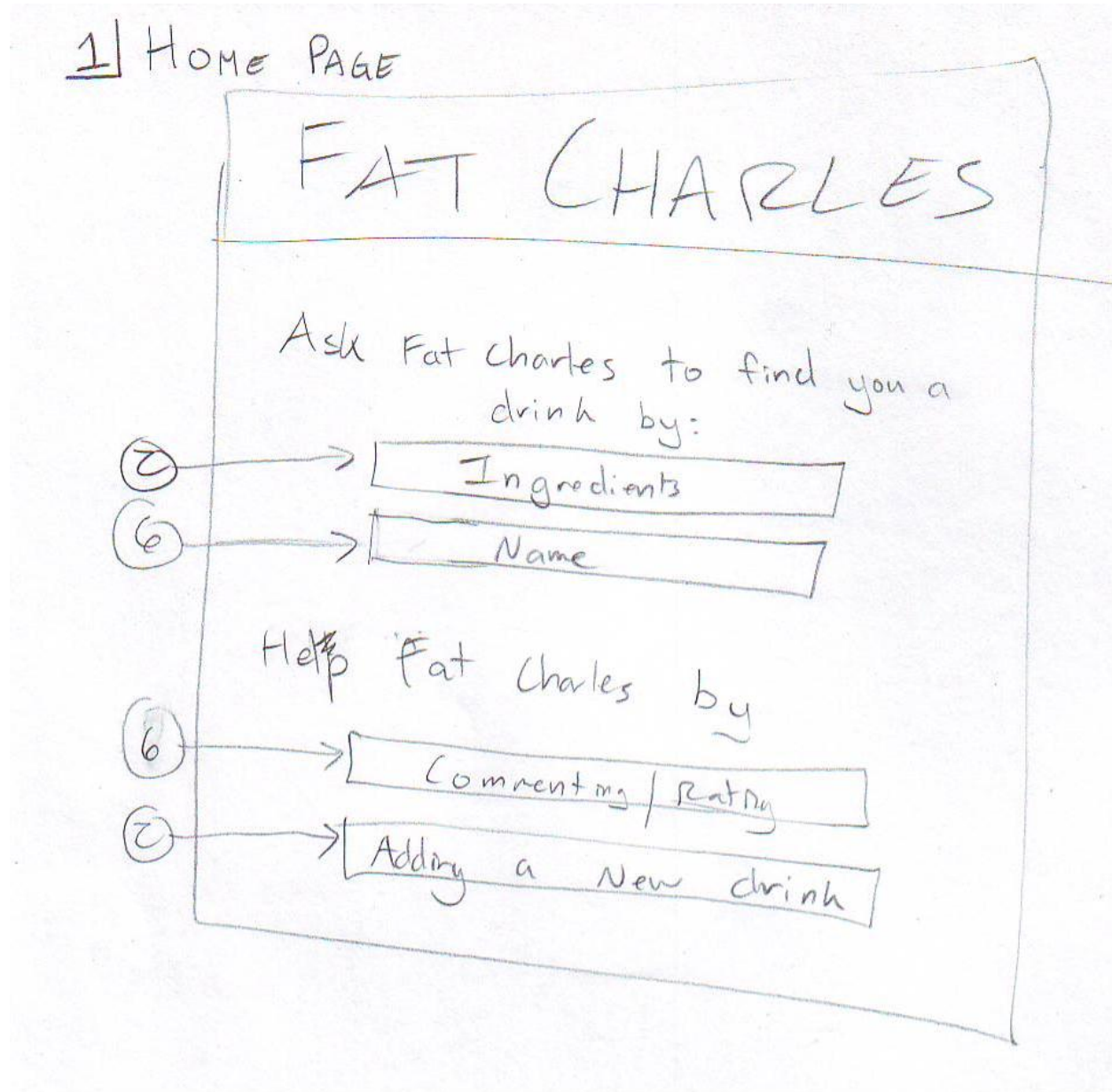


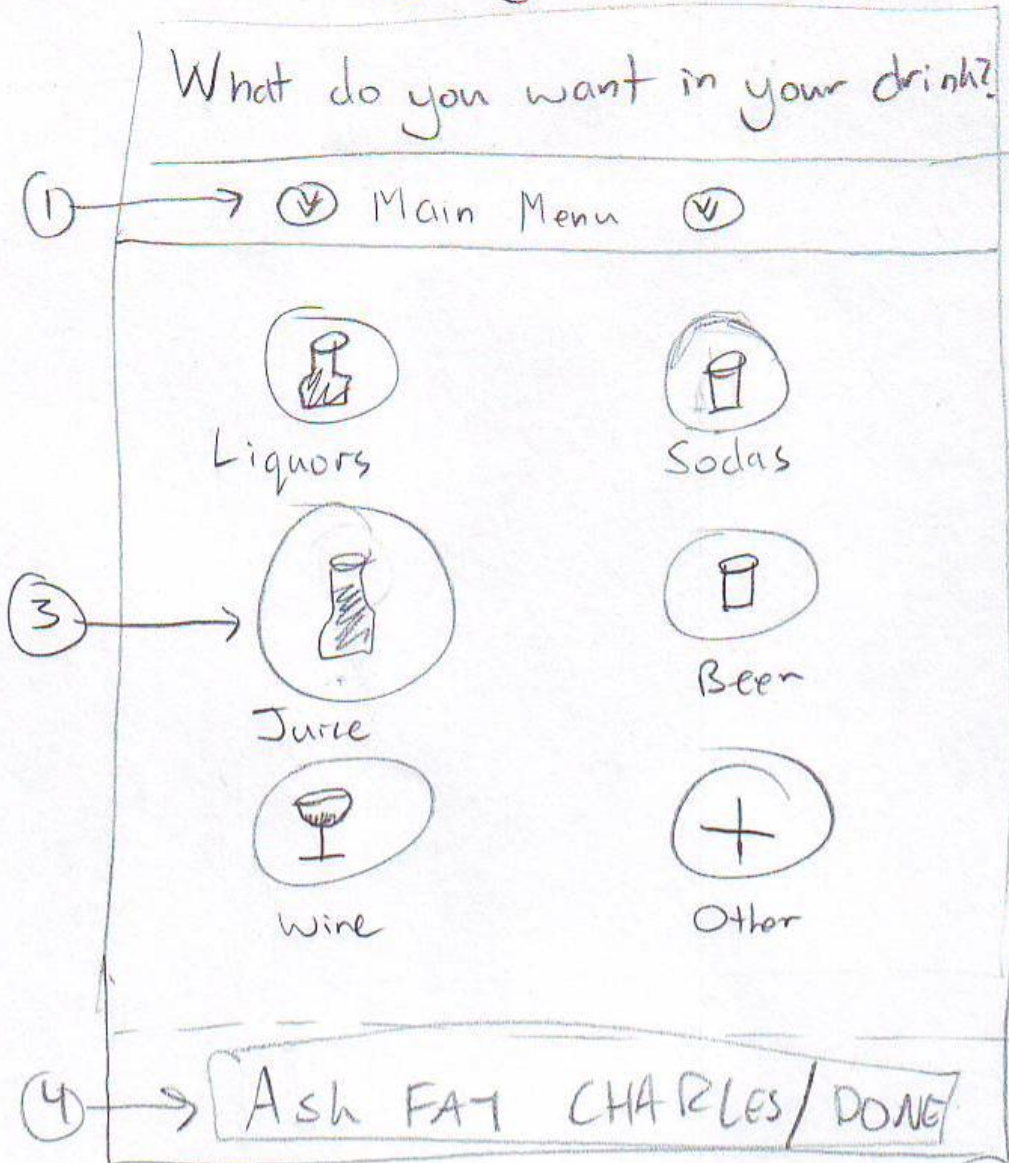
Design



On the home page the user is able to either ask Fat Charles for help finding a drink or to help Fat Charles by adding a comment, rating, or a new drink.

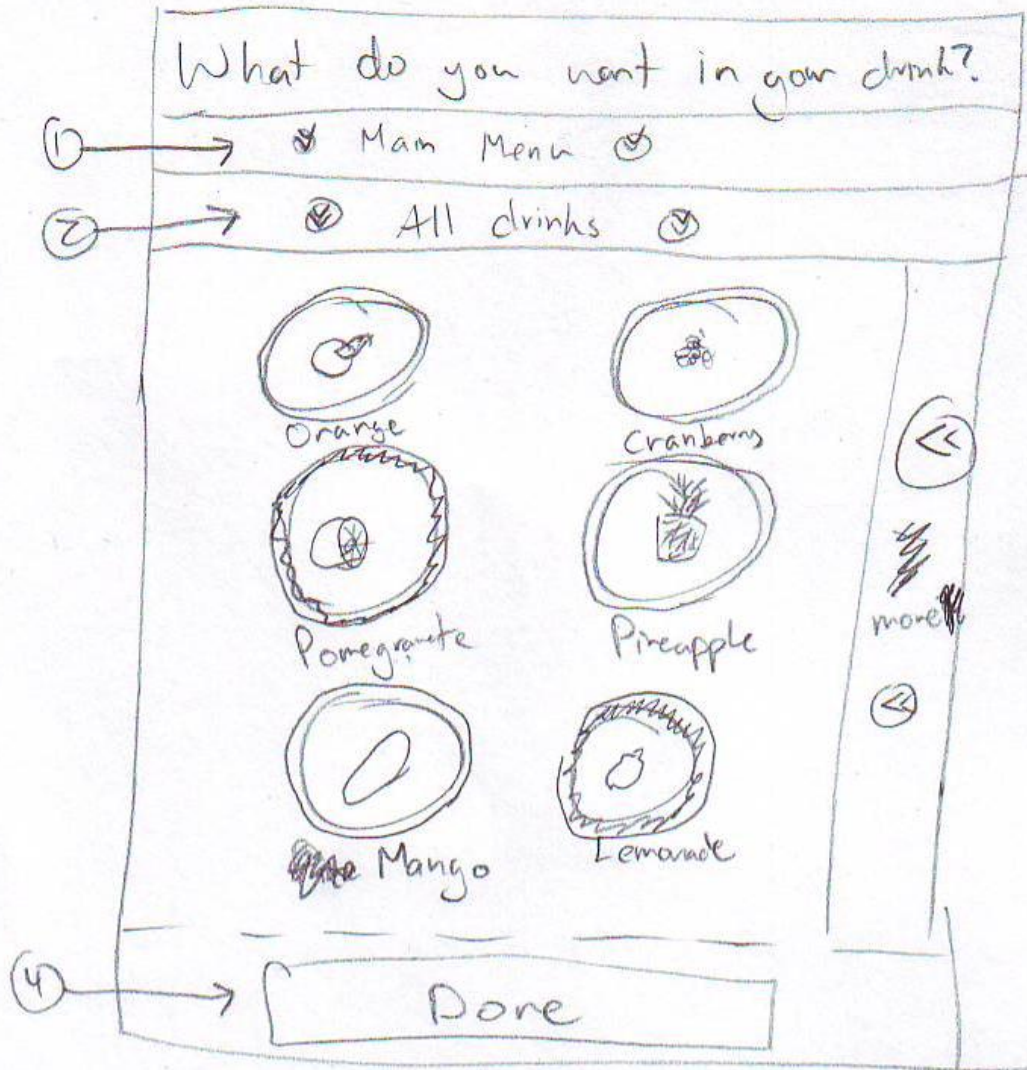
John would click on ingredients taking him to this page:

## z Find drink by ingredients



This page allows the user to easily return to the main menu and allows the user to select a category of drinks: liquors, sodas, juice, beer, wine, or other. John selects Juice, and this page comes up:

### 3 | Juices



This page allows the user to return to either of his previous pages (this design will allow at most 2 “back options” to be on screen). The user is also presented with many different juice choices: orange, cranberry, pomegranate, pineapple, mango, and lemonade. In this sketch, he has selected pomegranate and lemonade; that is why they are both surrounded by a solid circle. The user can also see more options by dragging the right side of the screen to the left.

After navigating through all of the drinks John wants, he clicks on the “Done” button that is always on the bottom of the screen. Doing this takes him to this screen:

4 | Ask FAT CHARLES w/ these ingredients

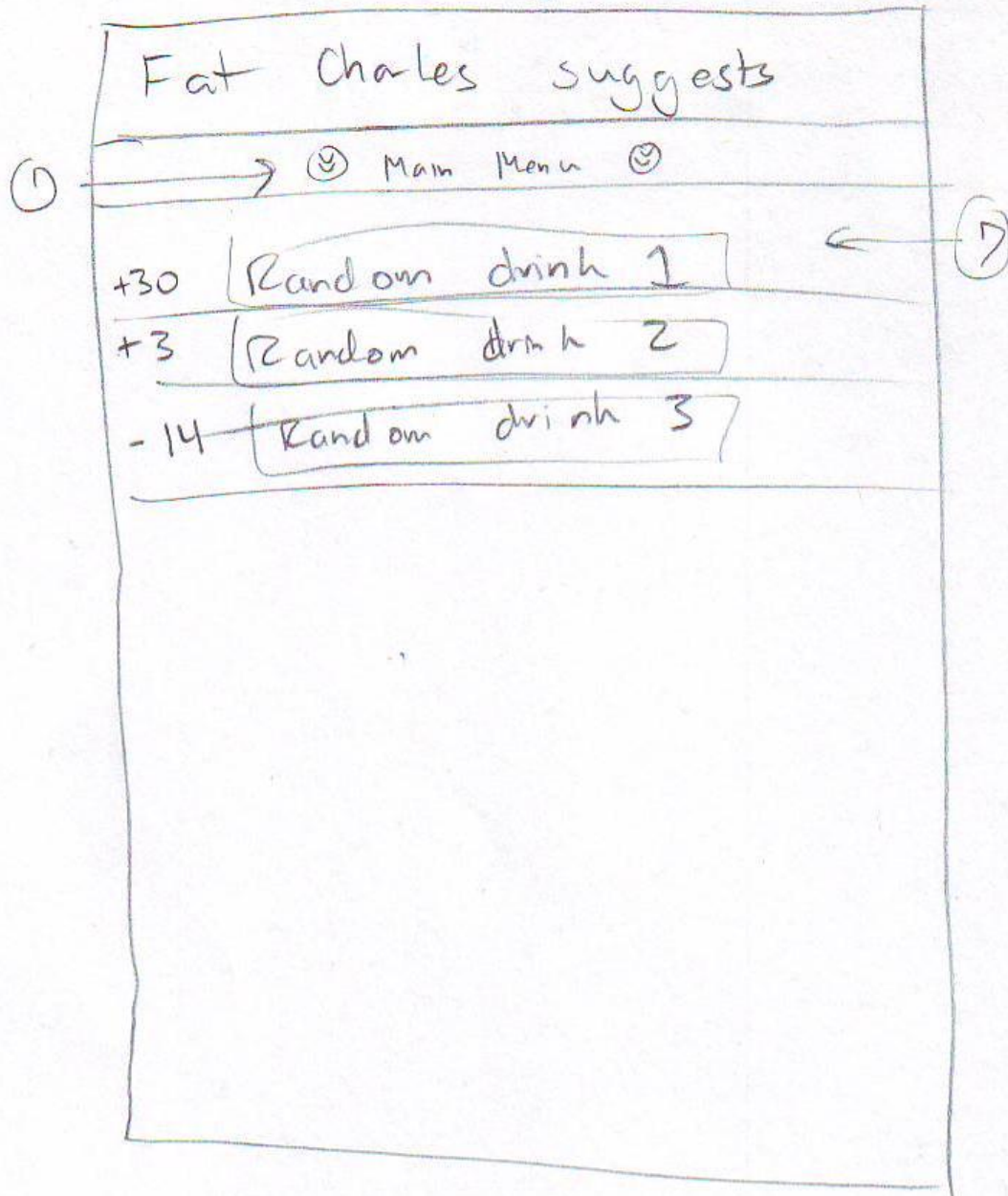
Is this everything?

① →	<input checked="" type="checkbox"/>	Main Menu	<input checked="" type="checkbox"/>
② →	<input checked="" type="checkbox"/>	All drinks	<input checked="" type="checkbox"/>
		Lemonade	<input checked="" type="checkbox"/>
		Pomegranate	<input checked="" type="checkbox"/>
		Vodka	<input checked="" type="checkbox"/>
		Rum	<input checked="" type="checkbox"/>
		etc	<input checked="" type="checkbox"/>

Start over / Clear all      Yes ← ⑤

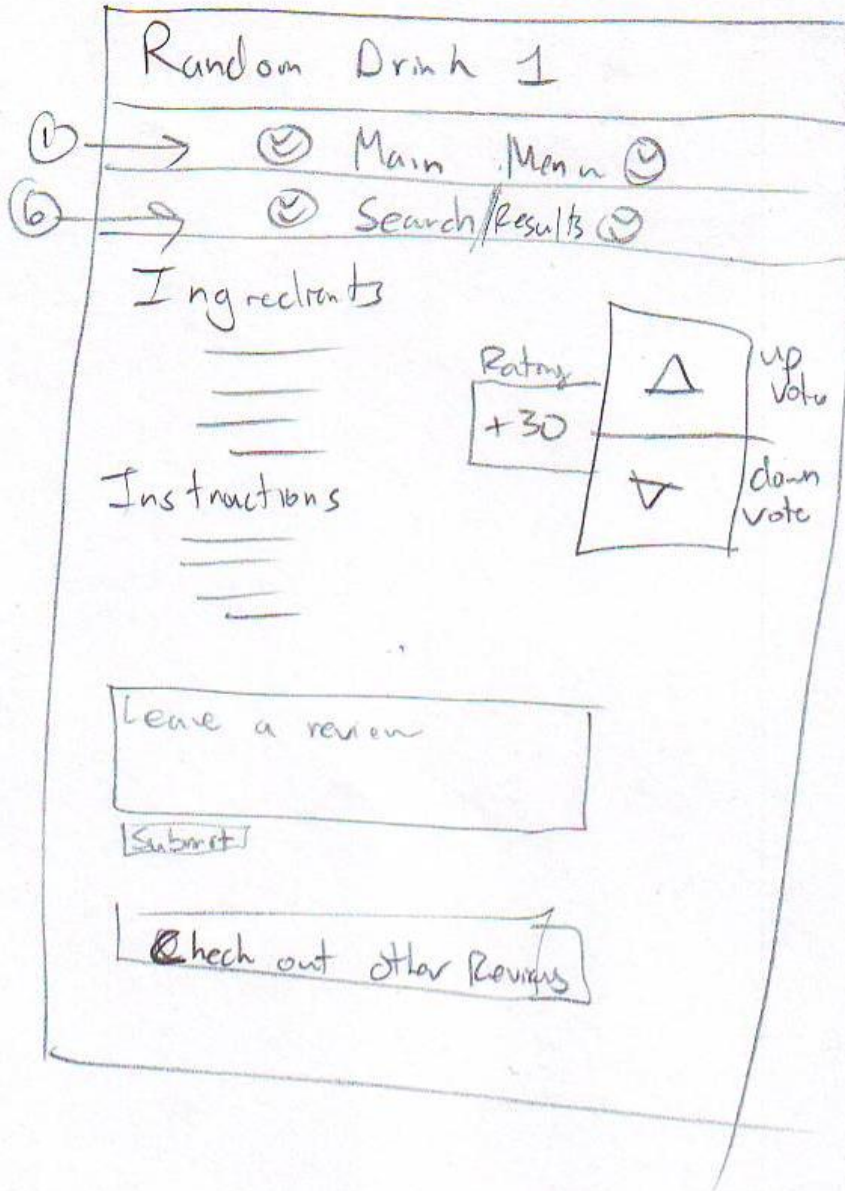
This page shows the user all of his selections and makes sure they are what he wants. He is also able to select and deselect choices, or even go back to the "all drinks" menu to add more drinks. Once he's sure of his choices, John clicks on "yes." This takes him to the suggestion page:

# S | Fat Charles suggests



This page displays all of the drinks that Fat Charles recommends based on the ingredients that were input. It sorts them by descending popularity. John clicks on the most popular drink and is taken to this page:

# 7 | Drink Page



This is the basic drink page. It will have the ingredients and instructions. It will also allow the user to leave a comment, rating, or view other comments.

When John comes back to Fat Charles a few weeks later he decides to have the same drink again and searches it by name:

## 6/ Find drink by Name

The wireframe shows a search interface with the following elements:

- Header: "Find drink by Name" with a "Find" label on the left and "Main Menu" with heart icons in the center.
- Search Input: A text box containing "Sci" and a search button with a magnifying glass icon and a circled number 7.
- Autocomplete List: A list of suggestions: "Screwdriver", "Scooter", "Scamper", and "Schooler".
- Keyboard: A section labeled "Keyboard" with three horizontal lines representing a keyboard.

This page simply has the user type the name and has an autocomplete to help the user type less. The search button will take the user to the drink page that they were looking for.

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On the main page there was the option of asking Fat Charles for help or helping Fat Charles. We've just covered how to ask for help from Fat Charles. If the user wants to help Fat Charles, the way it is done is

virtually the same process. The “comment/rating” button takes the user to the drink page. The “add a new drink” button asks the user what ingredients go into the drink by using the same design as the “find a drink by ingredient” button. The differences in these designs are trivial.

## **Analysis**

### **Learning**

The design is fairly learnable. There is a minimal amount of things on the screen which simplifies the learning for the user. Everything is labeled with as few words as possible to increase the speed at which they can decide on whether or not use that feature. The drag-downs all have affordances that show that they are draggable (they have arrows pointing in the direction they are to be dragged). If that affordance is not enough, texture will be added to show that the item can be grabbed. This design also incorporates images to allow the user to quickly see what they want.

### **Efficiency**

The user should be able to navigate through the application very quickly. This design allows for quick navigation around the pages by allowing the user to return to previous pages very easily (with drag-downs).

One problem with this design is that if the app gets lots of drinks in its database, the images of each drink may take up too much room and make the application extremely inefficient because it would take a long time to get to all of the drinks the user wants to add.

### **Safety**

The design provides a lot of safety. The user is always able to see where he came from and easily get back there with a drag down at the top of the screen, so he should never be worried going somewhere and being able to get back.

After selecting all of the drinks, the user is able to see a list of all of his choices, which minimizes errors. The user is also able to select and deselect his choices on that page