

# simmr

## Medium-Fidelity Prototype README

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[Link to Prototype](#)

### Prototype:

1. Open the provided Figma link.
2. Figma will automatically launch the interactive prototype in an **iPhone-sized frame**. No installation or account setup is required.
3. Use your trackpad/mouse to tap through screens as if navigating a real mobile app.
4. **Note:** The prototype currently includes **front-end interactions only** — no live backend, real data, or persistent state.

### Context & User Goals

Simmr is used **before and during the cooking experience**: from browsing through recipes and planning a group cooking session to interacting with voice AI while cooking. The current build enables users to:

- Browse and select a recipe
- Create a group cooking session
- View the ingredients in their pantry and a story log of previous cooking experiences
- Cook a recipe with voice AI alone or in kid mode
- Chat with AI to get a recipe recommended

### Design Tools:

We used Figma to create and test our medium-fidelity prototype because it enabled us to design, connect, and test interactive flows within a single tool. Figma made it easy to simulate mobile interactions directly on an iPhone frame. We also utilized Google Gemini to create visual assets

that enhanced the storytelling and aesthetics of our prototype, including cooking scenes, food images, and background visuals.

## Operating Instructions:

### Navigation Bar

- Explore (1st icon)
  - The explore button allows the user to quickly navigate back to the main recipe browsing page to explore available dishes.
- AI Chat (2nd icon)
  - This allows users to chat with AI to get a meal and story recommended. They can describe ingredients they already have, along with any dietary restrictions or special instructions.
- Story Log (3rd Icon)
  - This displays past stories users have completed. From here, they can choose to cook the same meal again or build a story book out of it.
- Friends (4th icon)
  - This button navigates to the *Cooking with Friends* screen where users can plan a group cooking session with friends and see upcoming and past events.
  - Users can also immediately start a group cooking session without scheduling.
- Pantry (5th icon)
  - This button opens the *Pantry* screen, where users can view and add ingredients they currently have. They can also edit dietary restrictions and profile settings using the settings icon in the top-right corner.

### Cooking a recipe alone while listening to a story

- You can begin on the explore page and start by pressing on the section labeled **Browse through recipes**.
- From there you can scroll to explore recipes, but for now click on **Creamy Chicken Pasta** to cook.
- You can scroll to explore the ingredients in the recipe first and when you are ready to begin cooking press on the **Start Cooking** button.
- Navigate through the simulated Voice AI narration using the buttons provided at the top of the screen until you finish the recipe and press **Done**.
- Now you can click **Done** and be returned to the explore page or you can click **Capture your dish** and take a photo of your completed recipe.

- If you decide to memorialize your recipe you will click the camera icon and finally press **Done** one last time and your completed recipe will appear in your story log.

### Creating a group cooking session

- You can begin creating a group cooking session by pressing the **Friends** icon in the navigation bar.
- Towards the top right part of the screen, there's a **plus button** that will allow the user to start the creation flow.
- Press **Next** to go through the flow of creating a group cooking session.
- When you get Step 2, choosing a recipe, press the Creamy Chicken Pasta image.
- Once you have your desired recipe press **Select Recipe** at the bottom of the screen.
- Now at Step 3 when you are satisfied with your group invitation press **Confirm and Send Invitations** at the bottom of your screen.
- On this page, you can also begin a group cooking session immediately without planning an event by pressing the **Start group cooking button**. All you need to do afterwards is select a recipe.
- You can also share the invite to a group cooking session with the **Share Invite button** and view who is coming with the **View RSVPs button**,

### Cooking a recipe with kids

- Begin on the explore page and scroll down to the section labeled **Cooking with kids** and press on that section.
- From there press on the recipe book for **Chocolate Lava Cake**.
- After that when you are on the recipe page scroll to explore all features and press on **Start Cooking** when you are ready.
- From here navigate through a voice AI-narrated recipe using the buttons in place of voice use for now.
- Once you have finished the voice AI narration press **Done**.
- Then you can click on the button **Capture your dish** to take a photo of your completed dish or you can click **Done** and exit back to the explore page.
- If you chose to take a photo of your dish click the **camera button** to take a photo and finally click **Done** and your completed dish will appear in your story log.

**Limitations:**

The prototype does not include a working backend, real AI model, or voice recognition. Voice guidance, reminders, and recipe recommendations are simulated using pre-written text. Only one preset user profile is available, and users cannot edit their personal information or save cooking progress. Contacts, invitations, and events shown in the app are also fake; they do not connect to real accounts or messaging systems. These limitations were necessary to keep testing focused on usability and engagement. By simplifying data handling, we were able to study how users interpreted voice cues, navigation, and storytelling without introducing technical errors or distractions.

**Wizard of Oz:**

Several interactive elements were simulated to make the experience feel complete. The voice AI appeared to respond to users, but all messages were pre-scripted. Recipe recommendations automatically appeared based on a mock user profile. Kid Mode used preset stories and visuals that mimicked adaptivity. Friend invites and reminders were shown as if they were real notifications, though they were manually triggered in Figma. These techniques helped us test how users reacted to the idea of responsive AI and collaboration features without requiring a real backend.

**Hard-coded items:**

Much of the prototype content was manually created. Recipes, storylines, and cooking steps were pre-loaded and identical for all users. The "Start Cooking," "Chat with Simmr," and "Capture Story" buttons triggered visual transitions only. User details such as profile name, dietary preferences, and photo were pre-filled. Visuals from Gemini were fixed assets rather than dynamically generated, and contacts, invitations, and events were mock data inserted for testing purposes. These simplifications did not prevent users from understanding the concept or goals of Simmr since the static design made responses predictable but also clarified which design elements users expected to be dynamic in future versions. Overall, the limitations helped the team refine navigation clarity, onboarding flow, and voice timing before investing in a functional build.