Easy Dinner

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Overview

This application was developed for all people young and old. We designed it to assist all of us in what we should make for dinner for our eas after long days. The application will help you pick out what to eat and how to make it. If you can't find what you want or don't have enough to make what you want the application will find you somewhere to eat.

Understanding the problem

Time

We don't have time to sit around finding what to eat.

Money

Money and food go hand and hand. This application will help find the item's you already have, stopping you from buying more of what you PROBABLY already have.

Target audience

- Our audience are adults or older teen's who live or their own.

Proposed features

Feature 1	• Inventory food items • Inventory alcoholic drink items
Feature 2	• Find recipes based on inventory • Find drink mixes based on inventory
Feature 3	• Find Restaurant near user location

Changes after testing

When testing this application with our interviewees we found data based on our questionnaire, our interviews and timing functions of the app.

These changes include adding functionality to the app. We incorporated the ability to manual change or remove items from the inventory under the conditions a user may not always use the app, which could lead to inconsistencies. We also found the process of doing all of the inventory took many steps, and while this did not detour our users we found a way to give a streamlines option to make the app more enjoyable to use. In additional other minor changes were made to ease the use of the application.
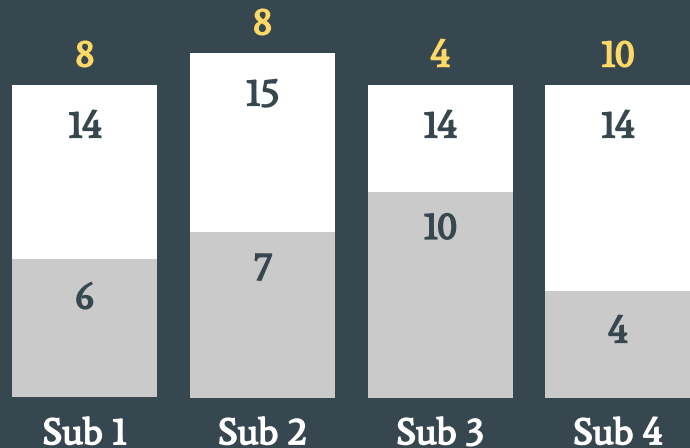
Data analysis

Findings

We found the process of adding items one of the biggest factors that could affect if a user utilizes our app. We took data from our initial prototype and streamlined the process to reduce the steps and time greatly.
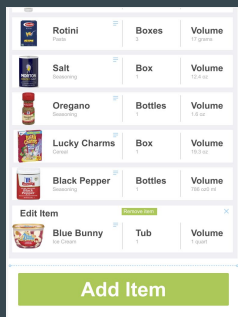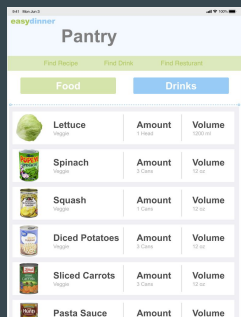
Client Implications:
- Average initial time: 14.25s
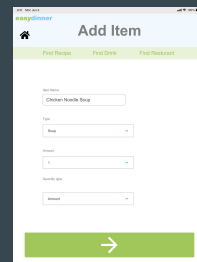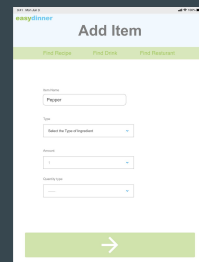- Average redesign time: 6.75s
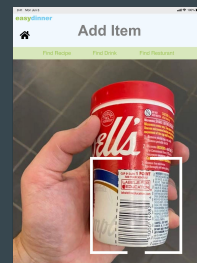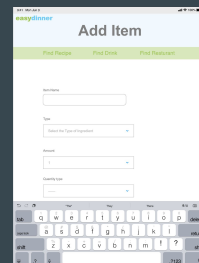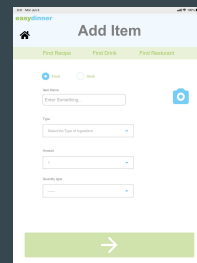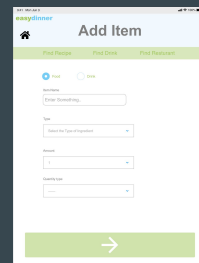- Average time save: 7.5s

Examples of change

A menu option was added to inventory to change details or delete item.

Another major addition was the photo icon added to the first add item page. This reduces steps greatly with an autofill option when a barcode is scanned.

Conclusion

Research

Doing interviews, and testing greatly affected the end result of our prototype.

Benefits:
- Come up with solutions to previously unknown problems.
- Use metrics as a guide of improving features and usability.

Prototypes

Prototyping created a very useful tool for feedback and development.

Design:
- Helped in flow organization.
- Help establish design and function of UI elements.

- Link for web based XD application: https://xd.adobe.com/view/6991e6e5-66c7-4e1a-78d8-be828a253c7d-1fa0/