ReadMe for Mobile
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OPERATING INSTRUCTIONS: HOW TO USE

We used Figma to create the prototype, which emulates an iPhone X. We then exported our prototype and used InVision to add the interactive elements. InVision highlights clickable areas on the prototype to give users hints on where to click to complete an action or navigate to a different page.

WIZARD-OF-OZ & HARD-CODED FEATURES

We hard-coded several mock user profiles, including textual and image content, to simulate a full user experience. In the real app, users would be able to customize their profiles and the information that appears on it, like bio, interests, dietary restrictions, and recipes. We also hard-coded the date options, so in real life this would correspond to the actual dates.

LIMITATIONS

Due to limitations on InVision, some animations were simplified and/or excluded.
Our prototype focused on two users (Leila and Amrita) to simplify taskflow, but users will be able to make meal requests to any of their counterpart users. To further focus on our three tasks and simplify taskflows, we left out a few pages, such as a user's history page which shows who they have previously connected with, as well as the settings page.

Task 1

When selecting who to book a meal with, users will be able to use the filter and the bar at the top to either search for travelers from particular countries (when on local mode), or change the location of their travels (when on traveler mode).
In the final implementation, users will be able to scroll through more times from the drop down menu when initiating a request. We included one scenario of the time selection from a drop down menu, but in real life, users will be able to add and choose more times when making the request.

Task 2

Similar to task 1, the date and time references were hardcoded. We also hardcoded the fact that the user would accept the request. In the final implementation the user can either accept or reject the request. This decision will be evident in the "my meals" screen.

Task 3

This task relies on lots of audio input and output.

- The live translator will display the translation of whatever the users speak (in either of the two languages) with the help of Google translate API.
- The phrases will be spoken by the phone when the user clicks on them.