

CocoaRepo

Chocolate recipes mobile application

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User Experience (UX) Course

Implementation deliverable

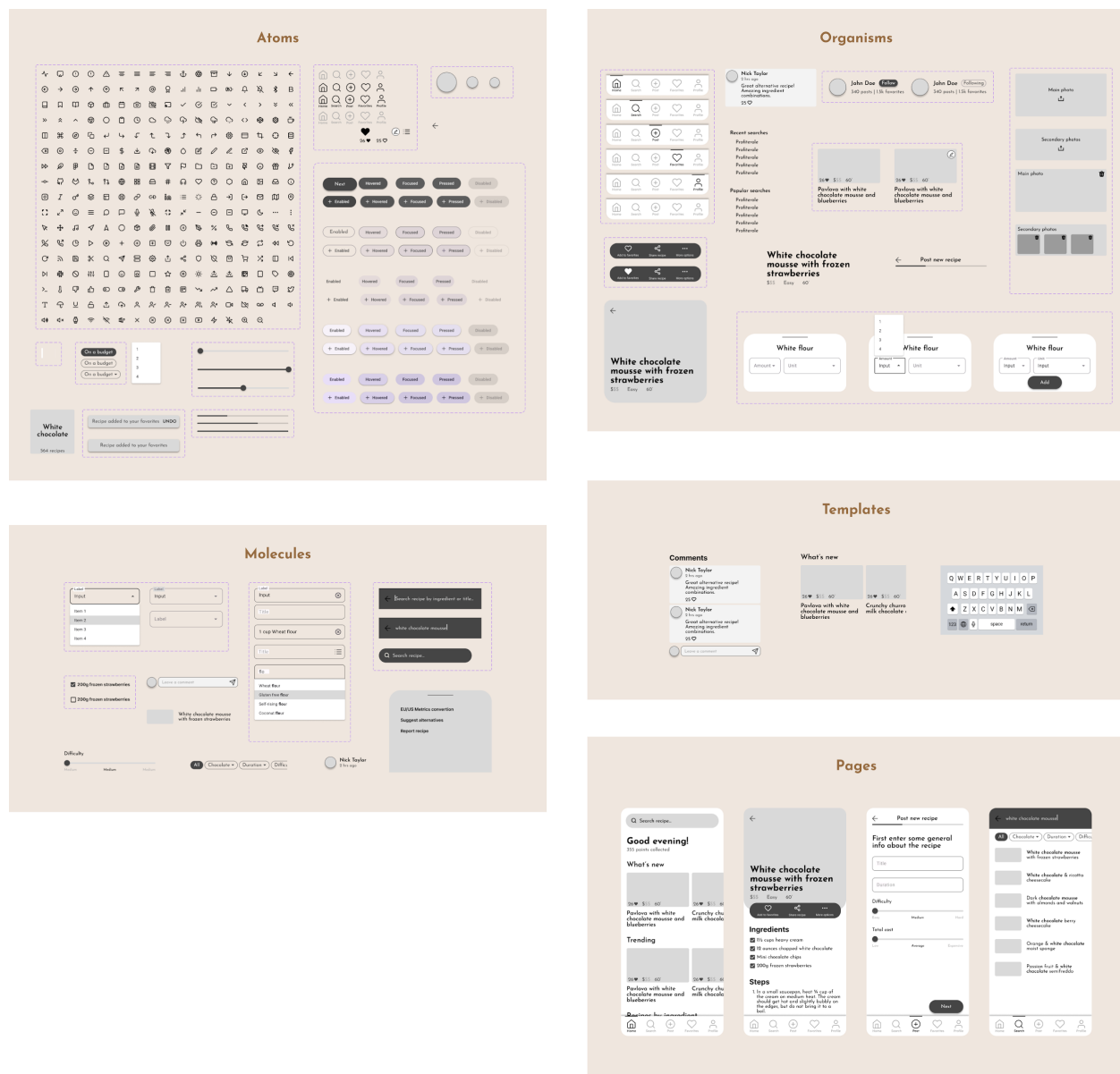
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Index

1. Design system.....	3
2. Prototypes.....	4
3. Usability testing report.....	6

1. Design system

Each element that was used in the various screens of the application was broken down into smaller chunks (components). This helped each screen to have elements whose styling was consistent and following the same rules. To organize these components and create a design system, the Atomic Design methodology was used. In Atomic Design each element gets placed in one of the five levels (Atoms, Molecules, Organisms, Templates and Pages). You can find an overview of the implementation of the Atomic Design system below.



<https://www.figma.com/file/AVJE509rTMeFvcdgefBtiX/CocoaRepo?node-id=1%3A4>

2. Prototypes

After the useful feedback received from the first round of the usability testing, where the users had the opportunity to test a first draft of the application and complete some tasks in it, I proceeded to make some changes in order to fix and optimize the users experience and enhance the overall usability of the application. Some of these changes are listed below;

Explore page

- Add more content/sections in the home screen in general
- List the amount of favorites and indicate the total cost and difficulty in the recipe cards
- Add recipes by ingredient (chocolate) section where the user can view relevant recipes when selecting an ingredient
- Add my recipes section where the user can easily and quickly navigate to one of his posted recipes and make some changes

Recipe details view/Add to favorites

- Add more content/sections (Comments, View/Follow author)
- Remove top right icon for more recipe options
- Change icon and text in the last item in the recipe options bar, as it was not clear to the user what action this icon triggers

Create/Post recipe

- Fix the text fields corner radius inconsistency throughout the app
- In the add ingredients tab/step, the search functionality was removed from the default behavior when clicking the text field and moved to the list option icon inside this field. Now when you click inside the textfield (and not the icon) you can type freely and autocompletions will be presented on the screen from which the user can select and add an ingredient

General

- Add action option in the snackbar so the user that the option to View or Undo (revert) a possible unwanted action

These updated prototypes were used on the second round of usability testing to get more feedback on the fixes and new functionalities of the application. A screenshot of the prototypes can be found below as well as a link to the relevant Figma page.



<https://www.figma.com/file/AVJE509rTMeFvcdgefBtiX/CocoaRepo?node-id=302%3A2293>

3. Usability testing report

As mentioned previously the new updated prototypes were used on this second round of usability testing. Some of the feedback received on these sessions was;

Recipe details

- The new undo option in snackbar is very convenient and useful
- In the recipe details page the cost indication is a bit confusing as it is not consistent with the over quick information. For example the difficulty scale of the recipe was quantitatively (Easy/Mediocre/Hard and) where in the total cost section a visual dollar indication is presented. Maybe a approximate cost (in euros) or a text scale (Cheap/Average/Expensive) should be used instead
- Still some users did not understand the more options icon/button in recipe details screen
- Changing the ingredient units should be easier to find and not in more options menu
- The comment section is clear but users would like to have the option to post their photos as well after making the recipe. They also want to see pictures from other users that tried making the recipe. Edit/delete options also need to be present in the comments card
- Author following button changing state from filled to outlined is inverted if you compare it with other buttons/icons like the navbar (where in default state is outlined and when it is active it gets bolder and filled)

Explore

- It's not clear how to collect those points. More gamification is needed throughout the app. It feels disconnected at this stage
- Users like that the favorites information is present but get confused with the recipe overview in the recipe details screen (tags are not the same and not in the same order)
- Recipes by ingredient search are clear and users understand what will happen if you click on a card
- 'My recipes' title is not clear enough. Some users thought that the recipes shown are their favorites recipes and not their own posted recipes. The edit button functionality is clear. Some users wanted to have the option to view all my/new/trending recipes as a list in each section.

Post recipe

- Most of the users do understand what the icon is representing in the enter ingredient page but prefer to use the typing/autocomplete option. They also like that the search functionality wasn't removed completely but moved in a lower priority as well
- In the step text fields some users wanted to have the speech-to-text option so they don't have to type each step.
- The meaning asterisk in select photos text is not clear enough (explanation needed) and the asterisk disappears after you select a photo.
- Secondary photos are not present in the the preview screen