



High-Fi Prototype README

Team Spice Rack

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Project Overview

Problem

Most people love food but find culinary exploration too overwhelming and difficult.

Solution

FoodDex makes cooking outside of the comfort zone worth it! We gamify the exploration of new cuisines through collecting badges, harness your nostalgic food-related memories, and make cooking a fun, social experience.

Our app has several features. You can cook a variety of recipes from different cuisines, earn badges for your cooking progress, share photos with your friends, and interact with your friends' posts.

Operating Instructions

Our high-fi prototype can be accessed via an iOS or Android mobile device, but we recommend running it on an iOS device if possible.

1. Download the “Expo Go” app from the App Store or Google Play Store.
2. Either scan the QR code below with your camera or open the following link on your mobile device: <https://tinyurl.com/fooddex-hifi>
 - a. This will open our hi-fi prototype in the Expo Go app. If needed, log into Expo Go with the following credentials:
 - i. Username: fooddex
 - ii. Password: 123fooddex



Tools

- We used Figma to design our medium-fi prototype and revise it based on heuristic evaluation feedback.
- We developed the app using React Native, which provided us with a framework to write code in JavaScript.
 - We used several external libraries, such as React Native Elements.
- We built and ran the app with Expo, displaying it on the XCode iOS Simulator.
- We used GitHub for version control as we coded.
- We chose Visual Studio Code as our IDE, using the Live Share feature to collaborate on the code in real time.
- We stored app data, such as recipe details and profile information, in Supabase. This data is fetched and utilized throughout the app.
- We searched the *New York Times* Cooking page and Google Images to find a diverse array of recipes and images for our app.

Wizard of Oz Techniques

- When the user opens the app, they are already logged into an account.
 - For high-fi prototype testing purposes, we felt that adding in screens where the user sets up a profile username, password, and photo would add unnecessary complexity.
- The user already has friends they have connected to in their network.
 - We wanted prototype testers to see what FoodDex would be like after using the app for a while, rather than having them start from scratch and spend time simulating progress.
 - In addition, the social components of our app are very important, so we wanted to make sure prototype testers could see and interact with those features.
- A photo of a completed dish for each recipe automatically appears when a user 1) makes a post immediately after earning a badge and 2) uploads a post to their profile.
 - As described in the “Limitations” section below, there was no simple or quick way for our simulator to actually connect to a camera. However, we still wanted the prototype testers to experience making a post.
 - In situation 1, a photo that corresponds to the specific recipe that the user cooked will appear. In situation 2, a random one of the photos will appear to simulate the user choosing something from their camera roll.
- The “Trending Recipes” and “Top Cuisines For You” sections on the home page do not rely on actual algorithms tracking user behavior.

- We did not have the time to feasibly create real algorithms for these features, so different recipes and cuisines will appear in these sections that were randomly selected from our database. We wanted to make sure that we simulated the ways users on our app could explore and discover new dishes.

Hard-Coded Aspects

- The different cuisines that are available to select recipes from, as well as the list of recipes for each cuisine, are already set.
 - The app fetches from a collection of 15 recipes, 3 from each of 5 different cuisines, in a database that we created.
 - In addition, we added our own tags (ex: easy, vegetarian, kid friendly, etc) to each recipe based on its content, which assists with our search / filter feature.
- The number of friends that a user has, as well as each friend's corresponding profile information (posts, badges, etc), is already set.
 - Since each user is individually testing our hi-fi prototype, we did not include functionality to allow them to add actual friends on the app in real time. However, we wanted to simulate a robust social environment on the app, which is why the user starts out with 4 friends.

Limitations

- Not every single country / cuisine is displayed on the app.
 - This would require a significantly larger amount of database storage and fetching, so the app currently has a “starter pack” of 5 countries / cuisines.
- Users are able to add as many comments as you would like to a post, but if a user closes the post, the comments will not be there when they reopen it.
 - Due to time constraints, we were unable to implement storage for comments that updates in real time — we chose to focus on other features that we felt were more critical to the functionality of our app.
- Users cannot use a camera to take photos real-time.
 - Implementing this functionality would require connecting to or simulating a device camera — this would be quite complicated, since neither the React Native library or the Expo library offers a straightforward approach that actually allows a prototype tester to take a photo.