

CleanPlate

Medium-fi Prototype

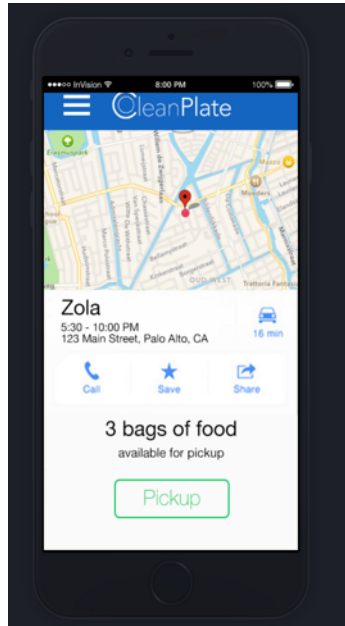
Brandon Liu, Michael Zhu, Bryan McLellan

Give more. Get more. Waste less.

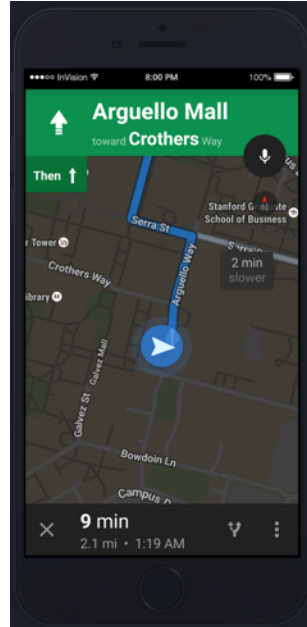
Mission Statement

Americans waste as much as 40% of all food produced in the United States. And yet 48 million people here live in food insecure households. CleanPlate seeks to empower the average citizen to bridge this gap by taking excess, quality food and produce from restaurants that otherwise would have wasted it and lets you deliver it to nearby homeless shelters and food banks.

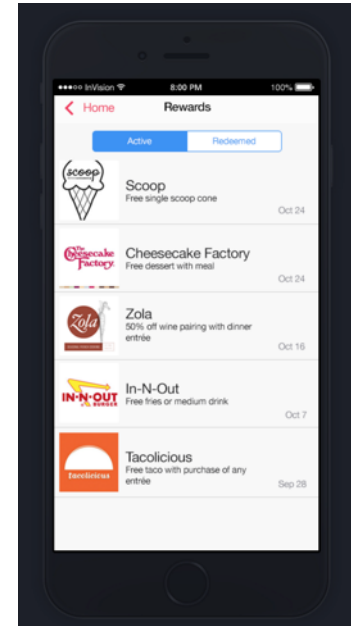
Task Flow Overview



1. Find food
(complex)



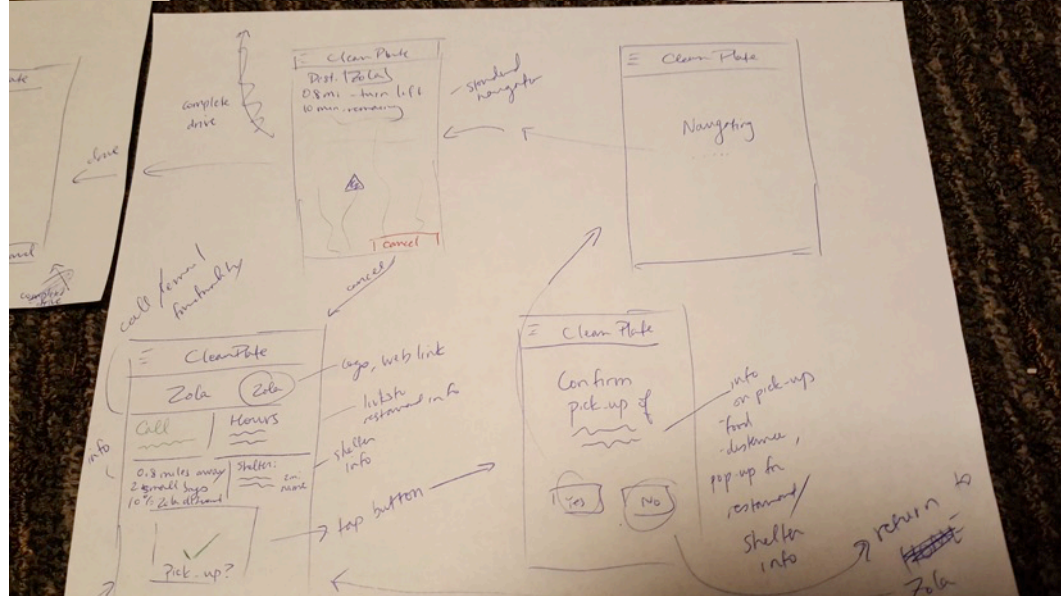
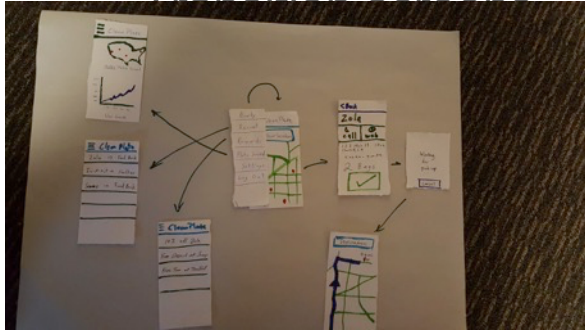
2. Navigate to
donation center
(medium)



3. Access
Reward
s(simple
)

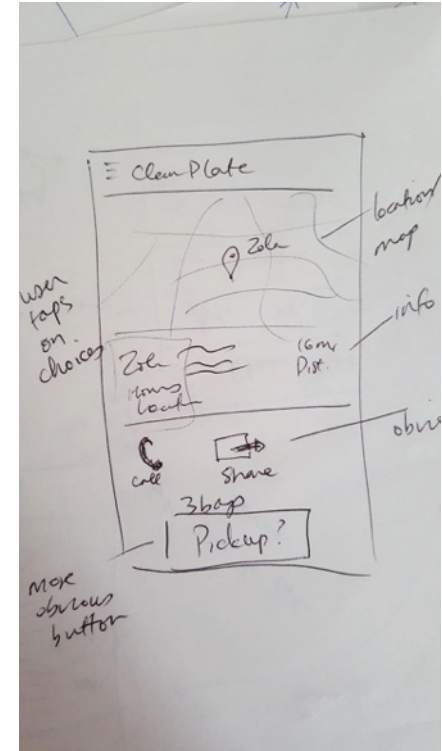
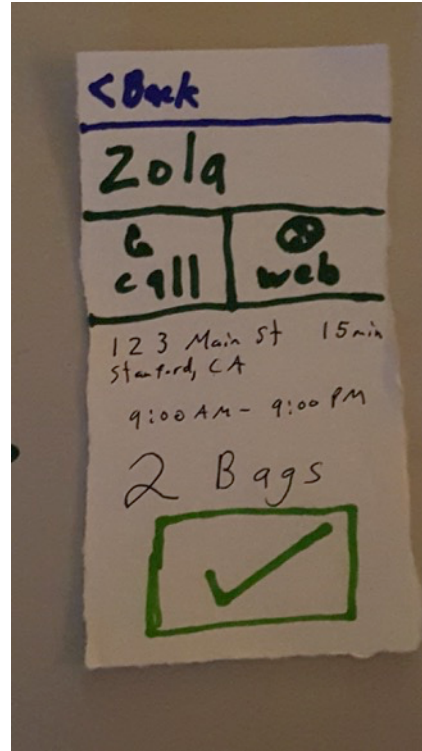
General changes - annotations

- Annotated storyboard with more descriptive user interaction



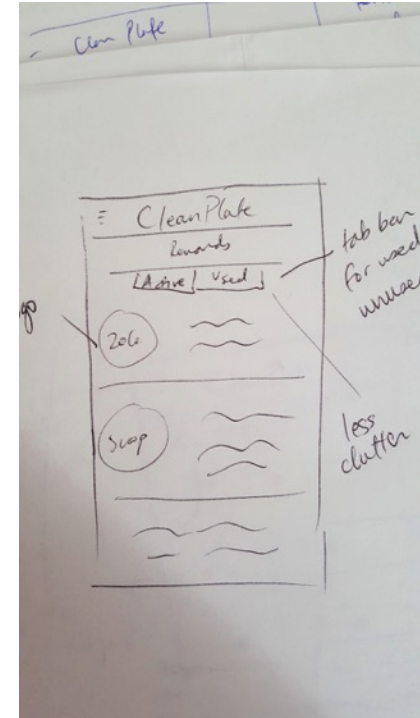
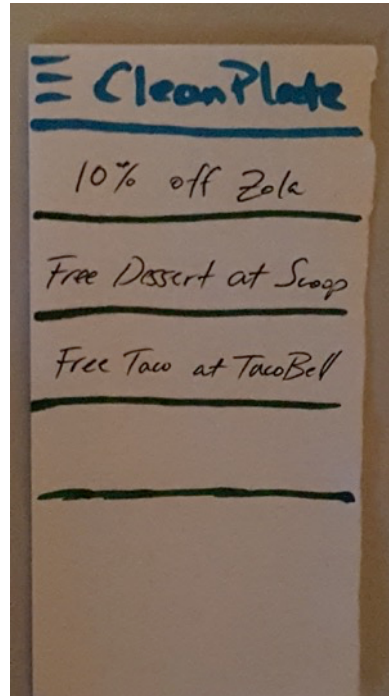
Changes (1) - Restaurant info page

- Low-fi user testing found that users were confused by this page
- Buttons are now very clear and easy to understand
- Provide more info to the user



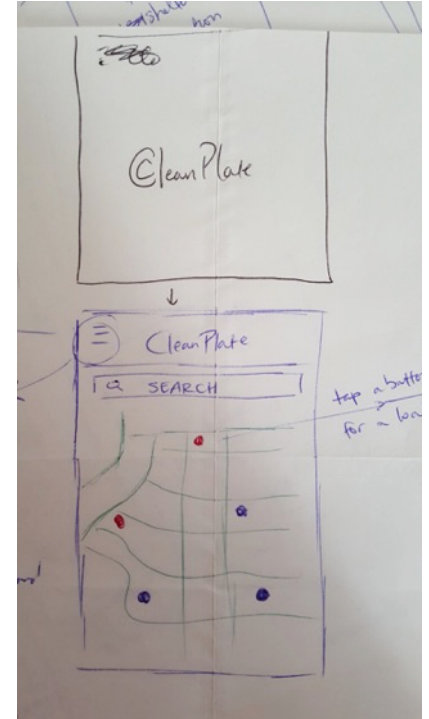
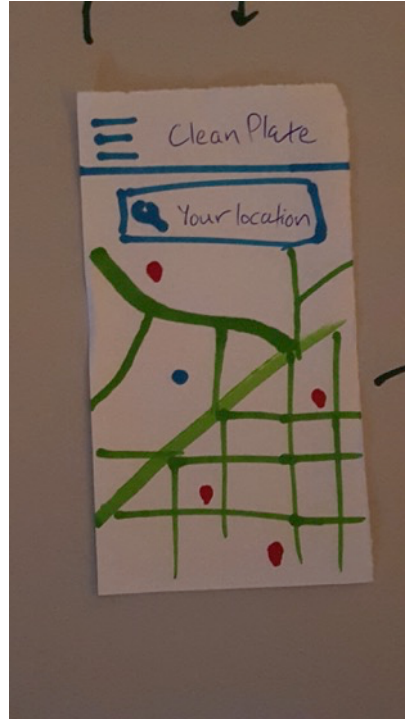
Changes (2) - Active vs Used Rewards

- Removed clutter from used rewards taking up space
- Logos added to design for rewards page
- Easier to use (focuses on important info for user)



Changes (3) - Loading screen

- Addition of loading screen when the user opens the app
- Delay between opening the app and loading the home screen
- Also modified our logo

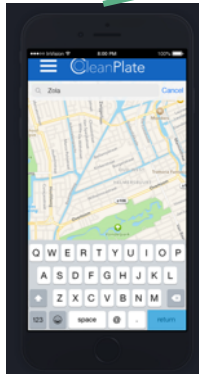


Medium-Fi Task Storyboard (Find food)

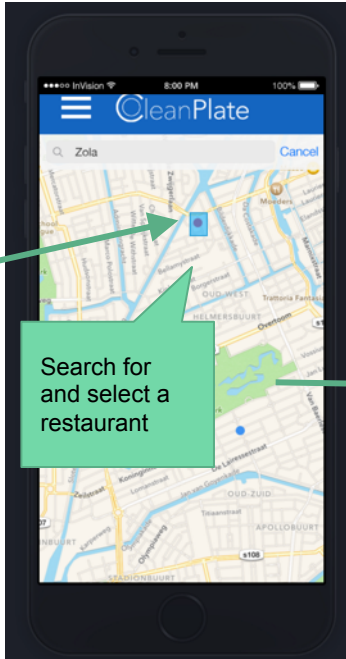
*Selected buttons highlighted in blue



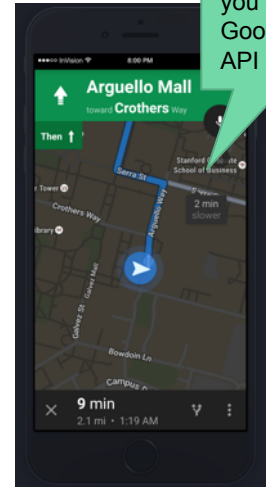
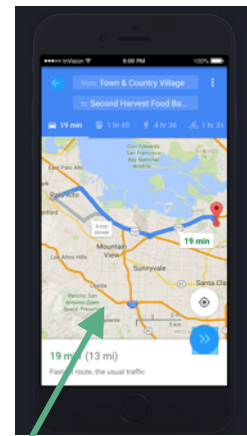
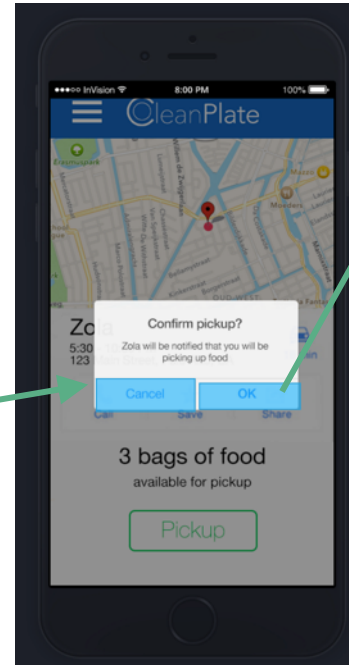
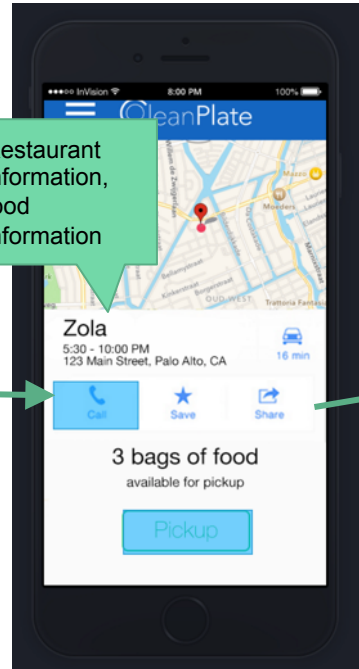
Landing page



Search for and select a restaurant

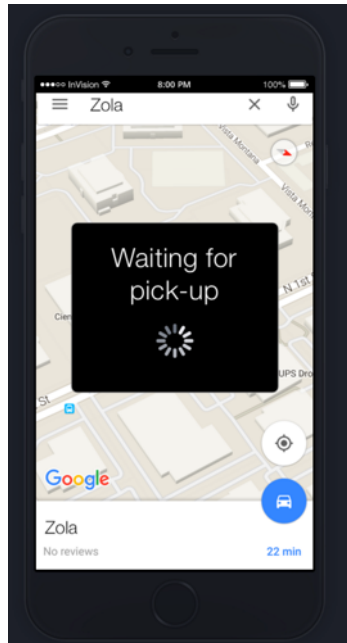


Restaurant information, food information

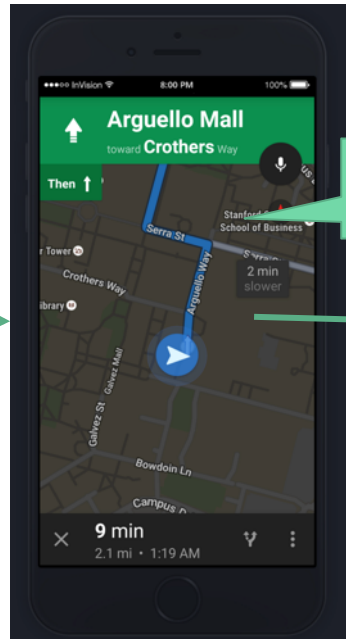


App directs you using GoogleMaps API

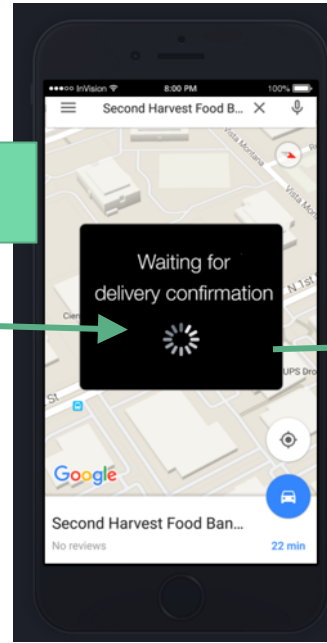
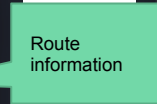
Medium-Fi Task Storyboard (Navigate to shelter)



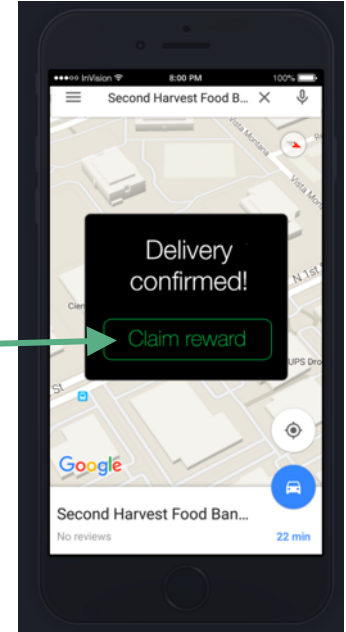
After picking up food, directed to the shelter



Navigation screen

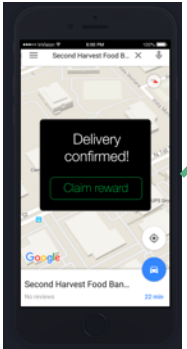
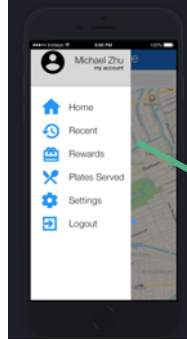


Upon arrival at the food bank

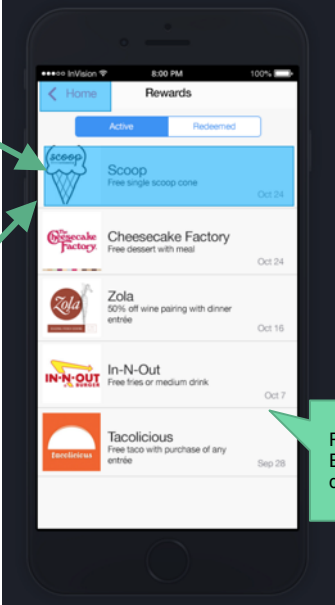


Delivery confirmation, tap to go to rewards

Medium-Fi Task Storyboard (Access Rewards)

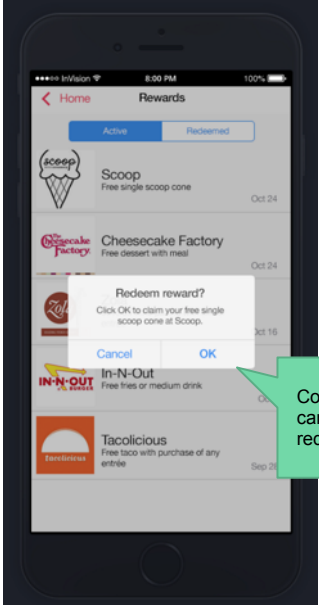


Access from delivery page or navbar



Reward info:
Expiration date specifics,

Select reward



Confirm or cancel redemption

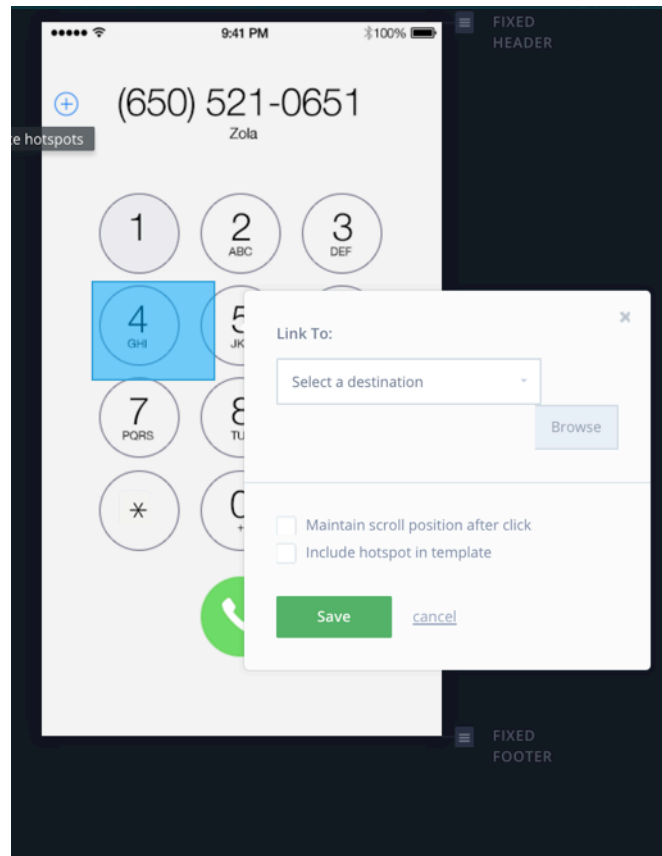
Redeem



Scan code

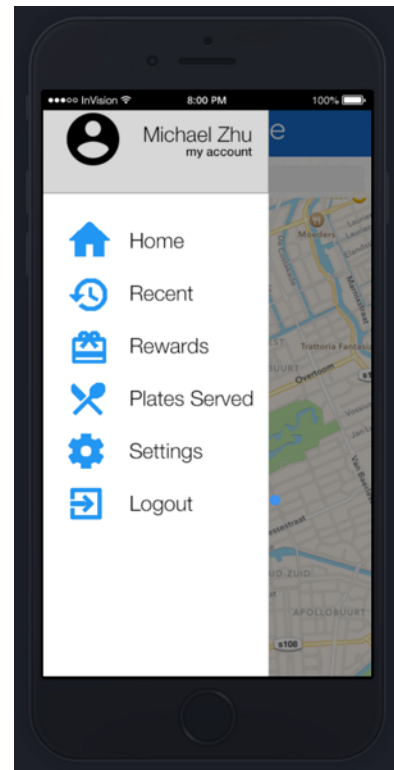
Prototyping tools - InvisionApp

- Easy, displayable workflow
- Allows you to connect “hot spots” between screens and link your app together with tap actions
- Limited the actions / animations we could take between different layers of our application
- Original plan to use Sketch + Origami
 - We used Photoshop + Invision



Current prototype limitations and tradeoffs

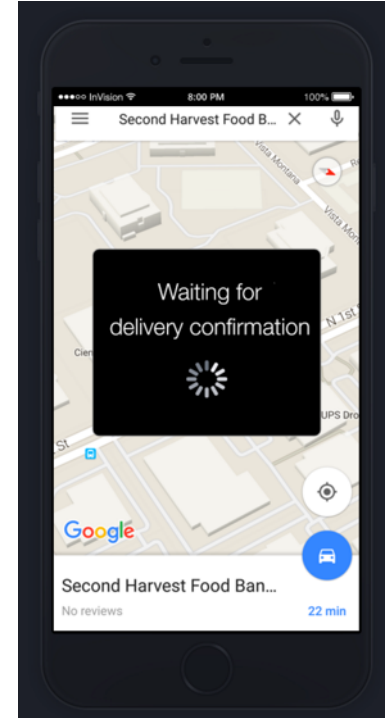
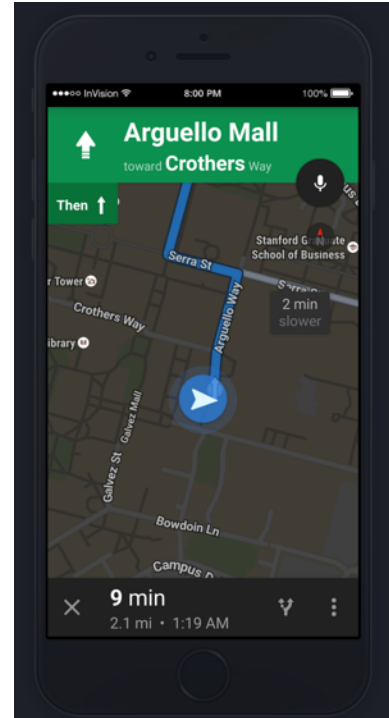
- Single task flow: only choose Zola
 - ease of demonstration, also just medium-fi
- App goes to directly to navigation to the shelter → but the actual app would allow you to pick a shelter to go to, be more flexible
 - For simplicity / focusing on the task
- Navbar doesn't entirely function: Plates Served, Settings, Logout → not essential to user experience with tasks



Navigation interface uses GoogleMaps API, so we did

Medium-fi specifics (Wizard of Oz techniques)

- Need to tap from the “navigating” to and from restaurants screens
 - Real application would simply move user to the next screen
- Also need to manually navigate through “waiting” screens
- Didn't handcode any features yet, focusing on the user navigation through the application



CleanPlate