Let 'em Cook is a social cooking mobile phone app that transforms cooking from a stressful, isolating chore to an explorative, intuitive, and collaborative experience for newly-independent young adults through user-curated cooking challenges.

IMPORTANT: TO MAKE SURE FORMULAS WORK PROPERLY
1) DO NOT ADD/DELETE ANY COLUMNS
2) ONLY ADD ROWS TO THE BOTTOM OF THE TABLE (NOT THE TOP)

Your TA will remove your names before the document is given to the project team. Under the "Found by" column, use these letters to identify yourselves

When finished, please double check your numbers under 'evaluation statistics' & let your TA know if there's a bug with the formula

Simple Task	*A user can pin a cooking challenge to their fridge, enabling them to easily access that challenge later on and storing ingredient information.*	**Evaluator A**
Moderate Task	*A user can send a cooking challenge to their friends.*	**Evaluator B**
Complex Task	*A user can create their own cooking challenge.*	**Evaluator C**
		Evaluator D

**attach images in this column if helpful*

Problem #	Heuristic	Task	Severity	Description	Images	Rationale	Fix	Found by
8	H3: User Control & Freedom	3. Complex Task	4	When creating a new challenge, app requires that a user finishes enterting everything before submitting, with no way to save their work and come back to it, edit it later, or delete it.		This puts a burden on a user to always have to flesh out a challenge from start to finish each time. This would also discourage users from creating challenges because they want to avoid the burden of needing to completely finish a challenge.	Add a "save" button and place "draft" page where users can return to half-finished challenges for later.	B, A, D, C
2	H3: User Control & Freedom	3. Complex Task	4	Once a challenge is added, the "+" icon disappears, and users can't add another challenge.		Removing the creation option entirely limits task repetition. Users may want to add multiple challenges in one session.	Keep the "+" button visible	B, C
5	H11: Accessible Design	2. Moderate Task	4	Background image for 15-minute Mussels page		The UI elements blend into the highly-detailed image in the background, making it difficult to read and visually overwhelming. Although the contrast of the white UI elements against the mostly dark-colored background is acceptable for this specific image, the contrast would really struggle if the image was also lighter-colored (imagine the white UI on top of an photo of mashed potatoes for instance).	Ideal to not have the UI overlay the food image at all; maybe the food can appear as a banner that takes up the top ~35% of the screen and all the UI appears under that. If you want to keep the image background, you could put a dark overlay over it to make the UI pop more.	C
3	H1: Visibility of System Status	3. Complex Task	3	After user finishes creating a challenge, there is no success message indicating the challenge has been created.		This doesn't explicit communicate to the user that their challenge has been successfully created, requiring the user to spot their newly created challenge on the challenges page. If they don't spot their challenge, they may attempt to recreate the challenge.	Add a success message after user presses "submit"	A, B, D
4	H1: Visibility of System Status	5. Extra Violations	3	User can't view the entry they've submitted.		All user sees is a message indicating their "submission is successful" but don't see any changes with the list of entries. There is no way for them to confirm that their entry was actually submitted and no way to view their submission, which they may really want to do.	Display user's submission at the top of list of submissions for a given challenge.	A
5	H2: Match b/w System & World	4. All Tasks	3	Currently, the app uses "time limit" to describe the estimated time needed to complete a recipe.		This conflicts with a user's existing mental model of what "time limit" may mean, potentially indicating that they ONLY have 15 min to complete this task, especially given the framing of cooking experiences as "challenges", and imposing stress.	Rephrase "time limit" to "estimated time" or similar.	A, D
6	H3: User Control & Freedom	1. Simple Task	3	After user clicks "pin", they are taken directly to the fridge page, with no easy option to unpin while staying within the previous challenges page, or the option to pin multiple challenges before going to the fridge page.		If a user accidently pinned a challenge by mistake, they have to go through the extra process of opening up the challenge from fridge page, clicking unpin, and then manually returning to the challenges page if they want to browse more challenges.	Instead of taking the user straight to the fridge page, stay on the same mussels challenge page and just toggle the "pin" button.	B, C
7	H3: User Control & Freedom	2. Moderate Task	3	Similar to the simple task, the user is automatically taken to the "Friends" page after sending an invitation instead of staying in the challenges page.		When a user is on the "challenges" page, they are more likely to expect to stay on the page and continue browsing challenges. Rerouting them to an entirely new page after just clicking share interrupts with their mental model and existing workflow. They would have to manually route back if they also wanted to pin that challenge to their fridge or check out other challenges.	Let user remain on the same mussels challenge page as before they clicked share.	A, B, D, C
13	H5: Error Prevention	2. Moderate Task	3	User sees no indicator showing who they can vs cannot share a challenge to on friend list. They only find out once they click on a friend and sees notification saying they're in the middle of a challenge.		User may frequently click on a friend, wanting to share challenge with them, only to then find out they are already in the middle of a challenge. This mistake can be advoided entirely if user can't even click on a friend who's in the middle of a challenge.	On friend's list, use visual indicator to show which friend is in the middle of a challenge. Only allow user to even click on friends who are available.	A, C, D, B
14	H5: Error Prevention	3. Complex Task	3	There is no warning message asking user to save incomplete challenge for later if user exits challenge creation page midway.				A
15	H6: Recognition not Recall	2. Moderate Task	3	After sharing a challenge with a friend, there is no new indication on the "friends list" telling you that you've already shared that challenge with a particular friend.		This requires a user to remember all the friends they've already shared a challenge with, potentially leading them to send the same challenge to a friend multiple times if they don't remember.	Indicate on friend selection page who user has already sent challenge to, relying on recognition rather than recall.	B, A
17	H6: Recognition not Recall	3. Complex Task	3	After user creates the "Vegan Japanese Curry" challenge and it has been added to the challenges page, there's no indication that this challenge was created by the user.		This requires users to remember what challenges they've created.	Add the creator's profile picture to a challenge card	A, D
21	H12: Value Alignment & Inclusion	3. Complex Task	3	One of the core values of the app is to make cooking easy for young adults. Right now, the only way to create a new challenge is to manually enter fields of text, with no option to input from source, select form provided options, or using system suggestions. Only relying on textual inputs could also be error-prone.		Requiring a user to manually construct a challenge from scratch conflicts with the app's goal of making the process of cooking easy. The large time needed to manually input may discourage users from creating challenges. It could also be the case that only users who already have more experience cooking are even able to construct these challenges from scratch, further preventing inexperienced users from stepping out of their comfort zone and creating a challenge of their own. (At the same time, I do understand this violation may be a result of limitations with Figma prototyping, but I think it's still helpful to surface this concern with the design team :)	Building in buttons to choose from for "estimated time"; adding feature where the system suggests a list of ingredients and the user can deselect / add more using that as a foundation.	B, A

	GENERAL WORK SPLIT	
	Tina: Challenge + Button	
Address? Y/N	Esaw: Website, basic navigation for friends, navigation, fridge, DB	
Save task popup on exit; only one draft in database	Mayowa: Friends Tab	
Y (Prototype-only issue)	Butch: Writeup stuff	
Banner		
Yes add one	**Goal by EOD Sunday**	E: Website up-to-date, main screen is done (challenge button not implemented) sign in setup, database set up
Y (Prototype-only issue)	**Goal by Tuesday:**	M: WoZ of friends implemented, adding friends functionality implemented T: Add new challenge button
Change "time limit" to dropdown of constraints	**Goal by Thursday**	B: A10 writeup prep, update README for prototype
Do not auto-relocate screen, add popup of changed status on [new screen]	**Goal by Friday:**	M: Slides work and presentation prep Everything but fridge roughly implemented
Do not auto-relocate screen, add popup of changed status on [new screen]		
Don't lock status update to clicking; just show immediately.		
Add error prevention warnings		
Preserve state of sharing challenge with friends		
Add user creation distinction		
Dropdown for options		

22	H12: Value Alignment & Inclusion	4. All Tasks	3	The app assumes the user understands what a dish is by reading the name, providing no additional visual or textual description of the food.		For users whose native langugage is not English and/or may be unfamiliar with certain foods from certain cultures, not having additional visual or textual description of a dish prevents them from understanding what that dish is. (e.g. I for example don't really know what Chimichurri steak is and how it differs from regular steak). They can only guess from reading the ingredients list.	Add a visual picture to the purely textual descriiption of challenges on the challenges page; add textual description describing what each dish is.	A	yeah for sure								
23	H12: Value Alignment & Inclusion	4. All Tasks	3	For each challenge, there is also no indication of possible allergens / dietary restrictions. There is also no way to filter challenges by dietary restrictions.		This requires users with certain dietary restrictions to carefully read through the ingredients list themselves, reinforcing the frustrating experience of them having to spend extra time reading food labels in real life.	Add in tags for each challenge (e.g. "vegan", "no nuts"), and enable each user to add and apply their own tags (e.g. creating a "no red meat" tag that gets automatically applied to all challenges). Enable users to filter search dishes based on tags.	A, B	Would account for this with tags								
16	H10: Help & Documentation	3. Complex Task	3	There is no short instruction on what each field represents or example formatting		Unclear formatting expectations may lead to trial and error for users to type in the correct format	Add placeholder text showing expected format	A, B, D	Resolved by dropdown								
17	H7: Flexibility & Efficiency of Use	1. Simple Task	3	Users can't directly unpin a saved challenge from the Fridge screen. They must tap the challenge, which navigates back to the challenge detail page instead.		This adds unnecessary steps and removes flexibility for users who change their mind.	Add a small "Unpin" directly on the pinned challenge card, allowing users to remove items from their Fridge instantly without leaving the page.	B	Hold and drag to unpin	Maybe no implement							
18	H3: User Control & Freedom	2. Moderate Task	3	After sending an invite, the "Invite Sent!" confirmation screen has no visible call-to-action (CTA). Tapping anywhere on the screen automatically navigates to the Friends tab.		This behavior removes the user's sense of control. Users may expect to stay on the challenge page, close the popup manually, or choose when to move on.	Add an explicit CTA such as "View in Friends Tab" or "Done", and disable full-screen tap-to-dismiss navigation. Let the user decide whether to return or continue exploring.	B, C	Add x or automatic removal (med-fi issue)								
19	H5: Error Prevention	3. Complex Task	3	The "Time Limit" field allows free text input ("30 Minutes"), mixing numbers and text. A user wouldn't type "minutes" (the unit) after already typing "30".		Without constraints, the app risks data entry errors. Just having integer values for time limit also makes later filtering by various lengths easier.	Restrict input to numbers (with unit auto-filled or selectable via dropdown)	B, D	Dropdown for options								
20	H6: Recognition not Recall	1. Simple Task	3	The challenge cards do not visually indicate whether a challenge has already been saved to the Fridge; "15-Minute Mussels" looks identical whether it is new or already pinned.		Users trying to save or revisit challenges must remember which ones they have previously pinned. This reliance on memory can lead to duplicate actions (trying to save again).	Add small status badges or icons on each challenge card (e.g., a fridge icon for "Saved")	B	Add pin icon to front page boxes								
23	H11: Accessible Design	5. Extra Violations	3	On the friends page, both the mice and background are grey.		The contrast between the mice and the background is very low, making distinguishing them difficult, especially if a user isn't able to see the colors of the accessories.	Add an outline to the mice, change the background color, or put the mice in a different-colored circle.	C, A	Skill diff (tabling it for now)								
24	H2: Match b/w System & World	1. Simple Task	3	A "fridge" analogy is used throughout the app to represent "saving" a challenge.		In the navbar, it is not immediately clear to a new user that the Fridge is where they can access saved challenges. Similarly, a user is unlikely to know that "Pin to Fridge" corresponds to saving a challenge due to the unfamiliarity of the language.	Keep the fridge UI for saved challenges to preserve the charming analogy, but change the navbar label and pin button to something more interpretable and standard (like "saved challenges" and "save," respectively).	B, C	? help button on Fridge page and/or text label "Pinned Challenges"								
25	H2: Match b/w System & World	3. Complex Task	3	When a challenge is added, it appears at the bottom of the current challenges list.		User needs confirmation that the post was successful and also expects from convention to have the most recent item at the top of the list. Would especially be a problem when the challenge list is bigger and the user has to scroll down to see the challenge they just added.		A, C	Add confirmation and put at top								
26	H1: Visibility of System Status	2. Moderate Task	3	No explanation of reasoning behind where challenges are pinned on the fridge.		We thought that items pinned to the bottom were completed challenges and those pinned to the top door were active challenges, but there was no explicit labeling of what sections of the fridge correspond to what.	Either have completed challenges not show up on the fridge or have a separate section dedicated to finished challenges (if you want to give users a record of them).	A, D, C	Onboarding								
27	H1: Visibility of System Status	3. Complex Task	3	Challenge creation page has no place to input an image, so it is unclear where the background images of the challenges come from.		Users may get anxious and confused if they see other challenges that have images but can't find a way to add images to theirs.	Either add an image input field, or make it clear that the images are taken from submissions to the challenge.	C	Whoops; add it as optional; stock image otherwise								
28	H8: Aesthetic & Minimalist Design	1. Simple Task	3	Fridge UI looks too clickable. Pinned challenges are very detailed, and could potentially get cluttered as more challenges are pinned.		Because the fridge is so detailed (with rendered handles and doors), it's unclear what is meant to be interactable on the UI. Non-interactive elements like the handles are just as detailed and attention-drawing as interactable elements like the pinned challenges. Also metaphor wise the primary way we interact with fridges is to open it, not pin things to it. So users might be tempted to try opening fridge.	Reduce the level of detail on the fridge UI but keep the detail for the pinned challenges. Add iconography, animations, or text instructions (e.g. an initial "Tap to Open" animation for newly pinned recipes) encouraging users to open recipes instead of clicking on the fridge itself. Create more contrast between the recipes and the fridge, where the recipes stand out as the actionable component — encouraging users to click on the recipes rather than the fridge.	C, D	Onboarding								
29	H1: Visibility of System Status	2. Moderate Task	3	There are no UI elements indicating whether a challenge is active and how far the user has moved towards completing a challenge. Similarly, there is no indication of how far a friend has moved towards completing a challenge on the Friends page.		Without visible progress indicators, users may not understand whether they are succeeding at completing a challenge as it is occurring, reducing their motivation to complete the challenge. Further, it discourages users from checking their friends' status, as it is difficult to know whether how their friends are succeeding with completing the challenge they sent them.	Add visual cues indicating proress being made on the challenge (e.g. "Active", "Pending", "Completed"). For additional complexity, split challenges into steps and indicate which step the user is on, or include a timer indicating how long the user has to successfully complete a challenge.	D	No more handles; silly magnets								

30	H5: Error Prevention	3. Complex Task		3	There are no restrictions or guidelines for form inputs when creating a challenge. It is possible to submit any kind of text for the "Time Limit" and "Ingredients" fields in the custom challenge submission form.		This could lead to errors on input and instructions that confuse users later on when they are viewing a recipe with irrelevant, incorrect, or poorly formatted information.	Implement input field validation system (similar to login/sign up flow suggestion) that double checks that the time limit is inputed as a numeric value, and that the text fields have limitations in place (e.g. no longer than X characters). Optionally, the recipe field could be broken up into individual steps for clarity, and to ensure users inputted recipes in a proper format. However, this could also impose greater limitations on the user as they were drafting recipes, so this fix is purely dependent on priorities and for ease of use and structure.	D	Dropdowns								
31	H2: Match b/w System & World	4. All Tasks		3	It is unclear what a challenge is or how it functions. The app does not explain the term "challenge" — what the task at hand is — other than indicating a time limit and a recipe that should be cooked. It lacks a clear explanation of what it means to complete the challenge successfully, whether achieving a certain quality in their produced meal, producing a better meal than other users who have cooked a similar recipe, or simply meeting the time limit.		The term "challenge" does not connect to users' existing understanding of cooking and social interactions. Users may anticipate that successfully completing a cooking challenge means closely matching the final product described in the recipe or cooking a dish loosely resembling the final product in the allotted time frame; however, the true meaning of a challenge remains unclear. They may also interpret a challenge to be a competitive task, scanning for cues for how to engage to engage with other users due to the real-world connotation of the word challenge. For these reasons, it is necessary to clearly elaborate on the concept.	Add action items underneath the challenge for how users can share that they have successfully completed the challenge and what criteria must be met (e.g. Complete the recipe within the time limit and share your result). During onboarding, include a description of what a challenge entails — whether individually or competitively if you go down that route.		Onboarding								
1	H1: Visibility of System Status	5. Extra Violations		2	After a user signs up, they are routed back to the entry page that looks exactly the same as before they signed up, with no success messages or addition instructions guiding them to click login.		User unsure whether their prior sign up was successful and whether to now log-in or sign up again	Provide a success message after sign-up is completed and an instruction telling user to now log in.	A, C	Little modal with Account Made!							
2	H1: Visibility of System Status	2. Moderate Task		2	"Invite Sent" notification persists and never automatically fades away.		A user could be confused about what to do -- whether to wait for the notificaiton to go away or to click somewhere. Though I understand this may be a limitation with Figma prototyping.	In high-fi prototype, implement animated notification that automatically fades without requiring user behavior.	B, A, C	Fidelity issue							
9	H4: Consistency & Standards	1. Simple Task		2	Once a user open a pinned challenge from the fridge, when they exit out of the challenge, they are rerouted to the "challenges" page and not the fridge page.		This interrupts the user's current flow -- being on the fridge page and checking out their pinned challenges -- and may cause confusion.	Instead of taking the user to the challenges page, route them back to the fridge page.	A								
10	H4: Consistency & Standards	5. Extra Violations		2	(this could just be unique to the Figma prototype) The "fridge' button is inconsistent depending on what cosmetic item you select for the mouse.		The changing "fridge' button creates confusion to the user and incorrectly indicates that something about the app stage has changed.	Make sure the "fridge' button is consistent.	A								
11	H4: Consistency & Standards	1. Simple Task		2	The color of the pinned button becomes yellow after a user pins		It's unclear what the "yellow' represents in this app. The challenges tab is yellow, but the fridge is blue. The successful upload message is green. It could be confusing for a user what the meaning of the color yellow would be.	Change the color to be blue to match the color of the fridge or to green to indicate success.	A, C, D, B								
12	H5: Error Prevention	1. Simple Task		2	After user opens up a challenge, the "Share" button is much more darkly colored than the "Pin to fridge" one. If a user is quickly going through the app, they may accidently click "share" when they meant to pin.		The darker color should be used for the action that is meant to be the most frequenty (i.e. pin). A user may be tempted to click "share" and have to backtrack or slow themselves down to read the text on the buttons, rather than entering a fast, intuitive flow.	Switch the color of "share" and "pin" buttons.	A, D, B								
16	H6: Recognition not Recall	2. Moderate Task		2	When attempting to share a challenge with a friend who's already in the middle of a challenge, the notification says "This user is in the middle of a challenge" instead of explicitly noting the name of the user.		This requires a user to remember who they just tried sharing the challenge to.	Replace "this user" with the name of the friend they tried sharing to.	A								
19	H9: Help Users with Errors	2. Moderate Task		2	The error message shown when a user shares challenge with a friend who's in the middle of a challenge is simply "invite unsuccessful".		Could have more effectively helped user find solution to mistake by suggesting telling them to share once their friend finishes their challenge. Does not explicitly communicate when user can share with friend.	Replace message with "try sharing again once they finish their challenge".	A, C								
20	H10: Help & Documentation	5. Extra Violations		2	There is no explaination for what "challenges" refer to.		For users unfamiliar with the app's concept of "challenges", the term could seem intimidating / confusing, discouraging them from participating.	Add a question mark button next to the header Challenges" in the challenges page, which shows a small popup explaination describing what a challenge is when pressed.	A, D								
39	H5: Error Prevention	2. Moderate Task		2	When sending a challenge to a friend, there is no way to ask the user if they are sure they would like to send a challenge to a friend.		If the user accidentally clicks a friend, they could send a challenge to a friend they did not want to contact — causing frustration and a lack of trust in the application.	Add a pop-up or sub-text message asking users if they are sure they would like to send the challenge to the friend they have selected.	D								
40	H11: Accessible Design	3. Complex Task		2	It's hard to distinguish where the form fields begin or end due to low contrast between the light gray background and white text boxes.		The poor contrast between the gray form background and white entry fields reduces accessibility	Increase color contrast by darkening the gray background	B								
41	H2: Match b/w System & World	2. Moderate Task		2	The phrase "Not in the kitchen..." under a friend's name is unclear—it's ambiguous whether it means they're offline, unavailable, or haven't accepted.		The metaphor plays into the theme but it sacrifices clarity,	Replace with clear statuses such as "Offline," "Pending Invite"	B, C								
42	H4: Consistency & Standards	1. Simple Task		2	The "Pin to Fridge" and "Share" buttons use different font sizes, making them appear inconsistent		Inconsistent typography for equally important buttons breaks visual hierarchy and causes minor confusion about which actions are primary or secondary.	Use consistent font size, capitalization, and alignment for all action buttons	D, B								

43	H4: Consistency & Standards	2. Moderate Task	2	The invite status "Invited to 15 Minute Mussels!" uses a different design and placement than the "Current Challenge" cards shown for Laa-Laa and Po.		Status formatting should be consistent across friends for easy pattern recognition.	Use the same layout and visual style for consistency- display it as "Pending Challenge: 15-Minute Mussels"	B										
44	H5: Error Prevention	2. Moderate Task	2	There is no undo option after tapping on a friend to send an invite		Users might accidentally tap the wrong friend and have no way to retract the invitation.	Include a "Confirm or Cancel" popup before sending, or allow users to retract/cancel a sent invite in the Friends tab.	B	Valid									
45	H6: Recognition not Recall	1. Simple Task	2	On the Challenges screen, the ingredients list for "Chimichurri Steak" is truncated with an ellipsis ("...") so users cannot see all ingredients without tapping into the challenge.		Users planning what to cook or buy for groceries must either open each card or remember which challenge contained a specific ingredient.	Allow users to see the full list of ingredients directly from the challenge card by expanding the text on tap	B										
46	H7: Flexibility & Efficiency of Use	4. All Tasks	2	No filtering or sorting options are available (e.g., by time limit, difficulty, or ingredient)		As the number of challenges grows, it becomes overwhelming for users to scroll through a large list without organization.	Add a simple filter dropdown to allow users to filter by certain criteria	B, C										
49	H7: Flexibility & Efficiency of Use	2. Moderate Task	2	When choosing a friend to send a challenge to, users have no way to search for a specific friend.		Users likely have a friend in mind when they decide to send a challenge, but currently they would have to scroll through many profiles in order to find the one they're looking for.	Add a search bar to the friend selection screen.	C, D										
50	H5: Error Prevention	1. Simple Task	2	No guidance for username or password format on sign-up.		Users could experience multiple failed submisisons without understanding what they did wrong.	Include instructions on how to create a valid username and password (e.g. capitalization, symbols, in-line instructions)	D, C										
51	H2: Match b/w System & World	2. Moderate Task	2	"Invite Sent!" doesn't fully align with the concept of sending a challenge.		Users may expect confirmation that they have sent a challenge to their friend rather than a confirmation that they have sent an invitation. Further, there is a three-way misalignment between the "Share+" text on the individual page, "Send challenge" text before selecting an individual their challenge, and the "Invite sent" text. Users may be confused whether they are sharing a recipe, sending a friends a challenge, or inviting them to their own existing challenge because of the frequent change in rhetoric.	Use consistent language in each step in the process of sending a challenge to a friend. Ensure that it is clear the user is sending a challenge rather than an invitation or simply sharing the recipe.	D										
52	H11: Accessible Design	2. Moderate Task	2	The Friends screen relies on text labels and thin fonts to communicate the meaning of the images and icons. Further, the color scheme provides less than ideal contrast between black and light gray, as well as light blue and dark blue — color pairings that are adjacent on the color wheel.		The text-based nature of communicating information on this screen, as well as the low contrast between text and its background colors, makes this screen particularly challenging to navigate for users with vision impairment.	Increase the contrast between text and background elements, as well as include greater image-based visual cues to balance out the use of text. Although there are images on the screen right now, they do not commuicate the nature of the challenge and are limited to the users' avatars and photos of the food being prepared.	D										
53	H9: Help Users with Errors	2. Moderate Task	2	There are insufficient error messages throughout the process of sharing a challenge that indicates if a step has failed or if the challenge failed to be sent.		If the action of selecting a friend falls through (poor network, edge case where friend has recently deleted their profile or deactivated their account), the user has no way of knowing that their request has fallen through and how to try again.	Add error message such as "Challenge unable to be sent — check internet connection and try again" and a "Retry" and/or "Cancel" button.	D										
54	H4: Consistency & Standards	4. All Tasks	2	Button colors, font sizes, and icon alignments vary across screens. Some buttons are yellow, others are blue, and certain buttons have smaller font sizes to adjust for the size or shape of the icon rather than remaining consistent. Further, there is varying spacing in between button text and icons. An example of this appears on the 15-Minute Mussels recipe page, where the "Pinned" button has greater spacing in between the text and icon than the Share button. When the recipe is unpinned, this page also demonstrates the differences in font size. The icons are also placed inconsistently on the left versus the right side of the button text when the recipe is unpinned and the button text reads "Pin to Fridge".		Having varying button styles reduces the predictability and seamlessness of using the application. It causes a subtle confusion for users experiencing similar actions (e.g. submission) with varying button styles. In addition to creating a lack of a consistent standard across the platform, this also increases the users' cognitive load, as they are forced to recall the associated function of each button style.	Establish a consistent button style across the application. Include clear guidelines for primary actions (key to the task flows), secondary actions, and states (selection, submission, etc.). Set a standard for font size, icon dimensions, and padding.	B, D										
55	H2: Match b/w System & World	5. Extra Violations	2	The term "Any notes?" paired with the Submit an Entry text box is confusing, as it is left to interpretation what should be written as part of the note.		The ambiguous prompt doesn't offer the opportunithy for meaningful reflection, rather leading to confusion for users who do not understand what a note should entail — reflections, cooking tips, or something else.	Include more specific prompts for feedback (e.g. rating the recipe, showing reflections left by other users for the same recipe, or a more direct prompt on what to include in the note)	D										
18	H8: Aesthetic & Minimalist Design	4. All Tasks	1	Right now, the background image of food feels has high saturation. This distracts from the text.		Some food images could be glaring for users, especially set as the background. Users' attention is focused on the picture rather than the actionable details, which may reduce task efficiency.	Consider dimming the image a bit.	A, B, C										
55	H8: Aesthetic & Minimalist Design	4. All Tasks	1	The challenge cards use only black and white text with no color differentiation to highlight key details		The absence of color or visual hierarchy makes it difficult for users to scan or prioritize information quickly. Important attributes like time limit or challenge type visually blend together, which reduces readability and can slow users down.	Introduce color coding to emphasize important fields.	B										
56	H8: Aesthetic & Minimalist Design	3. Complex Task	1	The spacing between text boxes (time limit and ingredients) is inconsistent on challenge creation form.		Inconsistent spacing draws unnecessary attention	Adjust padding and margins to maintain equal vertical spacing between all fields.	B, D, C										

59	H12: Value Alignment & Inclusion	3. Complex Task	1	The overall concept of creating a "challenge" has the potential to position cooking as a competitive or stressful activity.	While the goal of the app is to create a social experience for users where they feel comfortable enough to explore new recipes, the concept of a "challenge", as well as its time-limited nature, has the potential to cause more stress for users who are not as comfortable with cooking.	Alter the rhetoric around creating a challenge or revise its structure. For example, excluding the time limit could help users feel less pressured in their exploration of new recipes, while still incorporating the shareable parts of a "challenge" or "recipe". Instead of using time pressure as a motivator, you could gamify the experience and have users collect rewards each time they completed a new recipe, while still showing their progress in completing new challenges.	D										