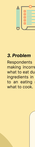
UI/UX RESEARCH & DESIGN

FLOWY

ABOUT PROJECT

A mobile app that will help you manage grocery lists, monitor progress, count calories, find recipes, and get inspired because people often forget to buy food on time and are reminded when it runs out. Also if they maintain their schedule through pop-up notifications on the phone, they can undoubtedly keep everything refreshed, and a proper schedule of recipes can help individuals' well being.



USER RESEARCH

To do complete research about the project I went through various steps and cycles before I began implementing the project that assisted me to figure out the principal needs of the user and make a top notch item. The various steps are incorporated here:

1. Interview & Observation
2. Generated Form
3. Problems
4. Solution
5. User Personas
6. Empathy map

1. Interview & Observation

I conducted around six interviews with individuals who work in the IT sector and a few students staying at a hostel to pursue their undergraduate degrees. I noticed that most of them had faced while arranging their eating plans, grocery lists for their house, and so on. I noticed people have various propensities and inspirations in their lives.

2. Generated Form

I generated a form which had question regarding which would be most ideal choice for kids mobile app or a paper list for keeping list of grocery items when to purchase next and in what quantity as well as keeping proper recipes and progress outline which makes simple to clean and eat regular. I distributed this form to various people to check on their reactions.

3. Problem

Respondents reported squandering food, making incorrect grocery lists, not knowing what to eat due to calorie ignorance, missing supermarket sales, and not knowing how to maintain an eating routine, and confusion about what to cook.

4. Solution

FLOWY is an app that saves time as it makes your own grocery list, manages products like what you have in the kitchen by informing you when to purchase next and in what quantity, inspires by discovering new recipes to cook, and screens calories and your advancement.

5. User Personas

6. Empathy Map

Pain (Before using app)

- Spend too much time to create new grocery list
- Feel frustrated when wasting apps to count progress
- Spend lot of money to eat outside
- Found expired meat and so throw it to trash
- No tool for an easy way to learn cooking
- Workout was finished and now wants to prepare lunch, open fridge and ingredients are missing
- Don't know the cooking products
- Wonders what to cook
- Choose to go with friends due to not knowing receipes
- At home saw expired products

Gain (After using app)

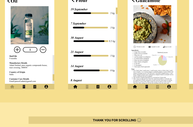
- Every ingredient are in the house and so can cook tasty food
- Stick to the diet without getting disturbed
- Everything is under control
- Well-cooked meal
- Save time in store as knows beforehand what to buy
- Workout was finished and eat healthy food
- Seach for receipe in app
- Get's inspired through app
- Starts to cook with proper planning
- Updated grocery list

USER FLOW

SKETCHES

WIREFRAME

PROTOTYPE



THANK YOU FOR SCROLLING