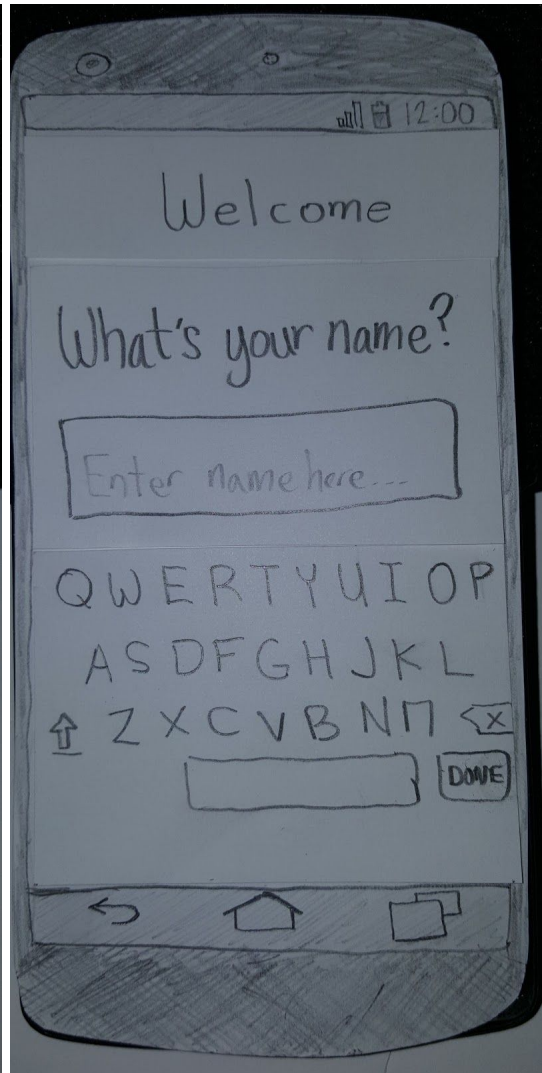
Task 1:

Orientation - Getting set up with Food Scanner



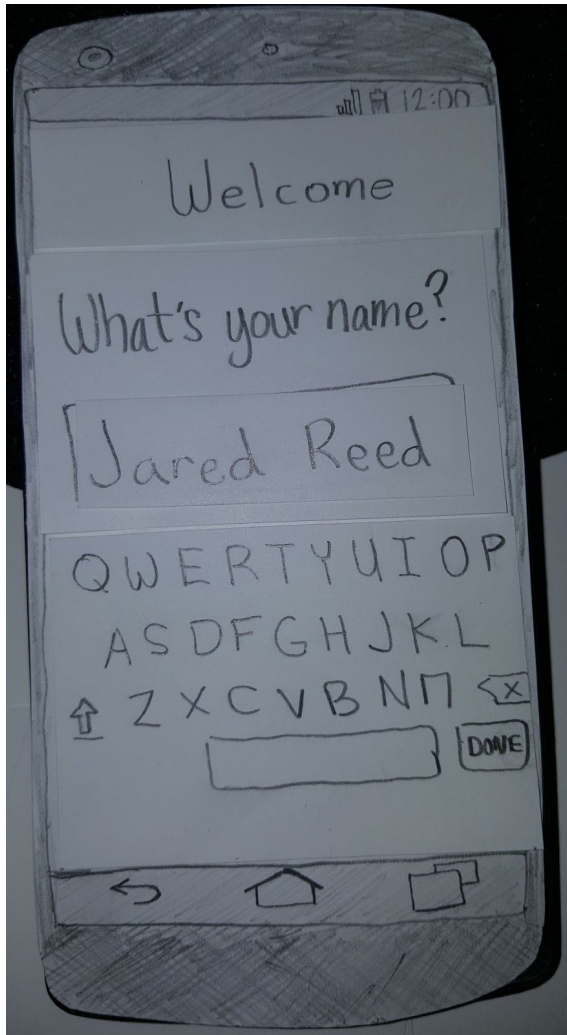
Screen 1.1

Screen 1.1: Displays the icon for Food Scanner on the user's smart phone.

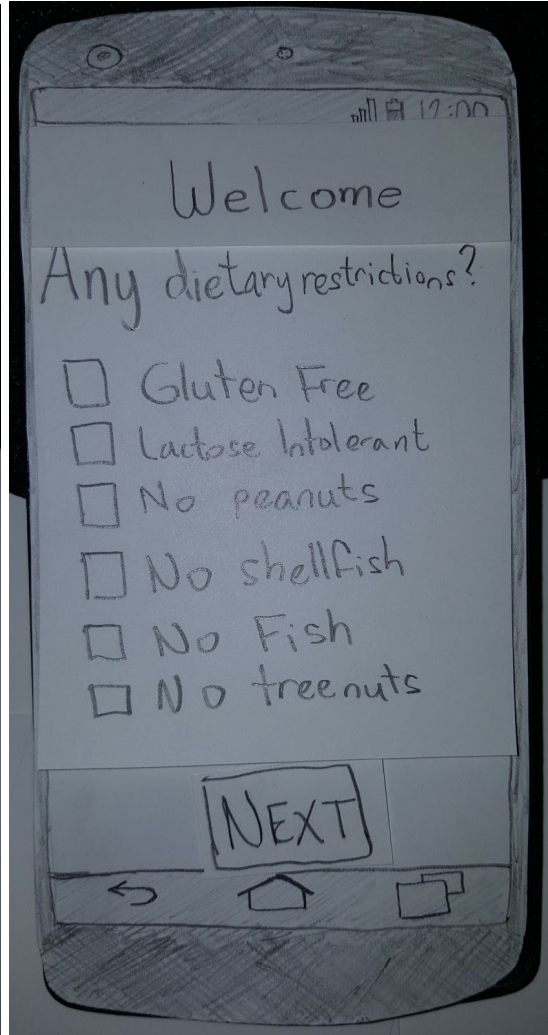


Screen 1.2

Screen 1.2: Displays the very first time the user opens the application.



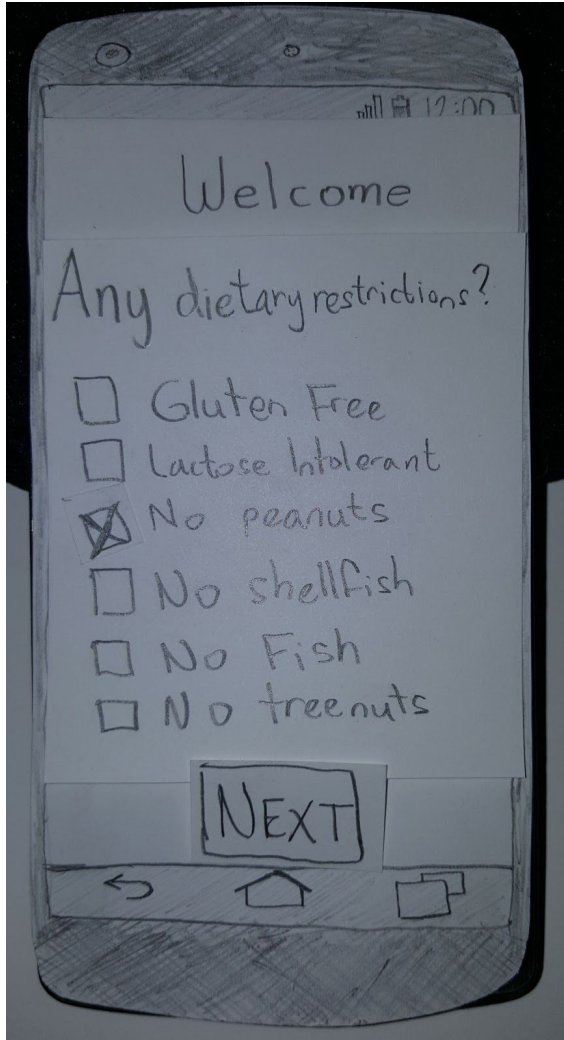
Screen 1.3



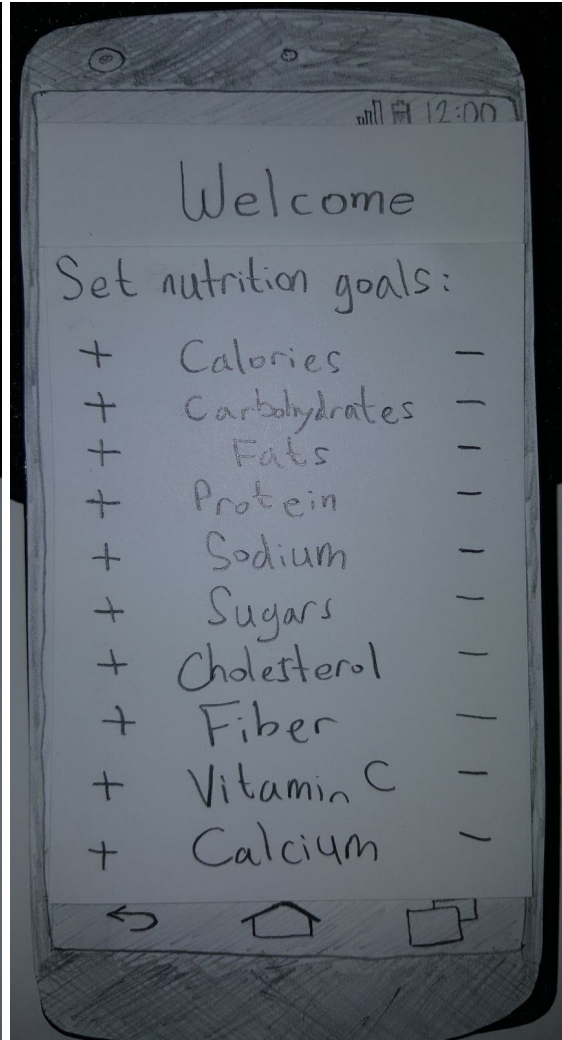
Screen 1.4

Screen 1.3: In Screen 1.3, the user inputs their name and then clicks “Done”.

Screen 1.4: Here the user can select any dietary restrictions that they may have.



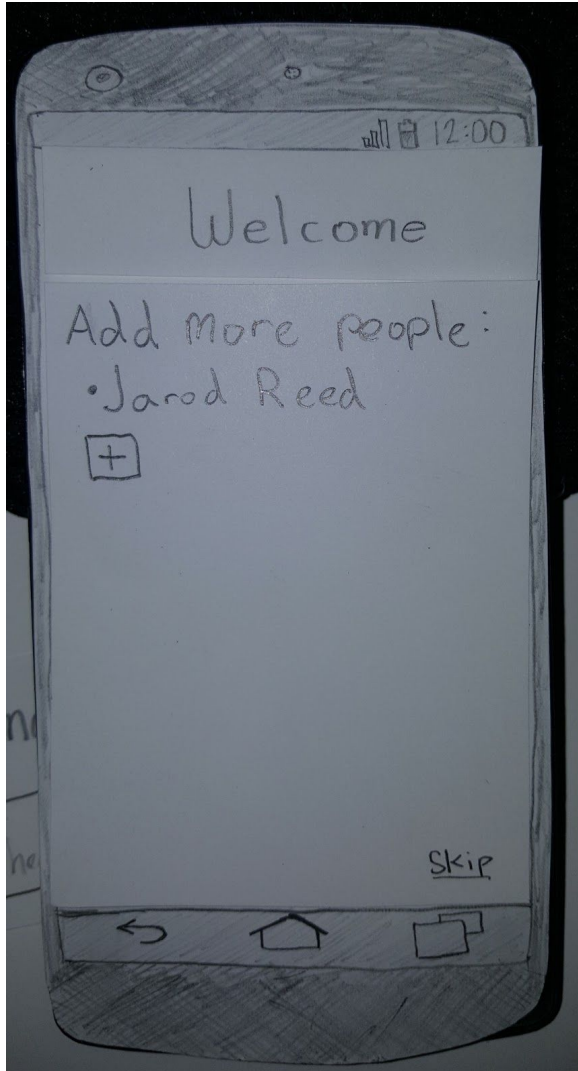
Screen 1.5



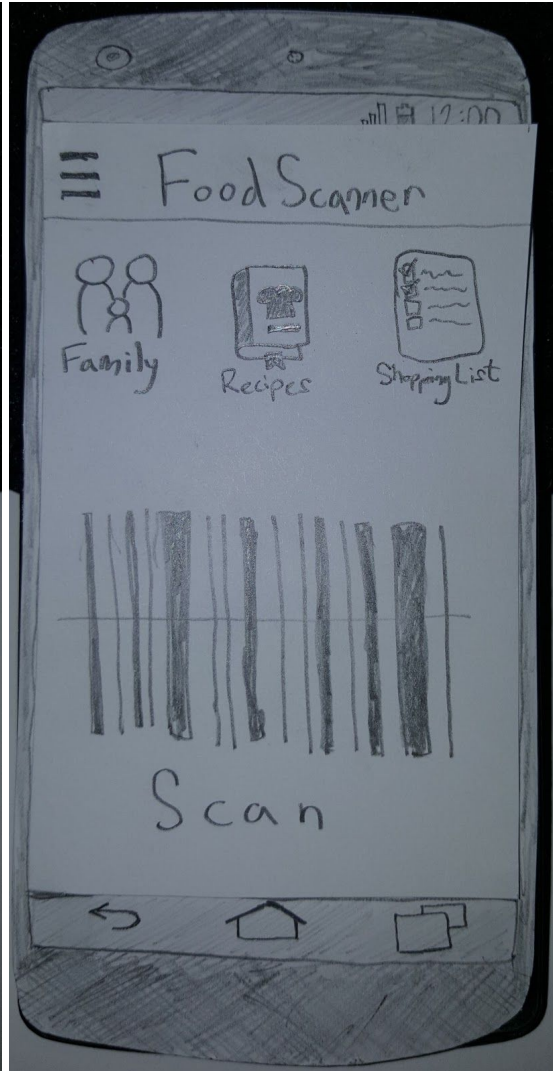
Screen 1.6

Screen 1.5: The user selects any dietary restrictions that they have, then selects “Next”.

Screen 1.6: In Screen 1.6, the user may set any nutritional goals that they have.



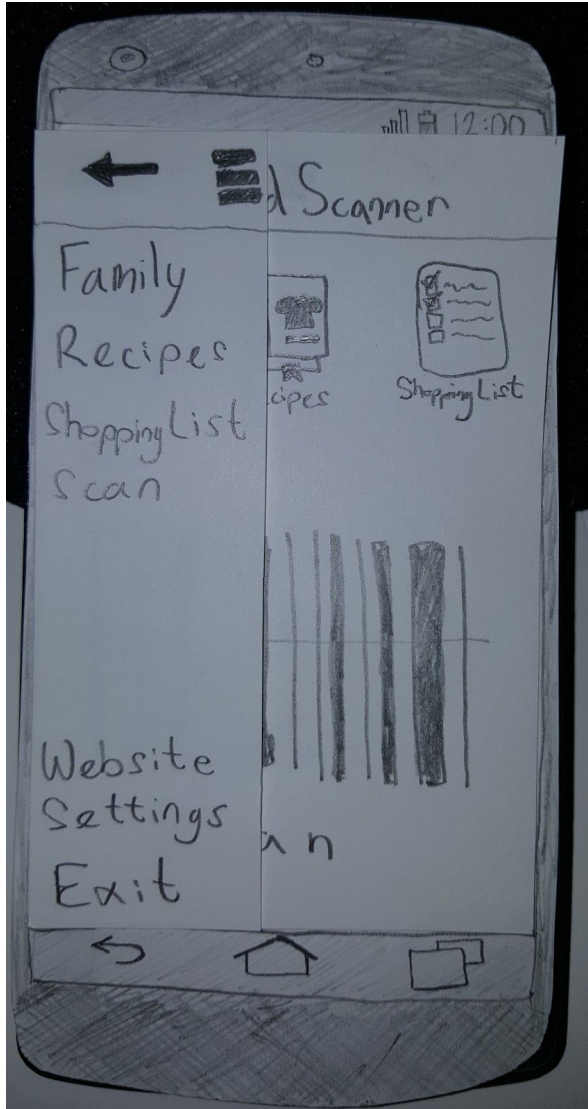
Screen 1.7



Screen 1.8

Screen 1.7: After the user inputs their own information, they then can select the “plus” icon to add more users, which will reiterate through the previous screens. Additionally, they can select “Skip” to proceed to the main page of the app (See Screen 1.8).

Screen 1.8: The main page of the app; the main functionality here is the “Scan” section where the user can utilize to scan food labels while shopping to see if it meets their goals and dietary restrictions. The user can also select “Family” to view the previous screen to add family members, “Recipes” to view their favorite recipes, or “Shopping List” to view their shopping list. Additionally, the user can click the menu button in the top left (See Screen 1.9).

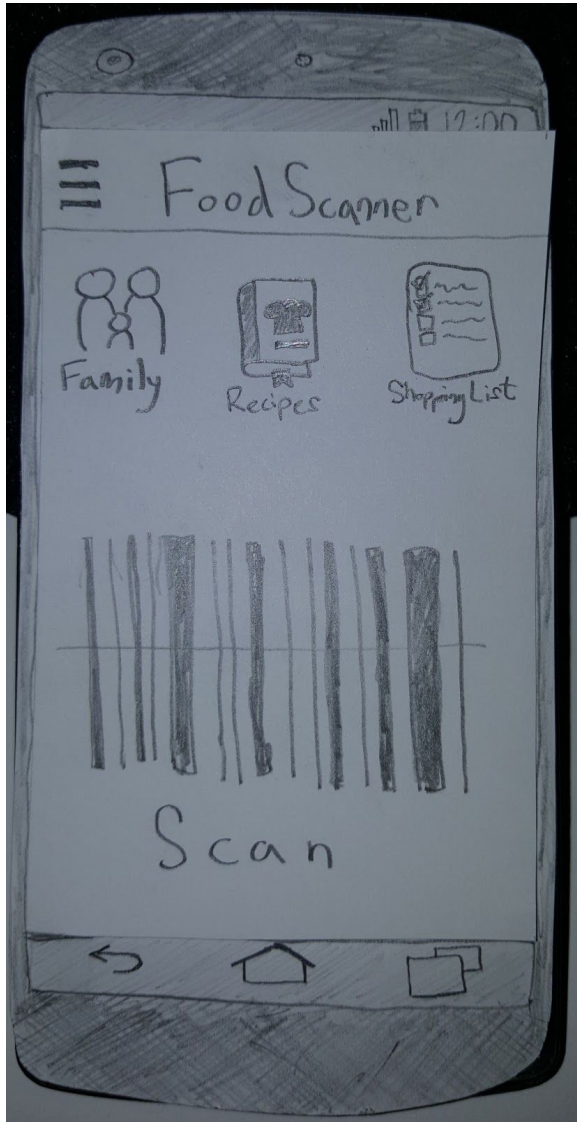


Screen 1.9

Screen 1.9: This screen displays the menu button in the top left of the app. Here the user has other options to easily jump to their “Family”, “Recipes”, “Shopping List”, or “Scan” screens in the app. There are also buttons to visit our Company website, view the app settings, and exit the application.

Task 2:

Scanning Labels - Checking food at the store to ensure it matches family's needs



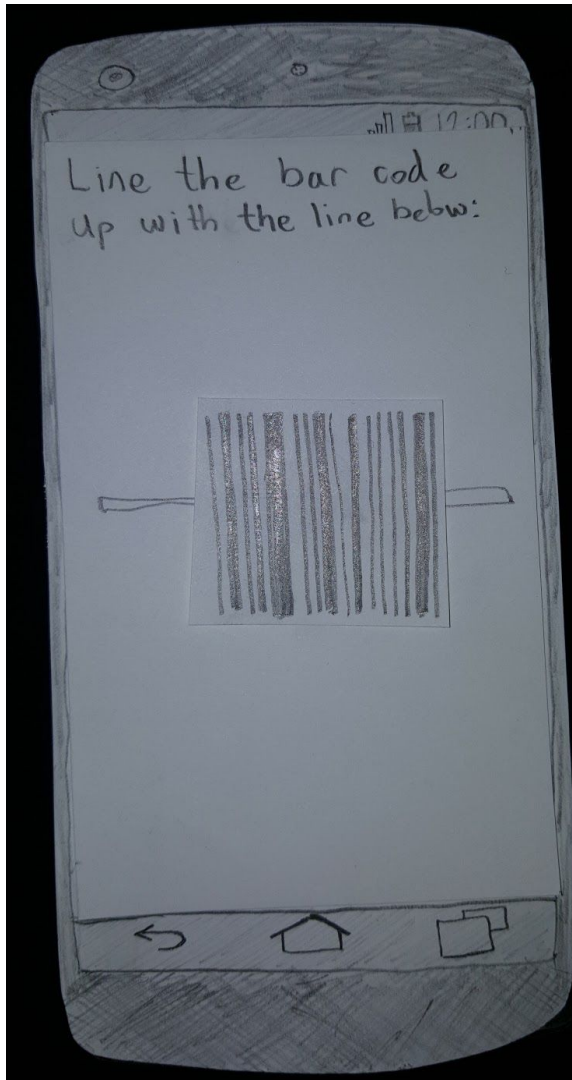
Screen 2.1



Screen 2.2

Screen 2.1: This screen depicts the homepage. From here, the user clicks on the large “Scan” button.

Screen 2.2: The camera activates, and the screen now shows instructions how to scan the food label.



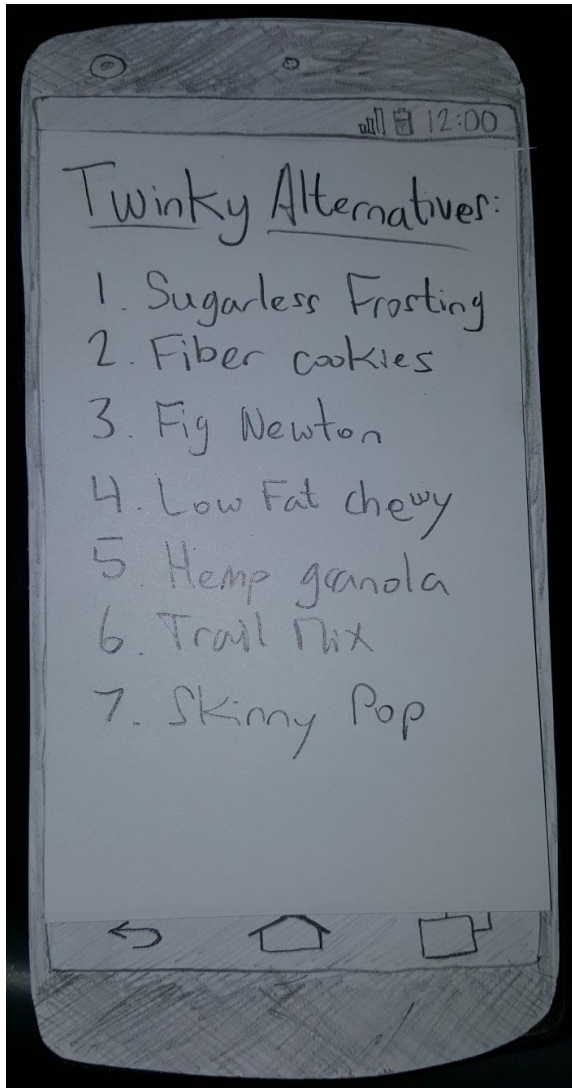
Screen 2.3



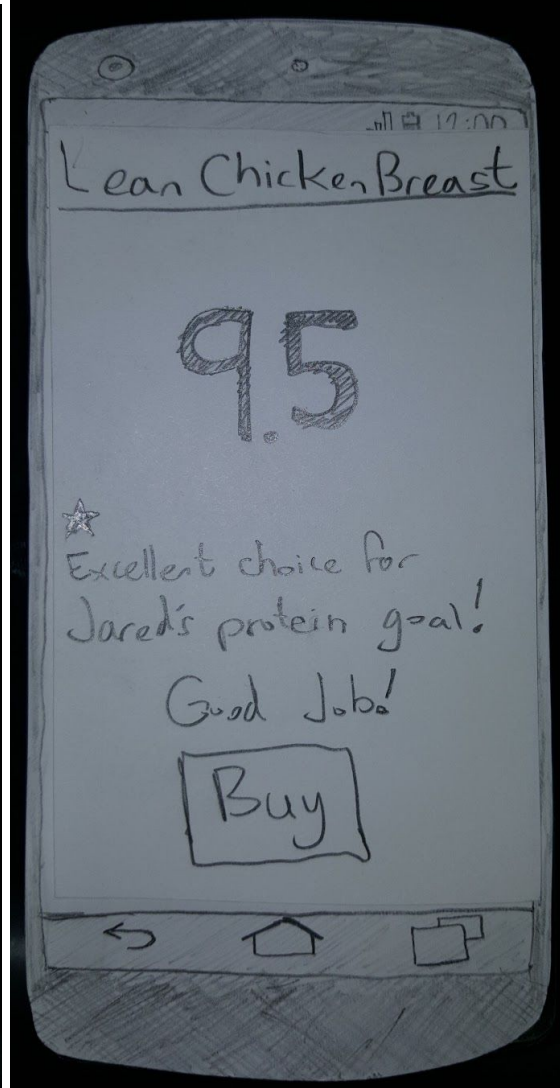
Screen 2.4

Screen 2.3: The user lines up the barcode with the guideline on the camera screen, and successfully scans the label.

Screen 2.4: The screen now shows how that food is interpreted based on the nutrition, and the family goals. This food is unhealthy, and doesn't meet goals. So, the UI warns the user of this, and suggests alternatives.



Screen 2.5



Screen 2.6

Screen 2.5: Clicking the alternatives from the previous screen shows a wonderful list of “better options. Some of these might better help the family meet goals.

Screen 2.6: Scanning an item that is healthy is rewarding, and the user is encouraged with their choice.