

COOKEE README

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MEDIUM FI PROTOTYPE:

<https://www.figma.com/proto/R1A6aVQlSvhZai3bOVxJD0/Cookee-MedFi-Prototype?node-id=64%3A7140&scaling=scale-down&page-id=64%3A6117>

HOW TO USE:

We used Figma for our medium fidelity prototype since it enables us to design for a specific mobile interface (e.g. an iPhone) where we imagine users accessing the app. Figma also allows for the prototype to be interactive with users through clicking and hovering over buttons on the screen. If users click anywhere on the interface that is not linked to another screen, indicators of where they should click are displayed. In addition, although the majority of interactions involve clicks, the “CALENDAR” page includes hover interactions over specific events. Users should be able to intuit how to interact with the prototype and execute specific tasks from the home screen and menu icon in the top right corner.

LIMITATIONS:

One limitation Figma has is that we can not simulate interactions with the app besides touch. For example, for the voice-to-text feature in PANTRY, we can not have users speak to the app with this prototype. Similarly, the features of the prototype must be still and can not show movement. For example, while a user is listing ingredients, the cookie icon is not actually able to pulse in our prototype – we can only emulate the movement visually with color depth. Finally, we are also unable to personalize the prototype experience to each user since that would take significantly more frames and Figma does not allow us to store memory from different user interactions. This means that the contents in features such as the PANTRY and CALENDAR are merely demonstrative rather than personalized.

WIZARD OF OZ:

The two Wizard of Oz techniques we used are the video call and voice-to-text features. The video call feature through COOKEE ROOMS would either require us to develop our own functionality or launch a Zoom room. And the voice-to-text feature when users add to their PANTRY and generate recipes would similarly require us to either implement our own functionality or integrate with Siri.

HARD-CODED ITEMS:

We hard coded multiple features for the prototype in order to simplify the user experience since Figma does not allow for access to a user database with profile information. For user specific features, we hard coded their Thursday and Saturday meal plans, pantry items, and favorite recipes. We also hard coded the “Cuisine” COOKEE ROOM options and the video call screen itself. In addition, we hard coded the “Ingredients” that were added to the pantry, since Figma does not allow voice-to-text interactions.