



FoodWise

A8: High-fi Prototype

NaYoung, Mai, Ava, Elton



Presentation Outline

Meet the Team

Problem/Solution

Heuristic Evaluation Results

UI Revisions

Usability Goals

Prototype Implementation

Demo



Meet the Team



NaYoung Son



Mai Mostafa



Ava Love



Elton Manchester



Problem



- Eating Disorder is stigmatized and specialized therapy is often inaccessible
- Despite its commonality, ED is not viewed on the same tangent with other mental health topics



Solution



- Cute visuals, interactive features, and game-like elements make recovery fun
- Stage-based process for structured support
- Personalized recovery toolbox to build coping mechanisms and maintain growth





1) Heuristic Evaluation

Results



HE Results Overview

74 Total Violations



11 Total Changes

General HE Takeaways: What They Liked

- Cute/fun/pleasant UI
- Most tasks easy to navigate (after exploring the roadmap)
- Focuses user energy on themselves and their recovery journey

General HE Takeaways: What They Didn't Like

- Need to simplify terminology
- Improve consistency of design (buttons, etc.)
- Include error prevention and recovery mechanisms given nonlinear nature of EDs

HE Results

**6 Violations for
Severity 3-4**



6 Changes

Simplified the Survey

- Reduced Questions in Introduction Survey
- Sparser text in the Survey speech bubbles

Added/Changed Buttons

- Toolbox: added a button to delete tool
- All: added (?) button to provide information
- Changed the icon for Quick Help (!) to siren

Clearer Instructions for Tasks

- Simplified visual elements in background
- Added a short tutorial at the beginning

HE Results

**12 Violations for
Severity 1-2**



5 Changes

**(comments were redundant +
some due to limitations in
Figma implementation)**

Consistent Design

- Removed Shape/Outline for Headers so that it doesn't look like a button
- Consistent button design: same color, black outline, same shapes

Added/Changed Buttons

- Added a save button for Tracker

Clearer Instructions for Tasks

- Added a brief tutorial to explain where each functions (tracker, toolbox, etc.) are located
- Added (?) information buttons across the pages to clarify how to unlock levels



Most Common Violations

H4: Consistency & Standards (4)

Inconsistent Button Designs
Some Text Boxes look like Buttons

H8: Aesthetic & Minimalist Design (2)

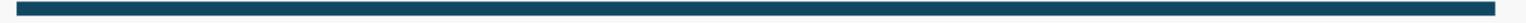
Some pages are visually
overwhelming and distracting



H10: Help & Documentation (2)

Lack clear instruction in the
beginning regarding how to
navigate and unlock levels





2) Revised Design

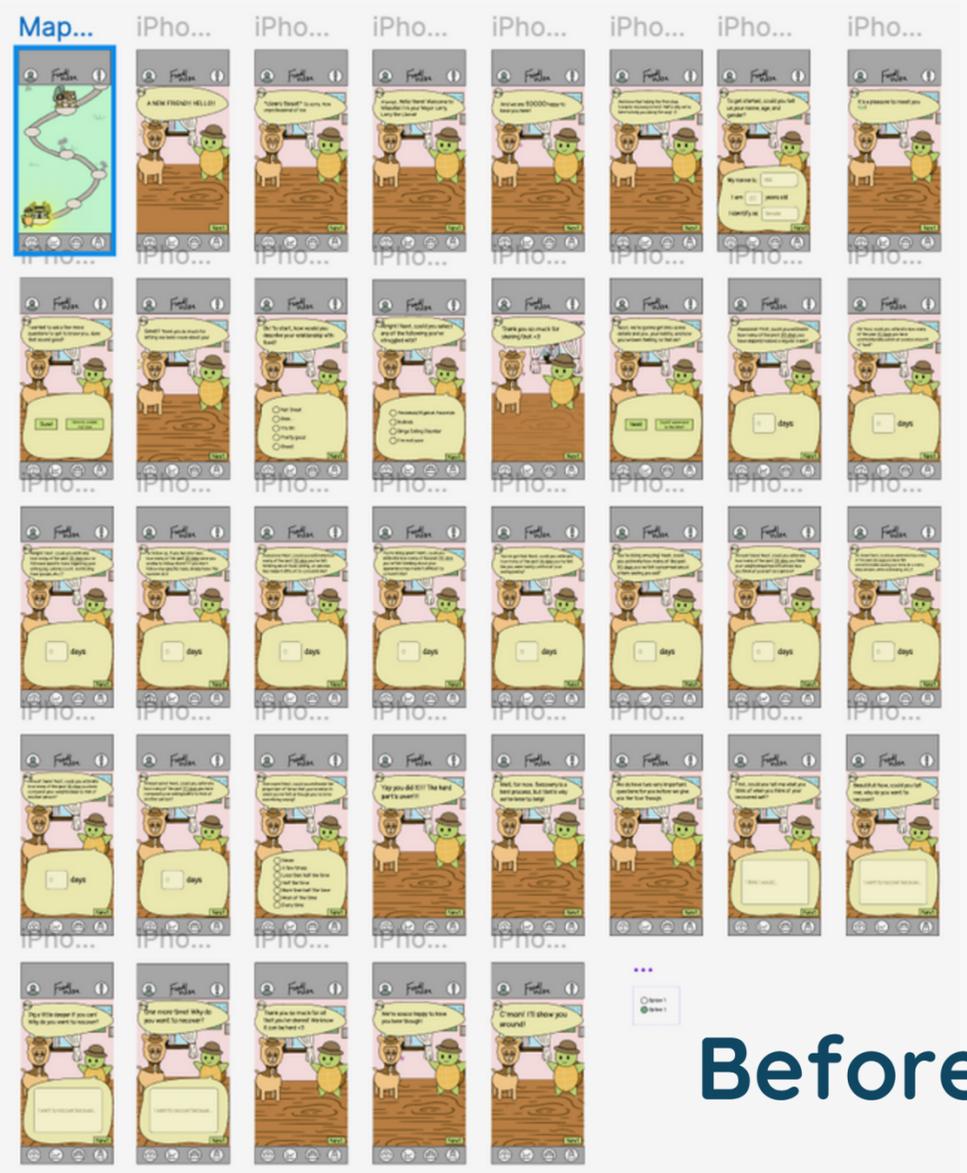


*Issue 1:
Survey is too long
and visually
overwhelming*

**Violation of
H8: Aesthetic &
Minimalist Design**

Simplified the Survey

- Reduced Questions in Introduction Survey
- Sparser text in the Survey speech bubbles
- Removed the picture frames in the background to reduce unnecessary visual elements so users don't get distracted
- Makes survey less burdensome and more pleasant experience



Before



Revised Survey

After



Issue 2:

*Some Buttons and
Textboxes are
indistinguishable*

**Violation of
H4: Consistency &
Standards**

Consistent Button Design

- Removed Shape/Outline for Headers so that it doesn't look like a button
- Unified button design: same color, black outline, same shapes
- Incorporating more consistency in designs helps reduce user confusion and user errors
- This will in turn create a more pleasant and easy user experience

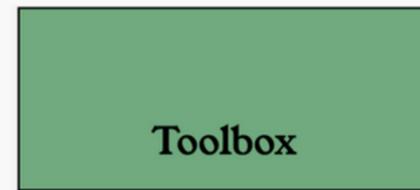
Revised Buttons + Textboxes



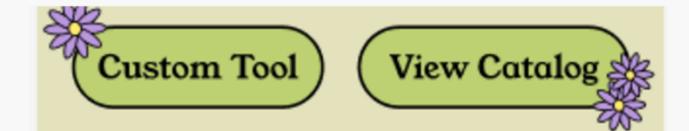
Before:



After:



Header Designs



Buttons: Green Fill + Black Outlines



*Issue 3:
Lack of clear
instructions for how
to complete tasks*

**Violation of
H10: Help &
Documentations**

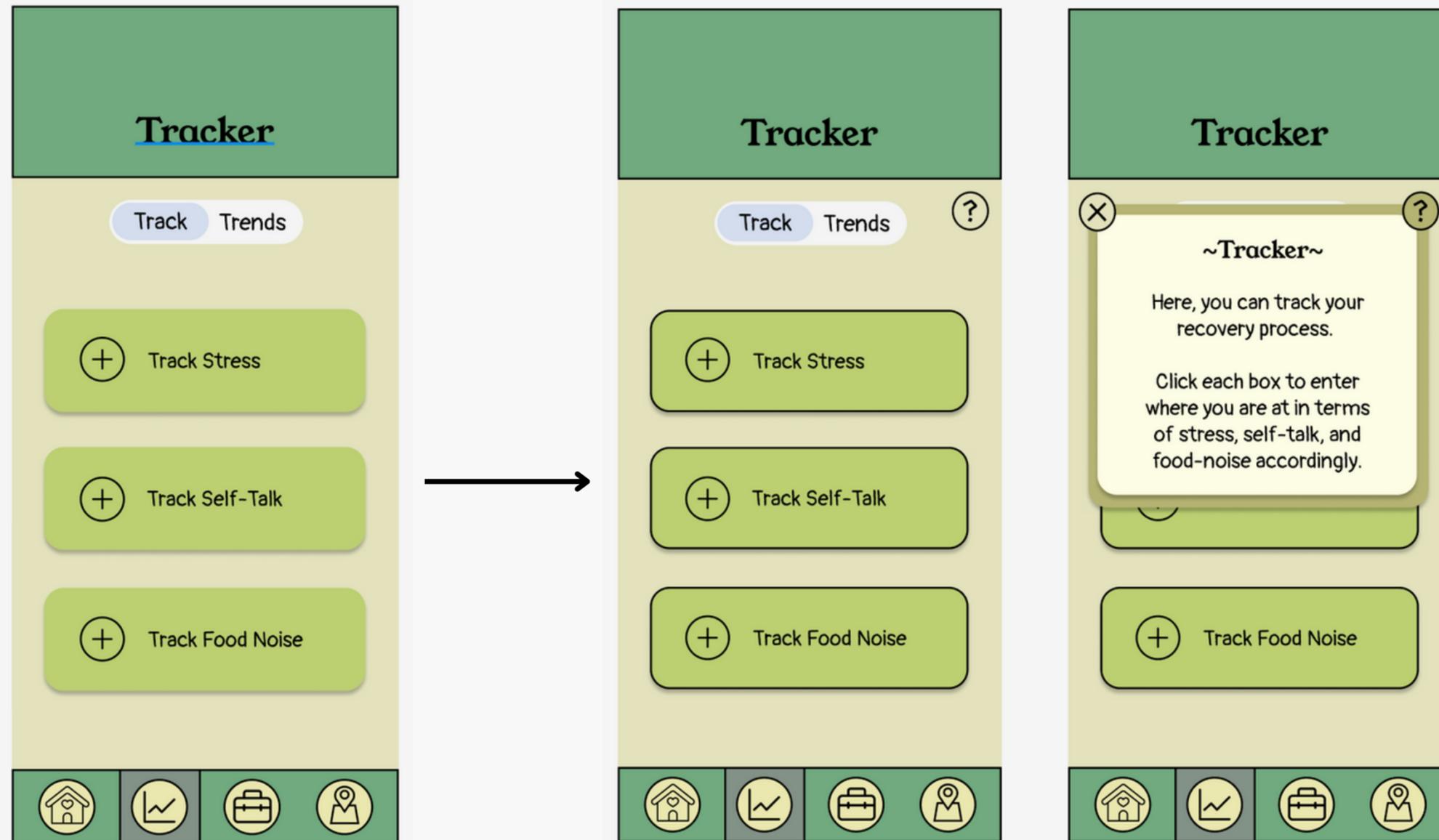
Present More Information

- Added a brief introduction tutorial that explains what each of the pages contains
 - Option to skip to give more control for the users when navigating tasks
 - Can revisit this information on the information pop-up in each page
- Added an information (?) button in each main page (present in home page, tracker, toolbox, map, and quick help)
 - Quick, simple access as it doesn't take the user to a separate page



Brief Tutorial





*Information
Pop-up for the
5 main pages*



Overall...



1. Simplified word phrasings and visual designs for clarity and aesthetic purposes
2. Consistent design to clearly distinguish interactive buttons and text bubbles
3. Added more save and delete buttons and to improve user control over task flow
4. Added tutorial and information pop-up to provide clear instructions for smoother user experience





3) Usability Goals



Usability Goal #1

Intuitive navigation and features

- Changed the symbol for the quick help button
- Made button design more consistent

Usability Goal #2

Efficiency and ease of use for tasks

- Scaling down the survey text and requirements for ease of entry
 - Providing instructions for each feature
 - Providing an introductory tutorial to introduce users to the various features
-

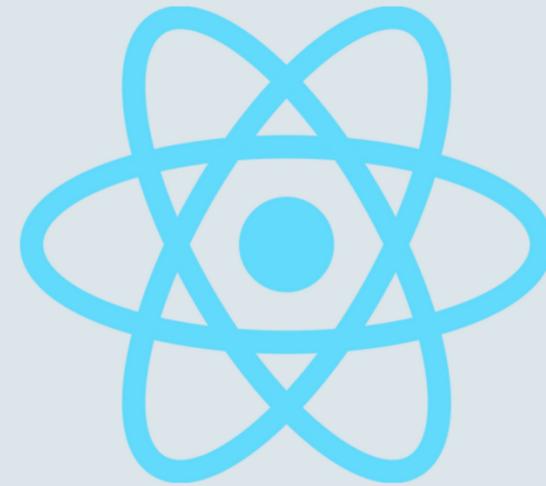


4) Prototype Implementation



Framework / Tools Used

React Native
Expo Go
Emulators



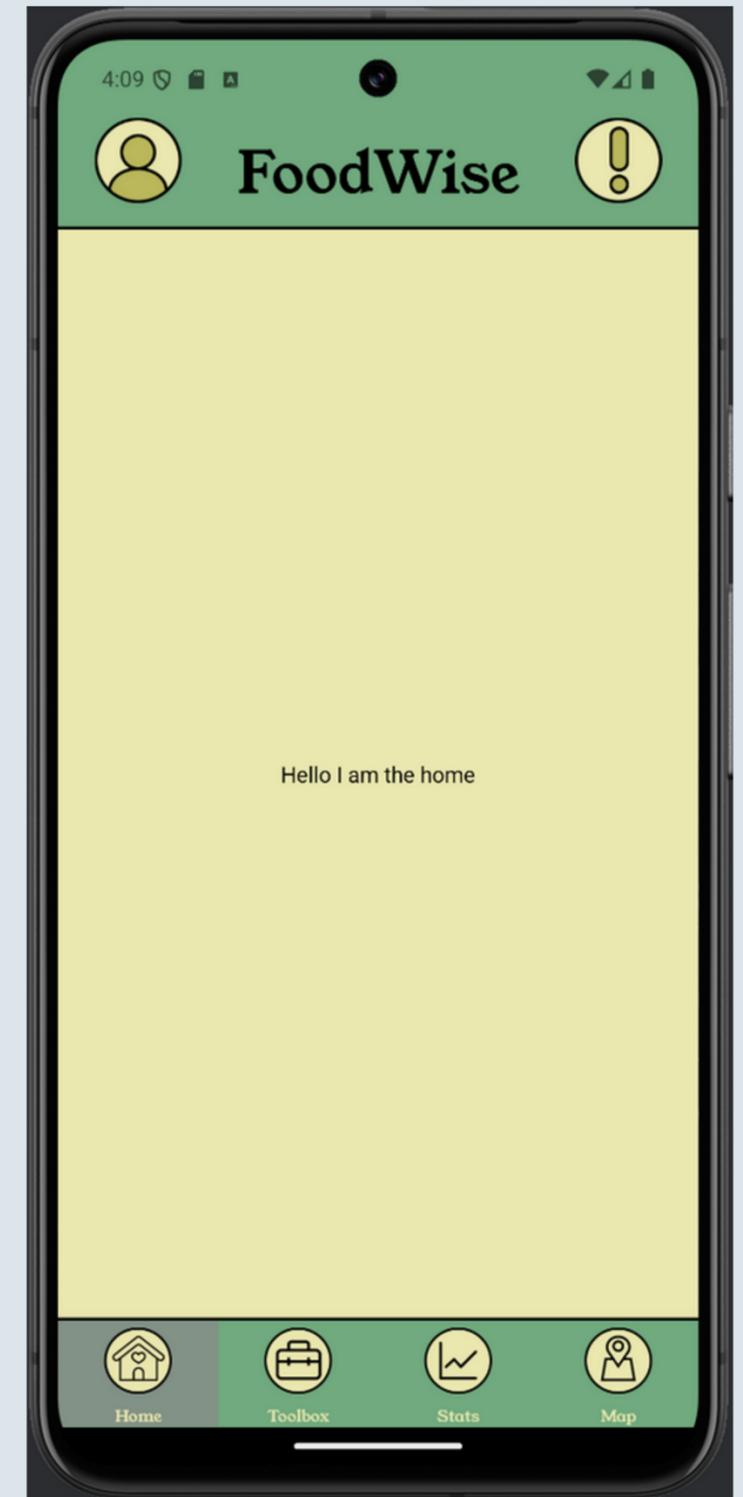
- **React Native** for cross-platform compatibility
- **Expo Go** and **emulators** for testing

Implemented Features

Chosen Taskflow: Toolbox Editing

App Navigation

- Tab bar (always accessible, preserves tab state)
- Consistent palette and styling of action items
- Back buttons on every page other than default screens



Implemented Features

Chosen Taskflow: Toolbox Editing

Toolbox

- Flippable cards
- Ordered by most recent addition
- Search bar
- Premade catalog for easy tool adding
- Custom tools
- Edit/delete tools
- Persistent data
- Back out of any screen

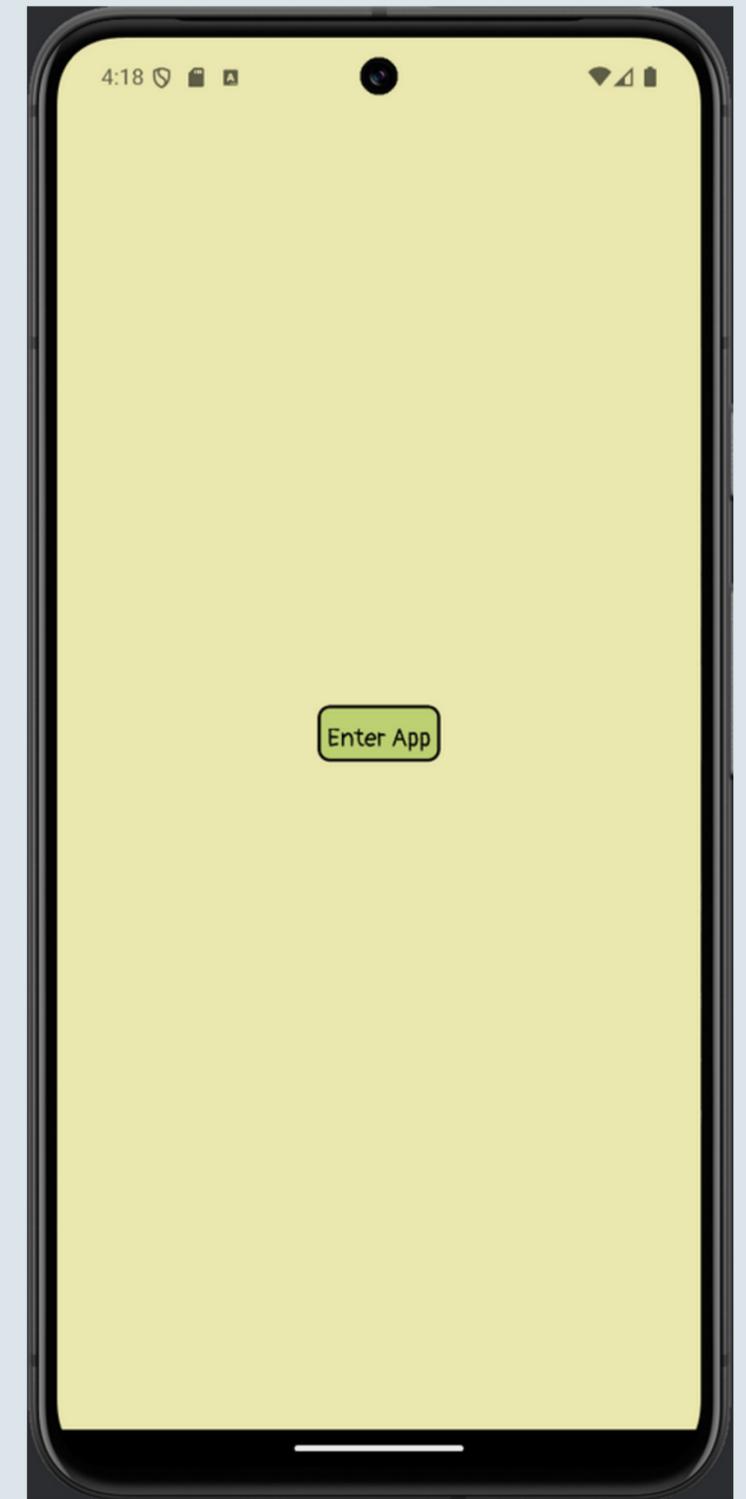


Unimplemented Features

**Tasks to still be
Implemented**

Remaining Tasks

- Complete the introductory survey about food habits
- Complete a module (including lessons and recurring tasks)



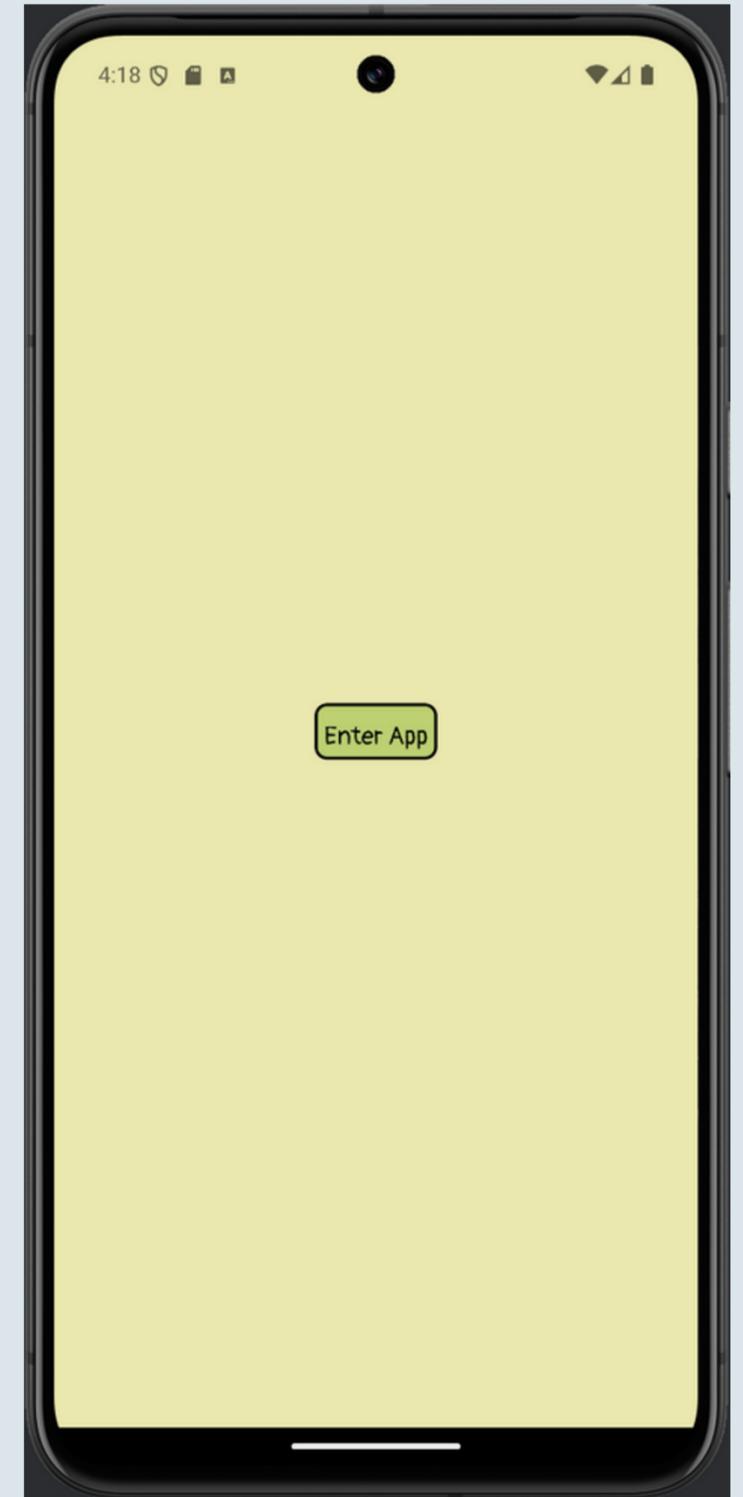
Unimplemented Features

Miscellaneous Features

Extra Functions

- Profile
- Emergency help
- Tracking
- Tags and instruction pages for toolbox
- Guides

*These aren't required for the tasks, so some of these features may not be fully implemented



Wizard of Oz / Hardcoded Features

Not much so far!

Oz

- Pretends to track whether a user has actually used a tool
- Profile but no account or authentication

Hardcoded

- Catalog (by design)
- Everything else is customizable



Issues + Questions

Implementation Priorities

Limited Time Frame and Expertise

- Not every feature can be included, so we need to prioritize the necessary features
- The toolbox was very time-consuming; hard to estimate implementation time
- Figma to React Native workflow could be improved

Which is better? A non-functional mockup of an extra feature, or just leaving it out?

Implementation Plan

Happy Thanksgiving

The Final Push 😞

Over Break

- Learn how to use React Native
- Finish survey (simplest task, good practice)
- Make progress on A10

Week 10

- Finish A10
- Devote most of the time to the final task and additional features
- Present at the expo!



5) *Demo*

