README.txt

Welcome! This is the README file for the medium fidelity iteration of Munch, created by Team 4's A Crowd in Stanford's CS147 during the Autumn of 2015.

QUICKSTART:
Dive directly in through https://marvelapp.com/d7je19
For step by step help, see OPERATING INSTRUCTIONS below.

BACKGROUND:
Munch is an app connecting consumers with instant location-based dining promotions. Cheap food is often lower in quality, and good quality food is often too expensive to eat frequently. Munch is a digital solution for this problem, enabling consumers to find reasonably-priced eating options and empowering restaurants to moderate demand and control excess food supplies.

PROTOTYPING TOOL
We used Sketch to develop our screens and Marvel to link our screens together. Sketch provides powerful tools for building interfaces and allowed us to build some polished screens for our prototype. Marvel is a prototyping application that turns images and mockups into realistic mobile and web prototypes, allowing us to bring our prototype to life through touch interactions and transitions.

OPERATING INSTRUCTIONS
1. Click on https://marvelapp.com/d7je19 (works on iOS, Android, and web browser)
2. Claiming food:
i) On the home page, if you want to adjust the distance you are willing to travel to your dining location click "Set Distance". A slider bar will appear, allowing you to set the distance in miles. Distance defaults to 2 miles. Homepage will display all active restaurant offers within the set radius.
ii) Click on the image of an offer to claim it.
iii) You will be prompted to confirm (you will be redirected to your "Claims' tab), or click Home to navigate back to promotions page.
3. Viewing Munch activity:
i) Click the Analytics tab in the bottom navigation bar
ii) Optionally filter analytics based on week, month, or year toggle widget
iii) View statistics on how much money you saved, and on promotions claimed
4. View dining recommendations:
i) Navigate to home page on the bottom navigation bar
ii) Click on "Recommended" in top toggle options, you will be redirected to top suggestions for you based on your claim history

LIMITATIONS & WIZARD OF OZ TECHNIQUES

1. No responsive interaction with distance slider (limitation of Marvel)
2. No favoriting mechanism (may incorporate in high-fidelity prototype)
3. No search functionality (may incorporate in high-fidelity prototype)
4. Dining recommendations are hard-coded in for this medium-fidelity iteration (no dynamic generation yet)
5. Analytics statistics are hard-coded in (no dynamic generation yet)
6. Dining history displayed on "Claims" tab are hard-coded in (no storage of claims data yet)

Other questions? Contact the team product lead Victoria at vwee@stanford.edu