

# Let 'em Cook!

*Turn Your Kitchen Into a Playground!*

High-Fidelity Prototype README

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## Prototype Setup

*Let 'em Cook* can be accessed on iOS or android mobile devices, but has been optimized for iOS devices. To access the app on an iOS device:

1. Download the "Expo Go" from the App Store
2. Visit the [link to our high-fidelity prototype](#), or scan the QR code below



3. Open *Let 'em Cook* in the Expo Go app

## Application Context

*Let 'em Cook* is a **social cooking app** designed for **newly-independent adults** who are unwilling to explore or step out of their comfort zone while cooking because they **don't find cooking enjoyable enough**.

*Let 'em Cook* turns your kitchen into a playground, encouraging users to try new foods and cooking techniques, and cook more often. It does so through an offering of fun and low-stakes challenges, cute cosmetic rewards for a customizable pal, and user interaction in the form of friendly competition. The app is intended to be used in multiple stages of the cooking process: *before* cooking by offering challenge descriptions, ingredient limitations, and friendly invites; and *after* cooking, where users take a photo of what they made, upload it for others to see, and create lasting memories.

Users should be able to do the following **core tasks**:

1. Pin a Challenge to your fridge.
2. Share a Challenge with a friend.
3. Create a new, custom challenge, for other users to see.

Additional features exist to streamline the above tasks, and make cooking a more enjoyable experience. A quick overview of what a user can do within the app is separated by bottom-bar tabs below.

### *Friends Page*

- View your friends' personalized pals, explore what challenges each friend is currently attempting, and/or check the status of any invited challenges to see if your friends have accepted them!
- Add friends by entering their usernames and tapping the "+" button at the top.

### *Challenges Page*

- Search through challenges using the search bar, which allows users to search via a specific challenge title or a fellow app user's username, and the filters, which allow users to search by the type of challenge, such as by difficulty or by a quantitative metric, such as by number of likes.
- Tap on certain challenges to upvote/downvote them, pin the challenge to your fridge, submit an entry, or view and upvote/downvote on community submissions to the challenge.
- Create your own challenge for everyone else to see!

### *Fridge Page*

- View your pinned challenge at the top half of the fridge for convenience.
- A personalized pal sits atop the fridge; you can change their accessories with any rewards unlocked by completing challenges thus far.
- View your past challenges/submissions which appear under the "History" section (bottom half).

### *Settings Page*

- This tab contains account settings, where you can change your username, password, logout, delete your account, or re-follow the onboarding tutorial.

## **Limitations, Wizard of Oz, and Other Hard-coded Items**

Due to the nature of a social app, and for the facilitation of a project expo demo, the following aspects are Wizard of Oz'd or hardcoded in the current prototype:

- **Friending** is currently one-directional—typing a username instantly adds them as a friend. This is to accelerate the demonstration of friending and not have to wait for the receiving user to see and accept a friend request before state change is observed. In reality, we would want to handle this via a request and accept/deny process by the other party before a bidirectional friendship is established.
- **Signup/Login** only requires a (unique) username and a password. This facilitates the process for users using the demo, so they need not use their real contact information, and reduces the time before expo attendees can use the app.
- **Some Challenges and Friends** are hardcoded to already exist in the app to create a default state. This allows users a comfortable experience that is not too sparse, and attempts to reduce the impact of the Cold Start Problem.
- **Available criteria for customization** at the moment is currently just limited to three main fully-customizable ones — time limit (the maximum amount of time that a user should spend on making their creation), ingredients (ingredients that the user must use in their creation), and dietary restrictions (eg. requiring a user's creation must be halal, vegan, etc.). There are many more types of criteria we could have added (eg. cooking methods, budget, “twists,” etc., but to keep the UI simple for our demo, we stuck to these three, and we think they allow for a relatively high amount of user freedom, particularly since with each, the user can customize each to their liking and combine them as well to create more variety.
- **Available unlockable items** are currently limited to just a single, hard-coded item (a party hat for the user's customizable pal, which unlocks on first submission to a challenge). This is for the sake of simplicity and not having to implement/create many different customizable items and independent unlock cases for each of them, but one could assume, we could follow this pattern and have new unlocks for every 5, 10, etc. submissions or on the creation of one's own challenges, on voting on other submissions, etc. — thereby rewarding people interacting with the app and cooking consistently.

### **Accessibility Considerations & Limitations**

In developing our app, we made the certain **visual design** decisions to increase accessibility of the app: we avoid using red and green colors that may disproportionately impact those with common color-blindness, we maintained a relatively large text font

for vision impairment, and generally included text descriptions for all icons, to keep things unambiguous for users.

As a consideration for users to not become overwhelmed or confused upon first using the app, we have implemented a quick **onboarding** tutorial after initial signup, which guides users page by page and explains the purpose for each page. This reduces confusion or information overload, and allows a more streamlined process to app usage for power users.

Additionally, for users using a **screen reader**, we designed the application with boxes and text related to each other to keep associated elements nearby, and have no significant elements hidden behind drag elements or drop-down elements that are not clearly labeled. However, we have not tested the application with a screen-reader to verify if they read everything properly. Additionally, we do not enforce alt text to images, and have not included alt text to our included images or objects not associated with a text-box, so certain aspects are limited in screen-reader accessibility in comparison to the core features of the app.

Lastly, this application assumes good-faith usage by its demo users, and thus has no established AI or team focused on content moderation. For a further publication, an implementation of moderation would be added to the application to ensure community standards and common sense are followed by all users, and does not negatively impact the experience for our users.