



“Turn your kitchen a playground!”

A8: Interactive Hi-Fi
Prototype

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Problem/Solution Overview

Problem



Some people aren't willing to explore and get out of their comfort zone while cooking, not because of time/budget limitations, but simply because it is not **enjoyable** enough.

Solution



A **social cooking app** where you can challenge your friends to cooking competitions, discover ingredients you've never tried, and actually look forward to making dinner.

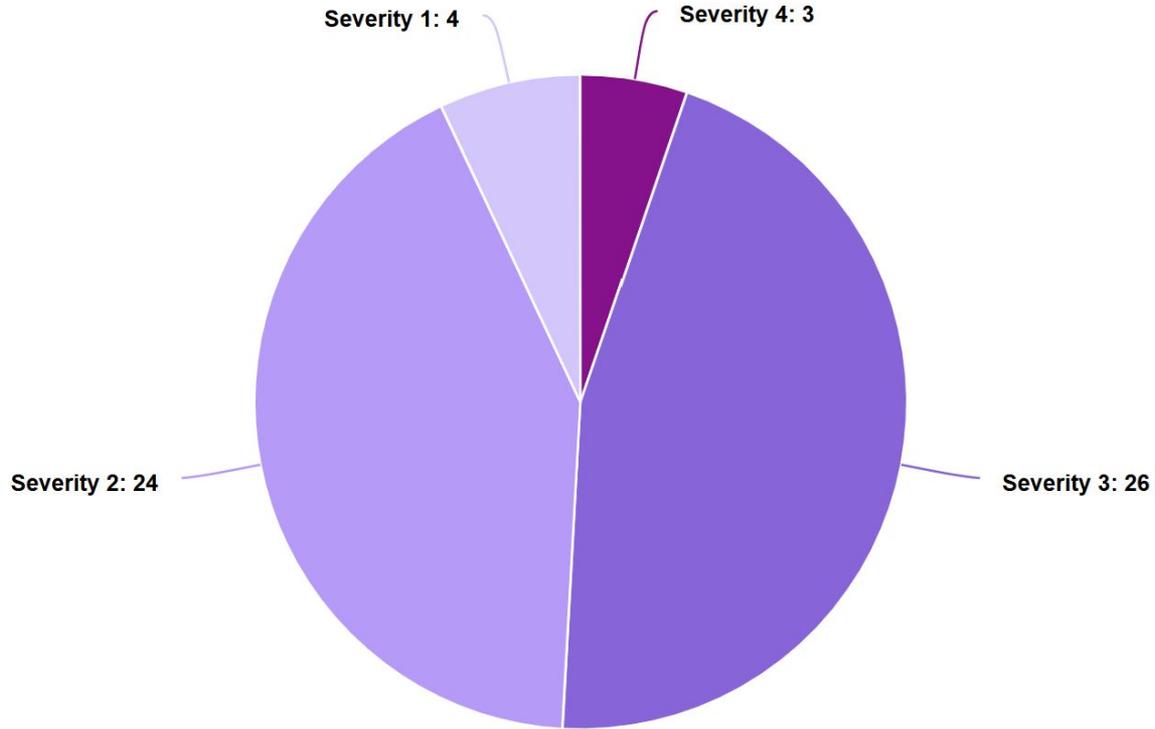
Outline

Outline

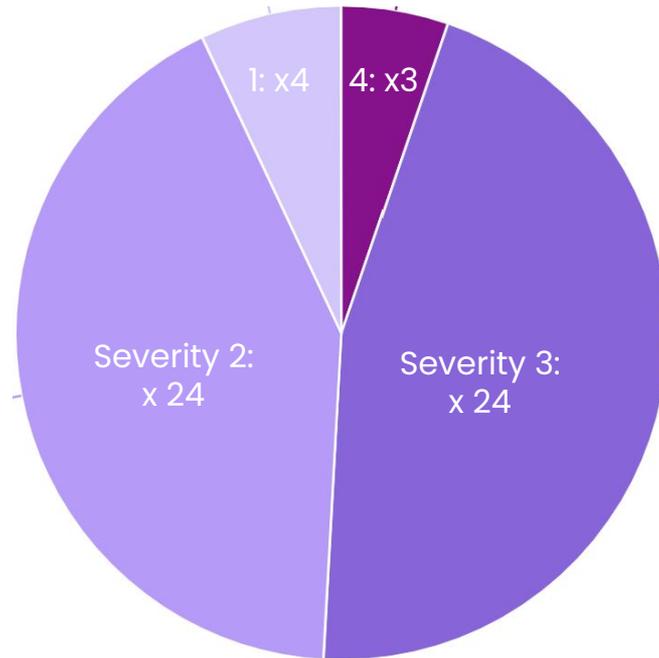
- Heuristic Evaluation Results
 - Summary of Results
 - Addressing Changes
- UI & Product Revisions
- Prototype Implementation Status Update
 - What's There
 - Future Steps
- Demo Video

Heuristic Evaluation Results

Heuristic Evaluation Results

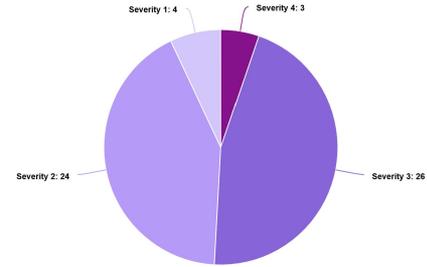


Heuristic Evaluation Results



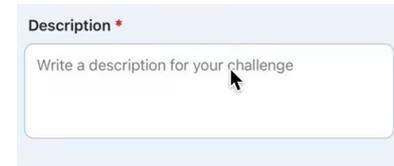
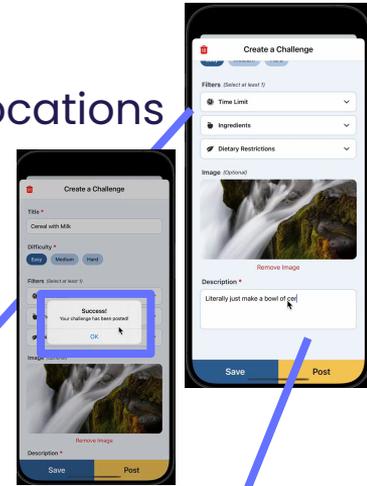
Heuristic Evaluation Results

- Only 3 Severity 4 violations!
- 26 Severity 3 Violations
 - Total of 29 High-Severity Violations
- Most Severity 2 violations were the same categories as Severity 3/4s
 - Mostly same concepts/resolutions as higher-severity violations, but in less impactful app areas.
- Largest Offending Categories:
 - H1: Visibility of System Status (7 violations)
 - H2: Match b/w System & World (7 violations)
 - H3: User Control & Freedom (5 violations)
 - H4: Consistency & Standards (6 violations)
 - H5: Error Prevention (8 violations)
 - H6: Recognition not Recall (5 violations)



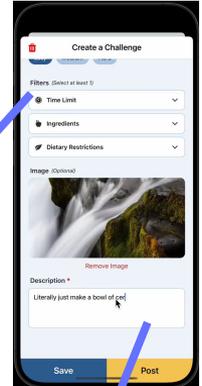
Heuristic Evaluation Results

- H1: Visibility of System Status
 - No save progression or success indicators in various locations
 - Added save/resume functionality
 - Many unclear medium-fi prototype flows
 - Removed presumptive flows that prevented users from selecting certain buttons/options that existed for med-fi Figma simplicity.
 - (All Lower-severity issues fixed from above)



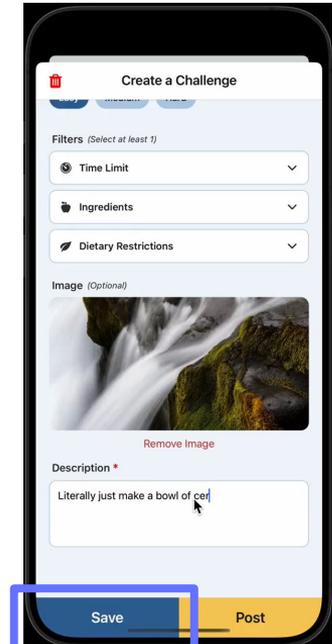
Heuristic Evaluation Results

- H2: Match b/w System & World
 - Many terms aren't clear without prior knowledge
 - Will address via onboarding
 - Includes lower-severity H2 violations
 - Some terms generally confusable (i.e. time limit vs. time to cook)
 - Clarified "time limit" as a filterable tag; time to cook can go in description. Will also be onboarded
 - Added challenges are at bottom, requiring scrolling
 - They now appear at top!



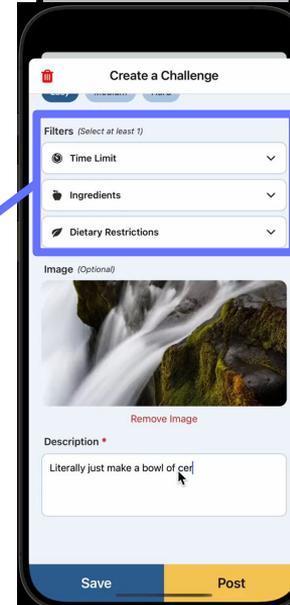
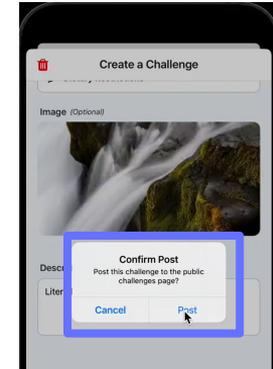
Heuristic Evaluation Results

- H3: User Control & Freedom (2 Severity 4s!)
 - Users cannot save progress when creating challenge
 - Added save progression!
 - After creating a challenge, "+" icon does not reappear
 - Med-Fi Figma Issue; "+" icon now persists!
 - After certain actions, redirects to different pages
 - No longer does this
 - No visible click indicators for certain popups
 - Med-fi issue; will be fixed in hi-fi (popups not yet implemented)



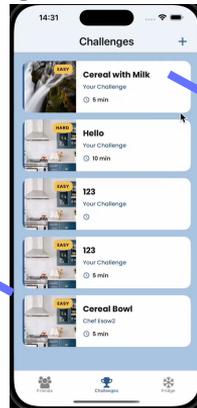
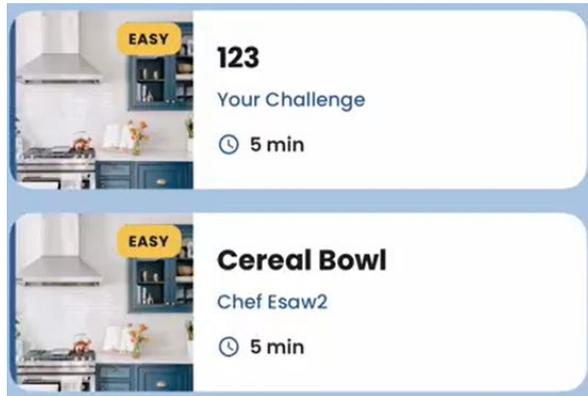
Heuristic Evaluation Results

- H4: Consistency & Standards
 - Most of these were medium-fidelity prototype issues with:
 - visual design (colors)
 - spacing
 - rerouting after certain actions (addressed in H3)
 - Finer comb has been used for high-fidelity prototype
 - No longer "drag/drop" for unknown issues in Figma
- H5: Error Prevention
 - Lacks descriptive error messages and action confirmation
 - Action confirmations added
 - Error message descriptions will be added.
 - Lacking input restriction/guidance
 - Dropdowns for many inputs (i.e. filter tags) added



Heuristic Evaluation Results

- H6: Recognition not Recall
 - Lacking indications of personally-created content vs. prior content
 - Added "Your Challenge" Indicators to challenges you create



(after clicking on challenge)

- Lacking specific terminology on friends tab
 - Will clarify

Heuristic Evaluation Results - Outstanding 3/4s

- H11: Accessible Design
 - (4): BG Images too much contrast + space
 - Removed overlays/text directly over any BG images
 - (3) Colors of BG match that of some elements too closely
 - Added more contrast and critical lens for such occurrences
- H12: Value Alignment
 - (3) Various obscurities
 - Resolved through filter tags or onboarding

Heuristic Evaluation Results

- **Takeaways**

- Many violations were due to lack of particular design thinking for that difficulty and/or unclear indication of what was abstracted for med-fi prototype functionality

- **Going Forward**

- More care for indicators, onboarding, user control, visual design, were added to our vision for the final product.

(Review) Design Values + Usability Goals

Let 'Em Cook! aspires to be...

For **Experimenting**,

For **Everybody**,

For **Sharing**, and

For ***Fun***.

Usability Goals (as a reminder)

Goal 1: Efficiency/Speed

- Time Taken to Achieve Task
- measured in seconds
- Dictates simplicity and relative connection of UI

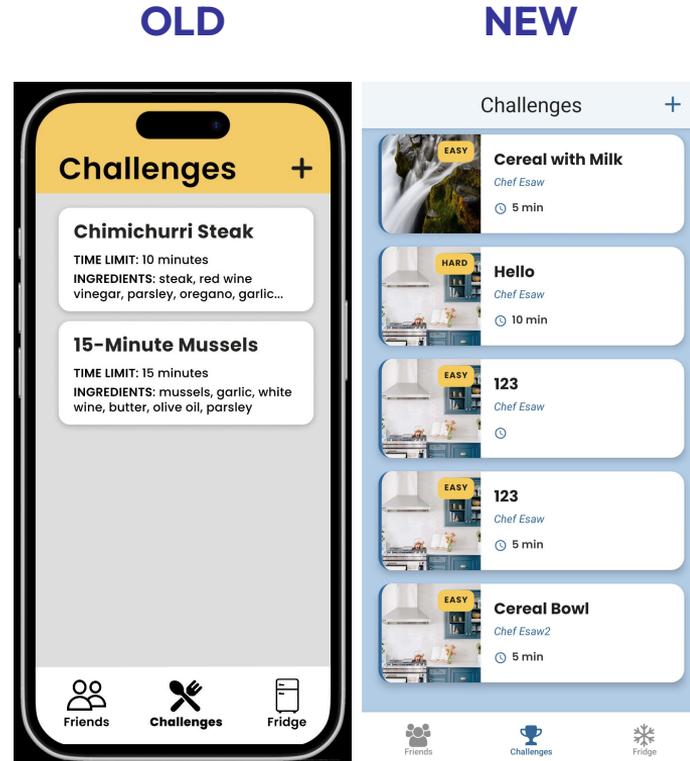
Goal 2: Clarity/Confusion

- Number of "incorrect moves" towards accomplishing task
- measured in taps
- Dictates confusing elements, balances goal 1 for speedier individuals

Hi-Fi UI Changes

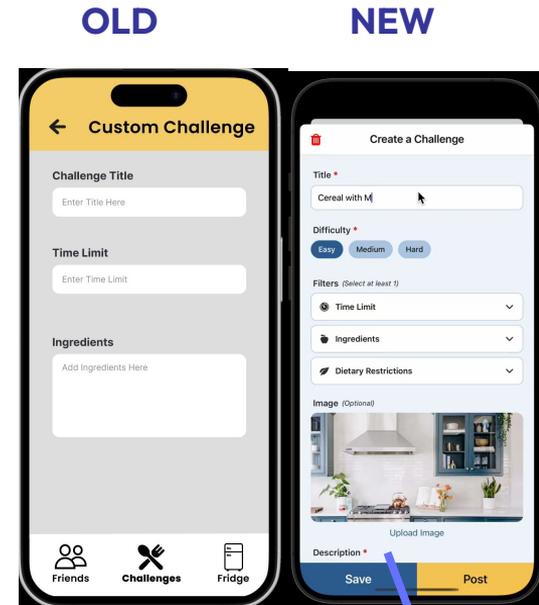
Hi-Fi UI Changes (So-Far)

- **Landing/ Challenges Page**
 - More consistent color scheme, centering, and spacing of text
 - Visible tags for difficulty displayed (yellow, to stand out against blue)
 - Detail of creator visible for recognition over recall
 - Time limit visible (if listed) for self-selection simplicity
- Values: Those can choose time they're comfortable with to **experiment** while still having **fun**
 - Non-timed challenges for **Everybody**



Hi-Fi UI Changes (So-Far)

- **Custom Challenge Page**
 - Changed topbar to be "popup" with trash icon to clearly communicate deletion
 - Added Save/Post buttons to clearly provide actions aligned with user intent
 - Added Tags (Difficulty, filterables) to alleviate typing and formatting effort
 - Added image upload section (med-fi abstracted)
- **Values**
 - Dropdown options facilitate **sharing**
 - **Everybody** can create a custom challenge that suits them
- **Goals**
 - Dropdowns include **speed** of actions
 - Descriptions and preset options improves **clarity** of actions

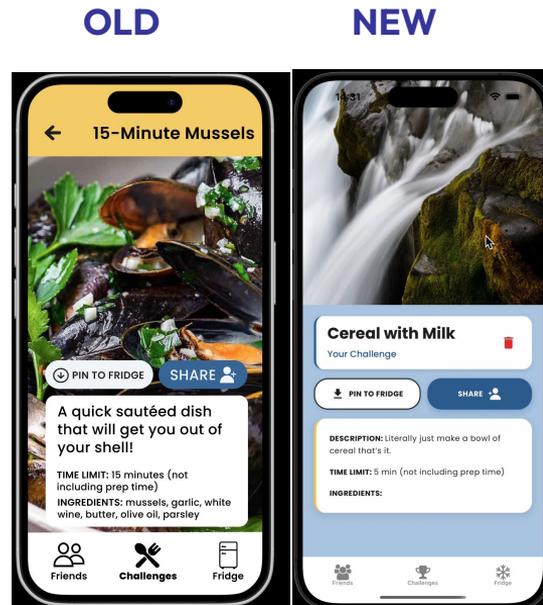


Description *

Write a description for your challenge

Hi-Fi UI Changes (So-Far)

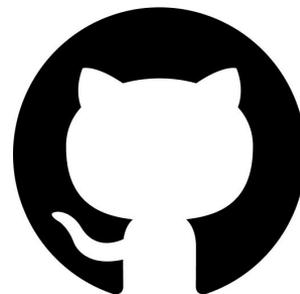
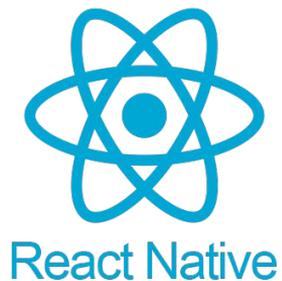
- **Created (Individual) Challenge Page**
 - Image has clear demarcation before text appears
 - Distinction of challenge creator (your challenge) included for clarity of usage.
 - Challenge deletion button → trash bin icon for recognition over recall
 - Font, spacing, centering simplified and cleaned.



Prototype Implementation

Hi-Fi Prototype Implementation

- Framework/Tools



Hi-Fi Prototype Implementation

- **AI Usage**

- AI was used to form element layout after visual guidance instructions provided. Colors, spacing, font choice, etc. were supplied to AI, and AI helped create the physical elements to reduce manual coding of repeated static elements.



Hi-Fi Prototype Implementation

- **Features Implemented:**

- Webpage Skeleton, including bottom bar tab links (to empty pages)
- SupaBase database setup
- Main Challenge Page
 - Scrollable List of challenges w/ time limit, creator, and difficulty level clearly visible
- **Complex Task (Create a Custom Challenge)**
 - Includes functional calls to SupaBase
 - Difficulty Selection
 - Option to choose filters such as Time Limit, Ingredients, and Dietary Restrictions
 - Ability to save a challenge and come back to it or post to database

Hi-Fi Prototype Implementation

- **Core Features To Be Implemented (Done by Mid-Thanksgiving Break)**
 - Fridge Tab: Includes pinned challenges and log of completed challenges
 - **Simple Task (Pin a Challenge to Fridge)**
 - Personalized pet pal customization
 - Friends Tab: Includes ability to send friends a challenge and see their personalized pet pal.
 - **Moderate Task (Send a Specific Challenge to a Specific Friend)**
- **Additional Features To Be Implemented (Done By Early Week 10)**
 - Onboarding w/ explanations of each tab and core buttons
 - Challenge Tag Filter/Search
 - Completed Challenge Submission
 - Personalized Pet Pal Accessory Unlocking
- **Mid/Late Week 10 Reserved In Case Of Implementation Emergency**

Hi-Fi Prototype Implementation

- **Wizard of Oz Techniques**

- Images included in camera roll are predetermined + already on the app.
- (future Implementation) Friends are predetermined, friends will automatically accept a challenge.
 - Necessary b/c social app Cold Start Problem is difficult to address (especially during testing)
- (Future) Reward for challenge → predetermined outfit, not random. This is so design effort can be spent on app functionality over art design.

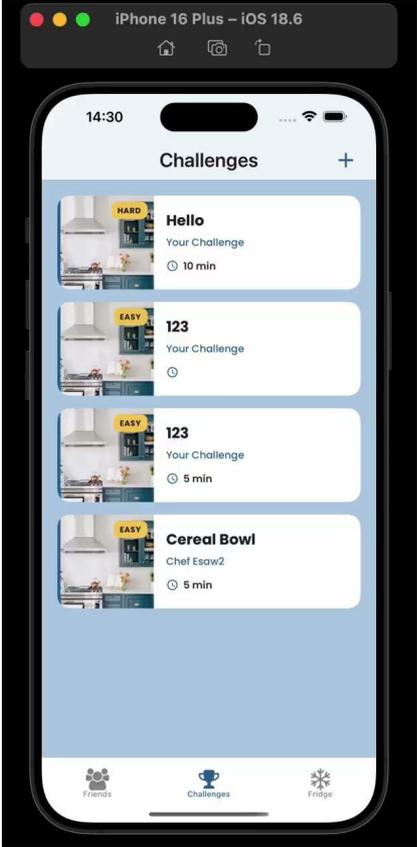
- **Hardcoded Techniques** - None at the moment!

Hi-Fi Prototype Implementation

- **Plan For Completion (Mirrors methodology thus far)**
 - Developers (Mayowa, Esaw, Tina) rotate on high-priority implementations with their dependent free time.
 - Update the team with needs/current statuses
 - Discuss any large issues/possible reconsiderations
 - Designer (Butch) verified compliance with heuristics, goals, values, feedback, etc.
 - Designer makes steady progress on final report, poster, and pitch in parallel to team updates

Demo

Demo Video



Appendix

| Heuristic | # Viol. (sev 0) | # Viol. (sev 1) | # Viol. (sev 2) | # Viol. (sev 3) | # Viol. (sev 4) | # Viol. (total) |
|-------------------------------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|
| H1: Visibility of System Status | 0 | 0 | 2 | 5 | 0 | 7 |
| H2: Match b/w System & World | 0 | 0 | 3 | 4 | 0 | 7 |
| H3: User Control & Freedom | 0 | 0 | 0 | 3 | 2 | 5 |
| H4: Consistency & Standards | 0 | 0 | 6 | 0 | 0 | 6 |
| H5: Error Prevention | 0 | 0 | 4 | 4 | 0 | 8 |
| H6: Recognition not Recall | 0 | 0 | 2 | 3 | 0 | 5 |
| H7: Flexibility & Efficiency of Use | 0 | 0 | 2 | 1 | 0 | 3 |
| H8: Aesthetic & Minimalist Design | 0 | 3 | 0 | 1 | 0 | 4 |
| H9: Help Users with Errors | 0 | 0 | 2 | 0 | 0 | 2 |
| H10: Help & Documentation | 0 | 0 | 1 | 1 | 0 | 2 |
| H11: Accessible Design | 0 | 0 | 2 | 1 | 1 | 4 |
| H12. Value Alignment & Inclusion | 0 | 1 | 0 | 3 | 0 | 4 |
| Total Violations | 0 | 4 | 24 | 26 | 3 | 57 |