CS 147 Assignment 6

Interactive Medium-Fi Prototype

Group 1
Ashley, Maya, Graham, Emma

ROAD MAP

I. Introduction
II. Problem & Solution
III. Value Design
IV. Task Evolution
V. Usability Goals & Measurements
VI. Interface Revisions
VII. Medium-Fi Task Flows
VIII. Prototype Implementation
IX. Appendix

Graham
‘25
Indiana

Ashley
‘26
Georgia

Maya
‘24 & ‘25
California

Emma
‘25
Virginia

ABOUT US

PLATED

Elevate your cooking one swipe at a time...

Value Proposition:
Discover and share recipes from local chefs, friends, and family effortlessly based on your current pantry. Gain the technical skills to be self-expressive and independent in the kitchen.

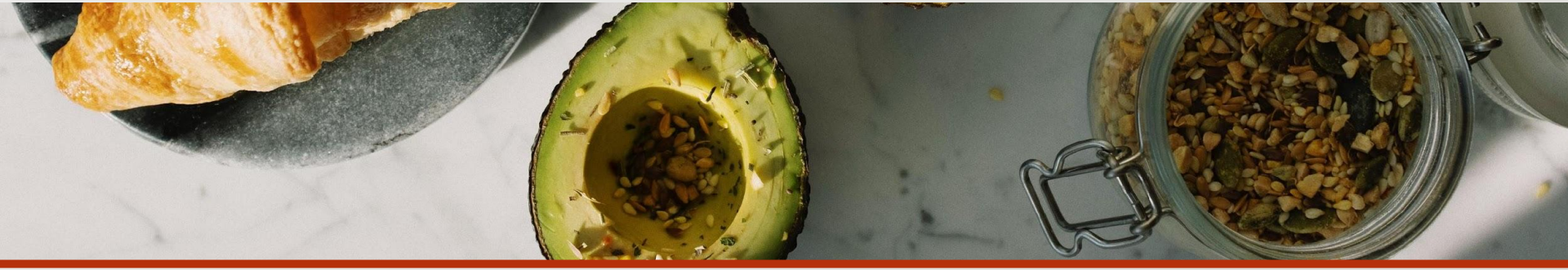
Problem & Solution

Primary User: We aim to help amatuer chefs learn how to cook and enjoy the process.

Problem: Many amatuer chefs feel like cooking is a chore that always takes longer than expected and has no room for creativity.

Solution: Plated presents the user with a curated selection of recipes from other users that align with the users' preferences and current ingredient inventory. Plated also incorporates an in-app chef helper, chef su, who can answer any common cooking questions during the process. With this solution, the plated team hopes to make the cooking experience more exciting and less tedious for amateur cooks through shared discovery and collaboration with chefs of all abilities.

Value Design



Intended Values

Flexibility

Allow users to tailor their experience to meet their unique needs, such as choosing specific meals, deciding frequency, and opting in or out of particular features.

Creativity

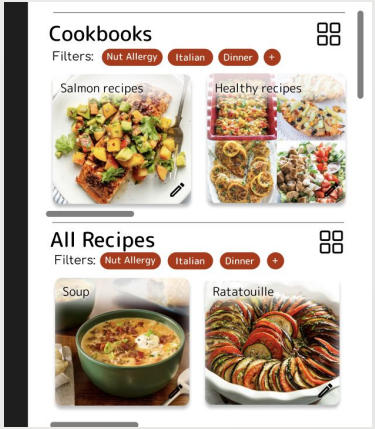
Inspire users to be creative in the kitchen by fostering a collaborative environment where they can share and explore diverse recipes.

Organization

Help users stay organized by allowing them to prioritize tasks and maintain a structured approach to cooking and meal planning.

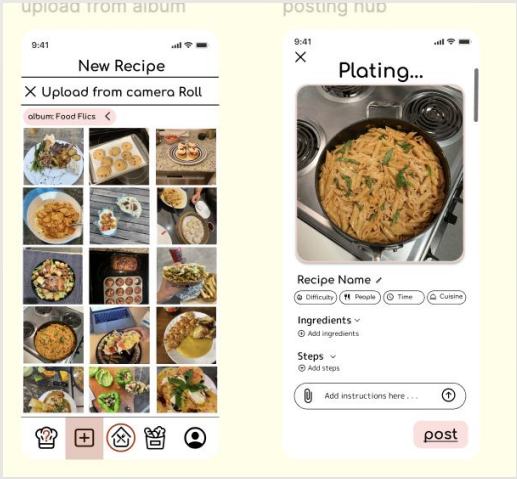
Design Features

Flexibility



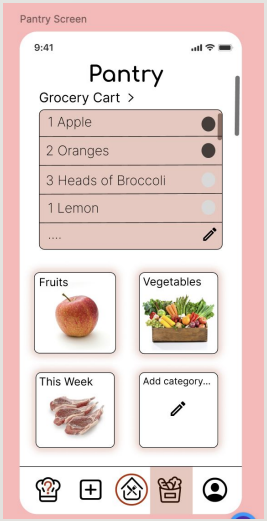
Customize recipes with filters!

Creativity



Social sharing and collaborative recipes let users connect, inspire, and share fresh cooking ideas.

Organization



Create and customize your own virtual pantry right in the app!

Value Tensions

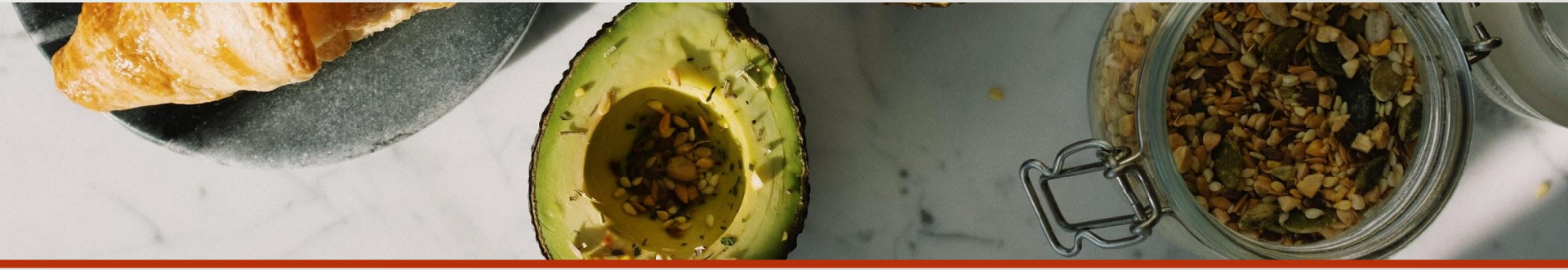
Creativity vs. Cultural Sensitivity

While encouraging creativity, users may feel compelled to try recipes outside of their own culture, which could lead to cultural insensitivity. This requires careful content moderation to respect cultural heritage while fostering an open platform.

Flexibility vs. Sustainability

Providing users with complete flexibility in recipe choices may conflict with sustainability goals. Users might opt for ingredients that are not in season or sourced from far away, which could increase environmental impact.

Tasks



Revised Task Flows

Simple

Swiping to discover recipes

Moderate

Adding items to your pantry

Complex

Upload your recipe

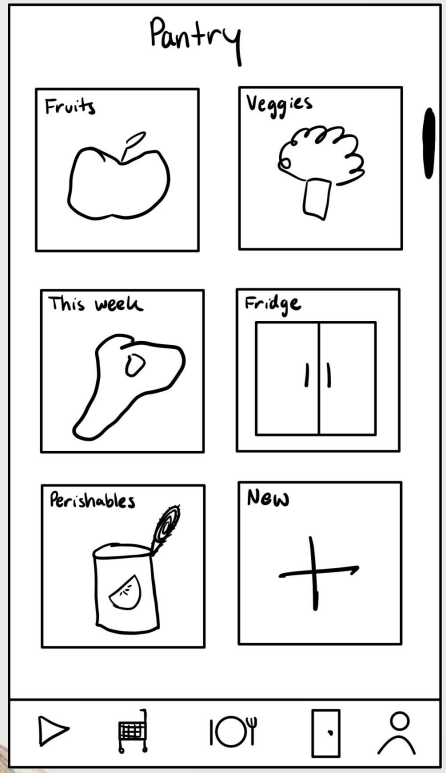
Revised Task Flows

Simple

Swiping to discover recipes

1. Tap to learn more about a recipe
2. Swipe right to save the recipe
3. Back button to undo either action
3. Swipe left to skip

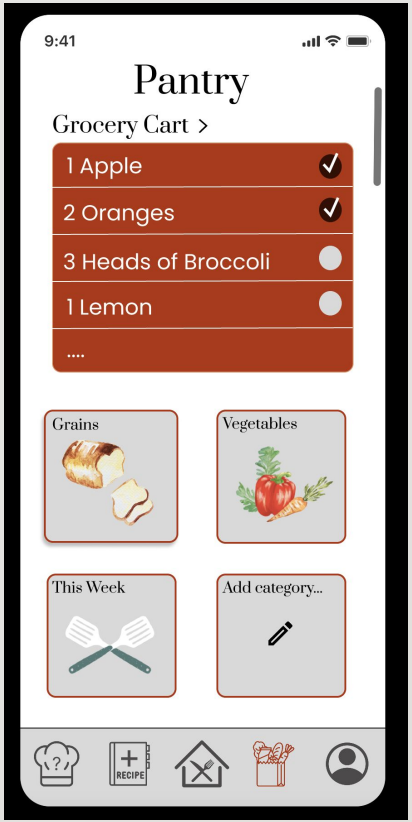
Revised Task Flows



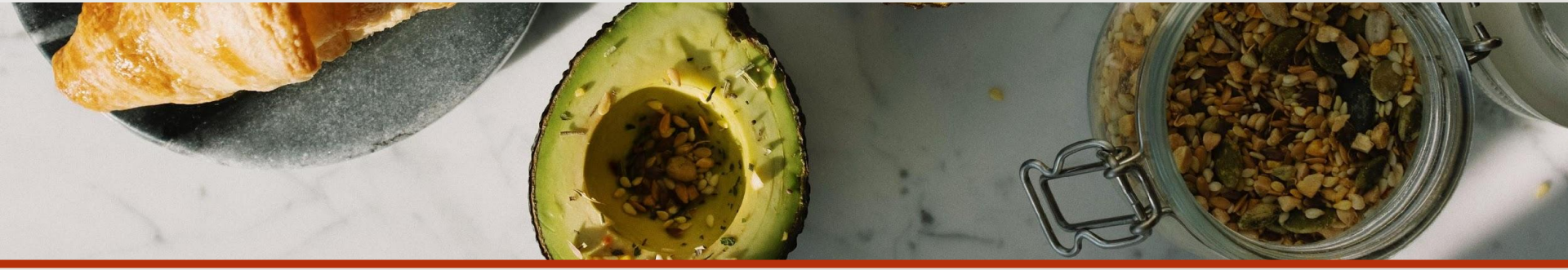
Moderate

Adding items to your pantry

1. Combined the pantry and grocery button in the navigation bar



Usability Goals & Key Measurements



Usability Goals and Metrics

Flexibility

Number of unique paths users could find to access a feature

Efficiency

Time spent trying to recognize the task path (not including talking or while we switch screens)

Fun

Rated the level of perceived fun out of 10 the user had by keeping track of chuckles and smiles when first seeing screens

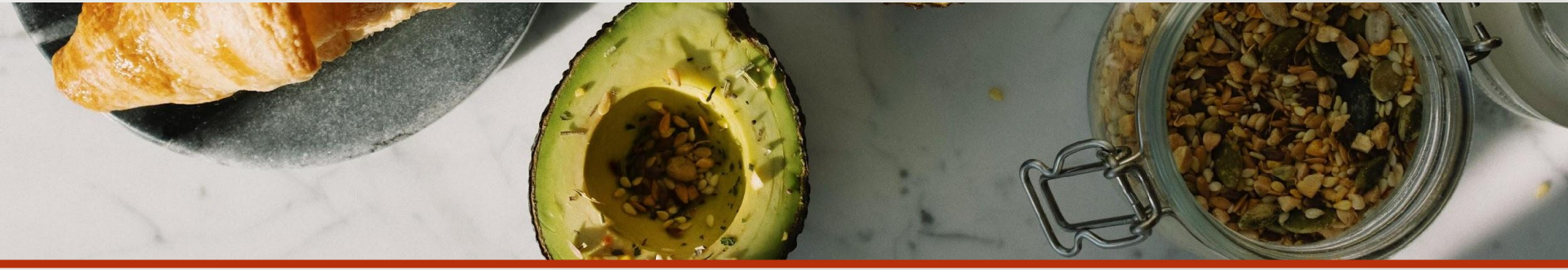
Usability Goal Assessment

Our prototype aims to guide the user to personal filter setting right away to create flexibility

Our design and UI aims to be simplistic and aesthetic in order to let the creativity of the recipes lead the way. Our swiping feature as our flagship is a fun way to navigate through recipes.

Our icon choice aims to be straightforward & our footer home bar is present across many screens for quick navigation

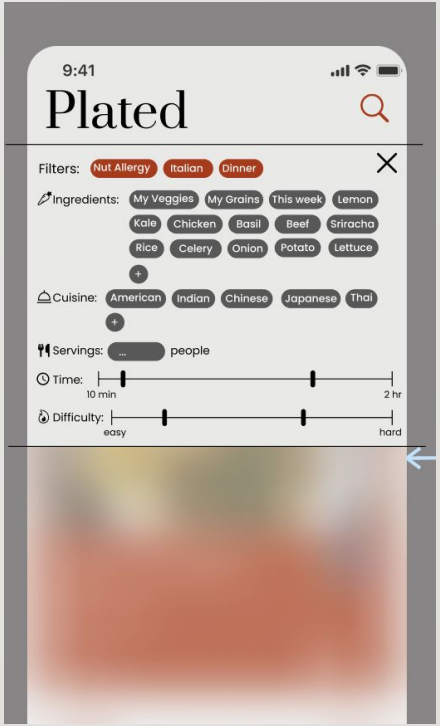
Revised Interface Sketches



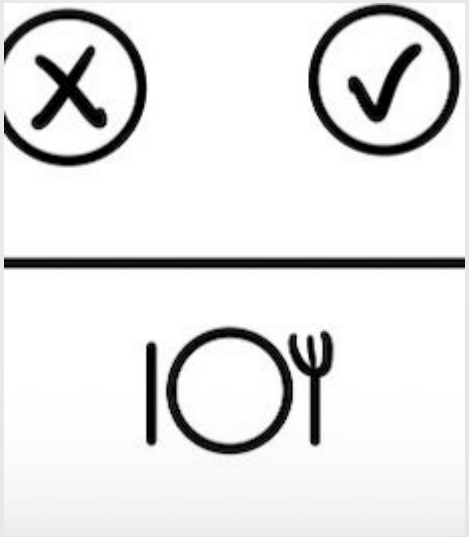
Major Change #1: Guide users to personalization features right when they first get on the app

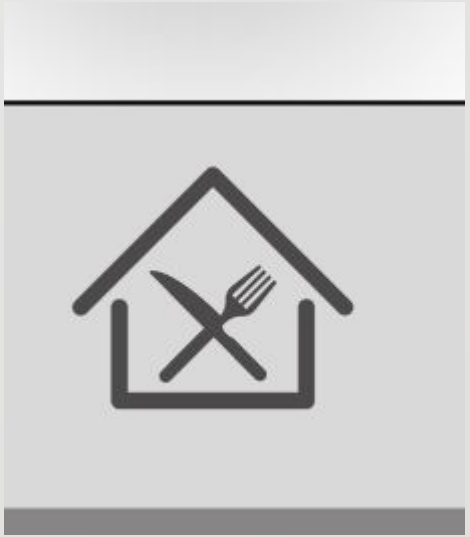
Added setting filters as the first task in the operating instructions

Put it on the top of the swiping home screen

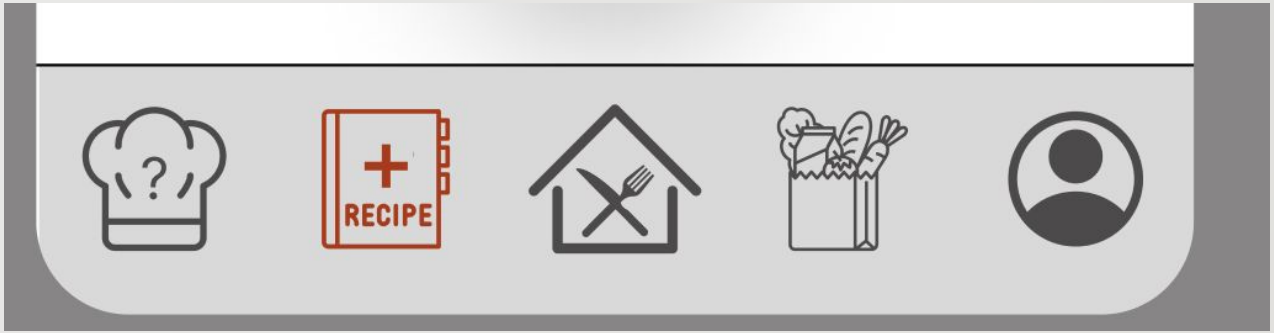


Major Change #2: Change the home screen icon to a figure that is intuitively "home" (ex. a house)

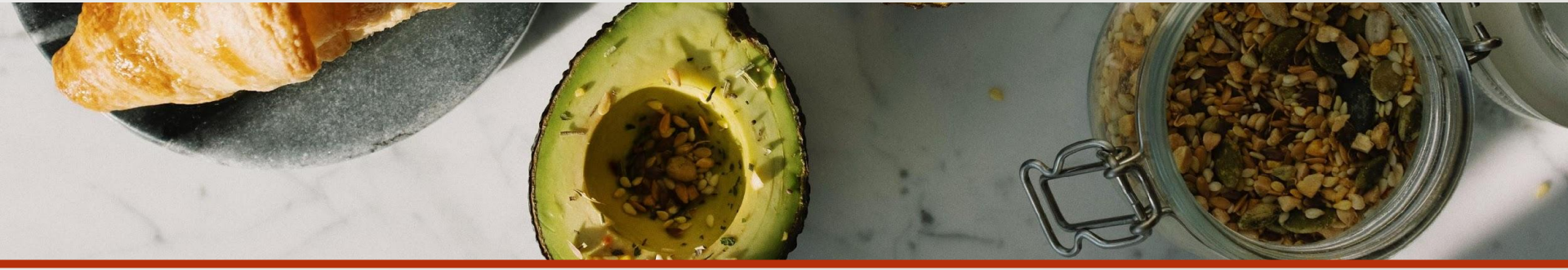




Major Change #3: Add the posting feature the the footer buttons



Medium-Fi Task Flows



Task Flow #1: Recipe Discovery

Home Page

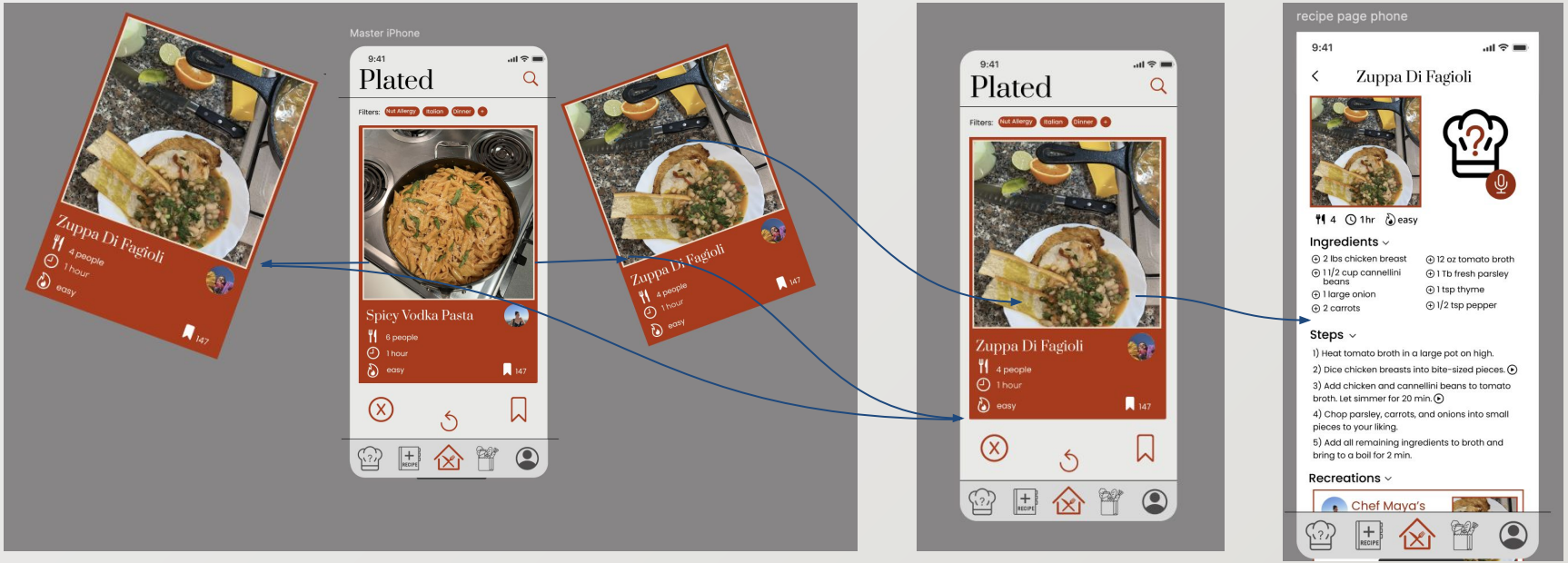
Swipe Right: Save and see next recipe

Swipe Left: See next Recipe

Transitions with swiping motion

Recipe Details

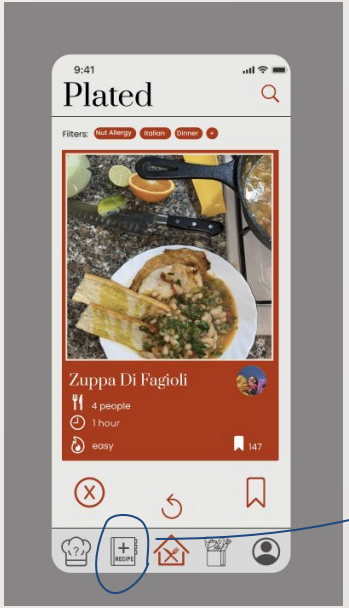
Click on recipe to reveal more information

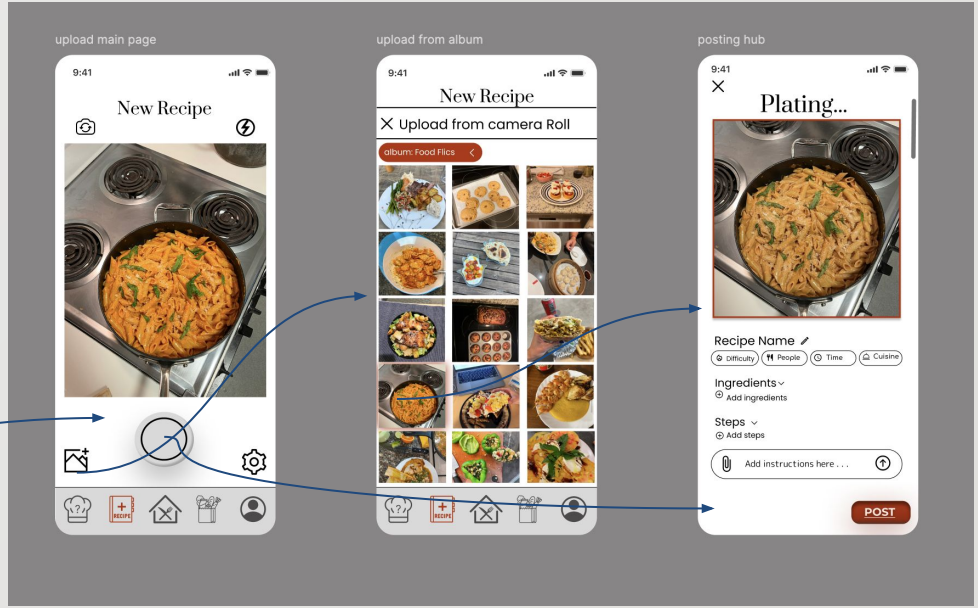


Task Flow #2: Posting Recipes

Posting Button
Accessible from the navigation bar on any screen in the app (Transition on click)

Posting Action
1. Take photo or select from library
2. Add description and finalize post (Transitions on click)





Task Flow #3: Add Items to Pantry

Pantry Page

Keep track of items that you need to buy in the grocery cart

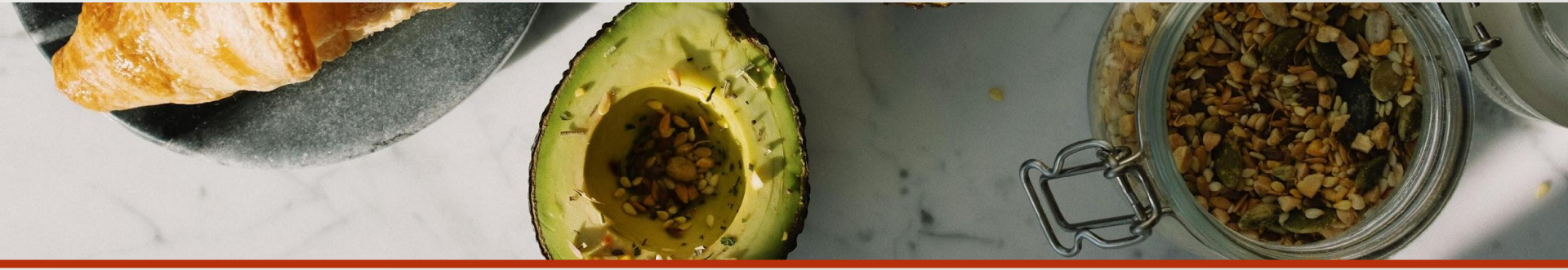
- Check them off as you buy things on the list

Keep track of the items you currently have in your pantry

- Add and remove items in a category-based storage system
- Dictate the items that you see in your fridge (for future implementation)

Each category is clickable and leads directly to the named page.

Prototype Implementation



Prototype Overview: Tools

- We combined several tools to bring our app prototype to life. Starting with Notability, we sketched low-fidelity prototypes to brainstorm ideas and visualize the app's basic flow. Once the layout and task flows were set, we moved to Figma, where we built a medium-fidelity prototype, refining key features and interactions. To create consistent and polished icons and logos, we used SF Symbols, aligning the design with iOS standards. This approach offered several benefits: Notability allowed for quick ideation, Figma streamlined design and testing, and SF Symbols provided a cohesive visual style. However, since Figma is web-based, testing was limited to the desktop environment, which constrained our ability to fully simulate interactions on physical devices. Despite this limitation, this blend of tools helped us balance rapid ideation with a clean, user-friendly design.

Limitations & Hard Coded features

Limitations:

- **No Typing/User Input:** User input functionality was left out to focus on the overall design and screen flow, ensuring a streamlined prototype experience.
- **No Chatbot Interface:** The chatbot feature, including Chef Su, was not fully implemented as we're still exploring how to integrate parameters and create a responsive chat experience.
- **No Customizable Pop-Up Windows:** Custom pop-ups were excluded since the prototype lacks user input capabilities, simplifying the interface for demonstration purposes.

Hard-Coded Elements:

- **Posting Page:** The posting page is hard-coded to simplify testing and focus on task flows without complex backend integration.
- **Chef Su Chatbot:** No hard-coded responses are included for Chef Su, as the lack of user input functionality means the chatbot feature is currently inactive.
- **Filters:** the filters are hard coded in this prototype as we are not taking user input

Feedback? :)

Thanks for listening

APPENDIX/ LINK TO FIGMA

I. Full pros & cons list
II. Testing Preparations
III. Critical incidents log
IV. link for full low fi