

Muncher README

Link to Prototype: <http://stanford.io/1HcAJWD>

Welcome to Muncher! Our mission is to help you decide where to eat in groups. With the help of human-based artificial intelligence, Muncher understands your preferences and makes the hard decisions for you.

We are so happy to have you onboard. Be prepared for a new world of food made easy, for you and your friends. Our current prototype is built for iOS, and allows only for the completion of three tasks:

Task 1 - Deciding a place to eat (moderate)

I want to inform my friends about my food and restaurant preferences.

1. Starting and responding to polls
2. Going through a deck of restaurant cards and saying yes/no

Task 2 - Dealing with user discontent (complex)

I want to make sure that everyone's voice is heard throughout the process, and is comfortable with the final decision.

1. Ranking final shortlist of 3 restaurants

Task 3 - Coordinating the actual plans (easy)

I want to get to the dining place easily and make sure it is on my schedule.

1. Provide mapping directions to restaurant
2. Add event details to calendar

Limiting our prototype to the above three tasks mean that the 'Discover', 'History' and 'Settings' tabs do not work in this version of our app. Below are the operating instructions.

Task 1: Deciding a place to eat



Diagram 1

Diagram 2

Diagram 3

Diagram 4

Diagram 5

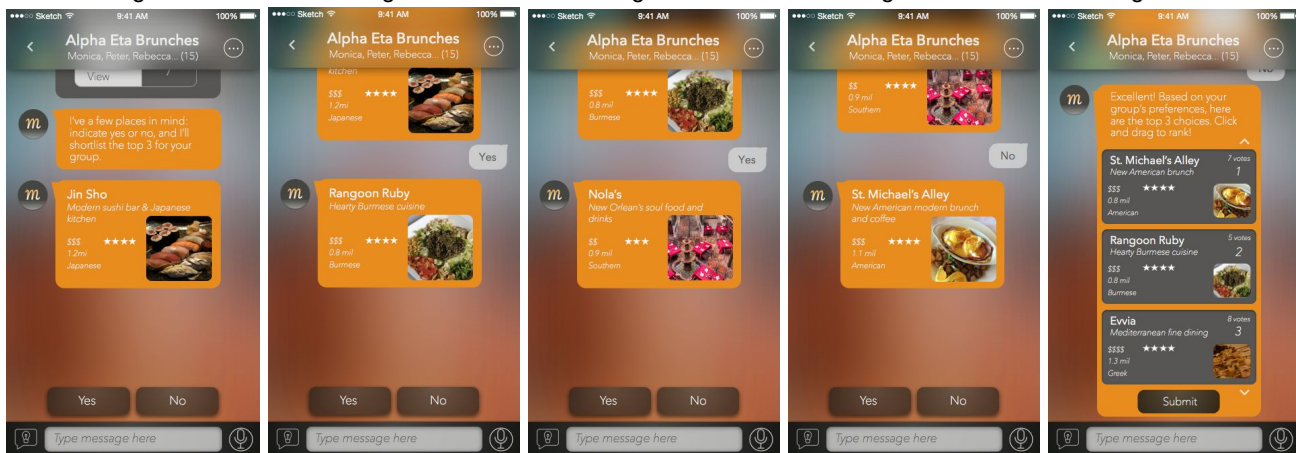


Diagram 6

Diagram 7

Diagram 8

Diagram 9

Diagram 10

1. Launch the Muncher application by clicking on the app icon on your phone, this will bring you to diagram 1
2. Clicking the notepad icon in the top right corner will bring you to a create new outing screen where you can set up a new group (not shown)
3. Clicking on an existing outing on diagram 1 will bring you to the outing chat window modeled in diagram 2
4. In diagram 2, tapping on the idea bubble in the bottom left corner will pop up diagram 3 as an overlay and allow you to select between deciding on a place or launching a new poll
5. Clicking "launch new poll" in diagram 3 will bring you to diagram 4 where the Muncher genie pre-selects a new question to ask the group and provides choices.
6. Once everyone in the group votes, the group is taken to diagram 5 where the results are displayed
7. From this point clicking on the idea bubble again will cycle back to the overlay in diagram 3
8. Once the group is satisfied with the number of polls attempted, clicking "decide place now" will take the group into vote mode on diagram 6
9. To progress from diagram 6 to diagram 10, each user will tap on yes or no at the bottom of the screen for each of the places suggested
10. Once all the votes are in, Muncher takes the group to diagram 10 where the top 3 restaurants from the voting have been chosen

Task 2: Dealing with user discontent

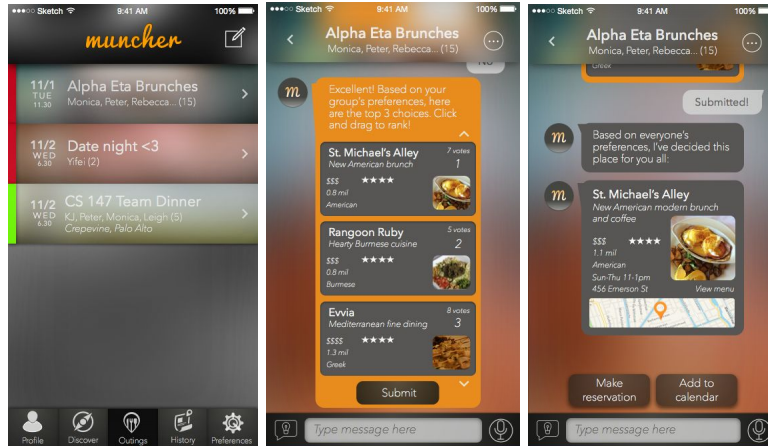


Diagram 1

Diagram 11

Diagram 12

1. Launch the Muncher application by clicking on the app icon on your phone, this will bring you to diagram 1
2. Clicking on an existing outing on diagram 1 will now bring you to the outing chat window modeled in diagram 11
3. Within the Muncher genie chat bubble shown in diagram 11, drag and drop the top three restaurant choices from your group's voting phase in order of preference top to bottom
4. Hit the "submit" button in the Muncher dialogue bubble to input your choices and once everyone in your group submits you will be taken to diagram 12 with the final decision that appeases everyone's tastes

Task 3: Coordinating the actual plans

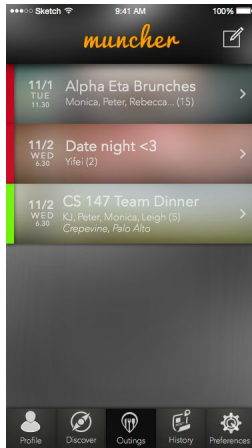


Diagram 1

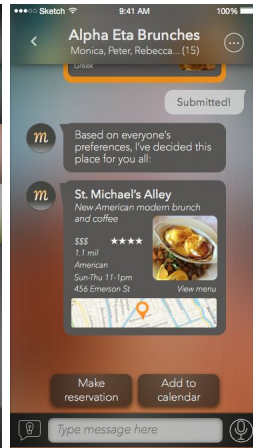


Diagram 13

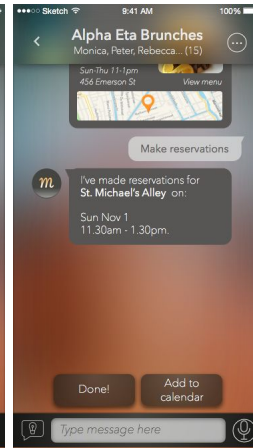


Diagram 14

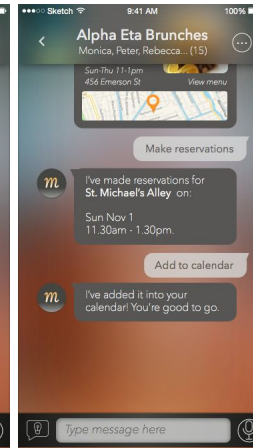


Diagram 15

1. Launch the Muncher application by clicking on the app icon on your phone, this will bring you to diagram 1
2. Clicking on an existing outing on diagram 1 will now bring you to the outing chat window modeled in diagram 13
3. At this screen, tapping "make reservation" will tell the Muncher genie to go ahead and secure the restaurant with the event time and date set during the creation of the group, afterwards the group will land on diagram 14 with a confirmation
4. Tapping "add to calendar" from either diagram 13 or diagram 14 will save the event to your synced account (such as Google or iCloud) and place you on diagram 15 with a confirmation that your group's outing is all set and complete
5. At this point, the Muncher genie lies dormant in the chat window and the group functions as a normal messaging function amongst the members before the event
6. Typing "Hi Muncher" from here will bring back the genie to the group to help solve any problems that arise (not implemented)
7. After the scheduled time for the group outing, the group has a 3 day grace period to set a new date and time for a next event or the group is archived in the app (not implemented)