

Medium-Fidelity Prototype

Implementation:

We used sketch to draw out our app and implement the interface. We then exported the sketch to marvel to use the app. This allows the user to explore features through clicking such as challenging an opponent and voting on the winner.

How to use:

To challenge a user, click the challenge button and then drag a bitmoji of the opponent into the skillet. From there, you can choose the desired recipe, or you can chose to freestyle a recipe from one of the numerous recipes that exist in our app. After the selection of the recipe, the users can determine their rules for their duel. Now that everything is set, the two contestants will be notified, and both of the competitors must complete the challenge. Once finished, you can share your results to other users in the app.

In order to determine a winner, your network within the app must vote. In order to do this, the user has the ability to click on a vote icon, which is apart of our navigation bar. From here, you can see all of your friends' ongoing duels and vote on a winner for each competition. After the polls expire, you can see which of your friends won and also see the dish that allowed them to take home the prize .

Wizard-of-Oz & Hard-Coded Features:

We do not use wizard-of-oz techniques, but we did hard code in a few features. The first is the bitmojis, these will be populated with your actual friends. Furthermore, the results of both your duels and your friends duels are hard-coded since we do not have any current users. Finally, we hard-coded in the recipes into the app because we needed the user to know that he or she will have the ability to pick their recipe rather than the app just automatically pick their recipe.

Limitations:

We left out some features due to limitations with Sketch. For example, we left out the drag and drop feature used to challenge. In addition, the user is also not able to take pictures of the food since there is no actual camera in Marvel. This means that sharing an actual result will not be able to be done in this implementation. The prototype also lacks a wide variety of recipes while we intend to add many more options. Lastly, the voting system has not been fully implemented yet, so you cannot see vote counts changing for each duel or see your vote have a real effect on the outcome of the duel.