

# Interactive High-Fi Prototype

**Simmr.**

# Simmer.

## VALUE PROPOSITION

“The voice that turns every  
recipe into a story.”

# The Problem

- Cooking feels repetitive and isolating.
- Most recipe apps focus on efficiency, not enjoyment.
- Home cooks struggle to stay engaged or make cooking feel social and creative.

# Our Solution

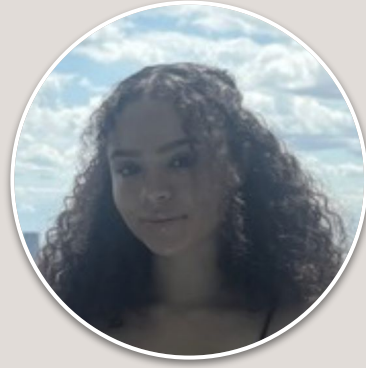
- **Simmr** turns cooking into a story.
- Voice-guided, story-driven recipes blend narration, music, and mini lessons.
- Transforms routine cooking into an interactive, social, and fun experience.

**Simmr.**

# Meet the team



**Jasleen S.**  
'26



**Mara B.**  
'26



**Jasmine T.**  
'26



**Jasmine A.**  
'26

# Presentation Outline

- Heuristic Evaluation Results
- Major UI and Product Revisions
- High-Fidelity Prototype Implementation Status
- High-Fidelity Prototype Demo

# Heuristic Evaluation results

# Heuristic Evaluation

Heuristic	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
H1: Visibility of System Status	0	0	1	2	1	4
H2: Match b/w System & World	0	2	4	3	0	9
H3: User Control & Freedom	0	0	3	4	1	8
H4: Consistency & Standards	0	3	3	5	2	13
H5: Error Prevention	2	0	0	2	2	4
H6: Recognition not Recall	0	0	1	2	1	4
H7: Flexibility & Efficiency of Use	1	0	6	3	1	11
H8: Aesthetic & Minimalist Design	1	0	2	0	1	4
H9: Help Users with Errors	1	0	1	2	0	4
H10: Help & Documentation	0	0	0	0	0	0
H11: Accessible Design	1	2	0	1		4
H12. Value Alignment & Inclusion	0	0	3	4		7
<b>Total Violations</b>	6	7	24	28		65

Total Violations:

72

# Summary of Results

- Severity 3-4: 37
- Severity 1-2: 31
- Severity 0: 6

## Most Violated Heuristics

**H4:**  
Consistency &  
Standards  
*13 violations*

**H7:**  
Flexibility &  
Efficiency of  
Use  
*11 violations*

# Simple Task Violations

## (Browsing recipes)

**Before:** Recipe book images use tiny unreadable text

**After:** Simple cover images with a photo and title

Before



After



# Simple Task Violations

**Before:** Lacks error prevention when taking a photo of dish

**After:** Camera flow allows a retake option so users can review, keep, or crop photos

Before



**Story summary:**

A cozy night in: breathing, slowing down, seasoning with intention. Today we cooked a delicious Creamy Chicken Pasta! You didn't just cook, you slowed down, breathed, and treated yourself with care. Small acts count. They always have.

After



**Retake Photo**

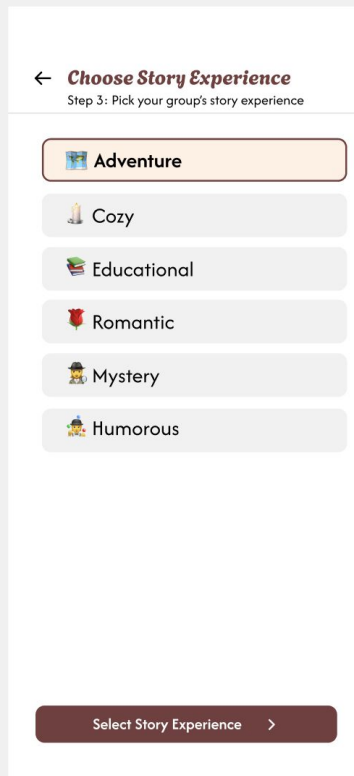
**Story summary:**

A cozy night in: breathing, slowing down, seasoning with intention. Today we cooked a delicious Creamy Chicken Pasta! You didn't just cook, you slowed down, breathed, and treated yourself with care. Small acts count. They always have.

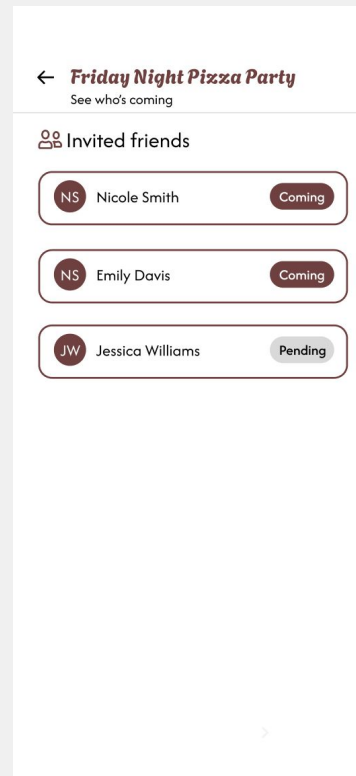
# Moderate Task Violations

## Our Revisions:

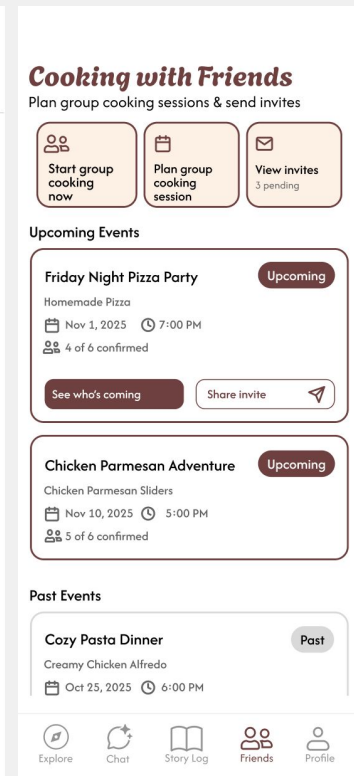
1. Users could not customize storytelling in the creation flow
  - Added a story selection step
2. “Invited” is used inconsistently
  - Use clearer terms for invited vs confirmed users
3. The plus button and “Start Group Cooking” are confusing
  - Simplify or combine them



(1)



(2)



(3)

# Complex Task Violations

## Our Revisions:

1. Kid recipes need safety cues
  - We added a hazard badge
2. Replace the “Hey family” greeting with something more inclusive
  - We replaced with: “Hello all”



Make sure an adult  
is here to help!

Next

(1)

Hey Family! Time to  
start cooking a yummy  
Chocolate Lava Cake!



Hello all! Time to start  
cooking a yummy  
Chocolate Lava Cake!

(2)

# High Severity Violations (All tasks)

- Recipes do not have allergen badges.
- Speech to text does not display what was heard.
- No hands-busy gesture options.
- Primary call-to-action buttons change location across screens.
- **Missing step progress and time remaining.**
- **No confirmation that a session saved to StoryLog.**
- Inconsistent navigation arrows.
- Voice UI does not show speaking or listening states.
- No narration speed control.
- No way to cancel a recipe mid-flow.

Working toward  
Usability Goals:  
UI and  
product revisions

# Usability Goals



## Usability Goal 1

Enhance Learnability & Ease of Navigation

- Our revised designs significantly reduce navigation friction and make core actions predictable and findable



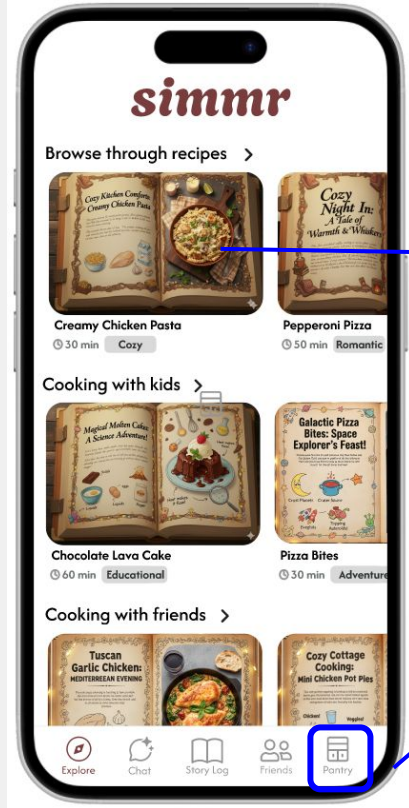
## Usability Goal 2

Increase Discovery & Emotional Enjoyment During Cooking

- Our revisions deepen the fun, emotion, and story-driven quality of Simmr's cooking experience.

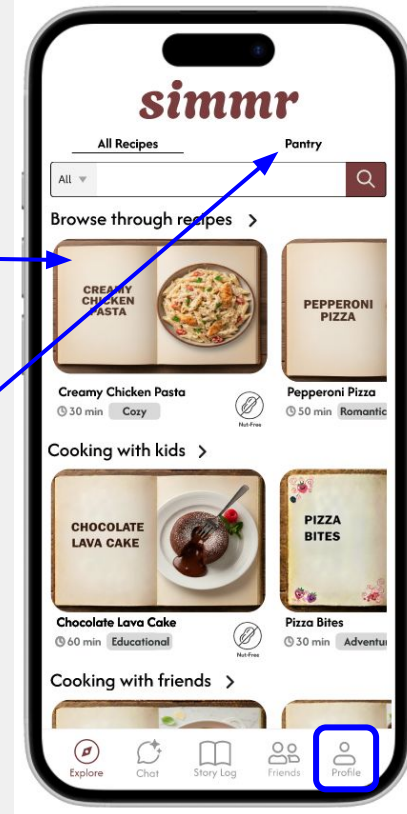
# Explore landing page

Before



New recipe images  
with larger text

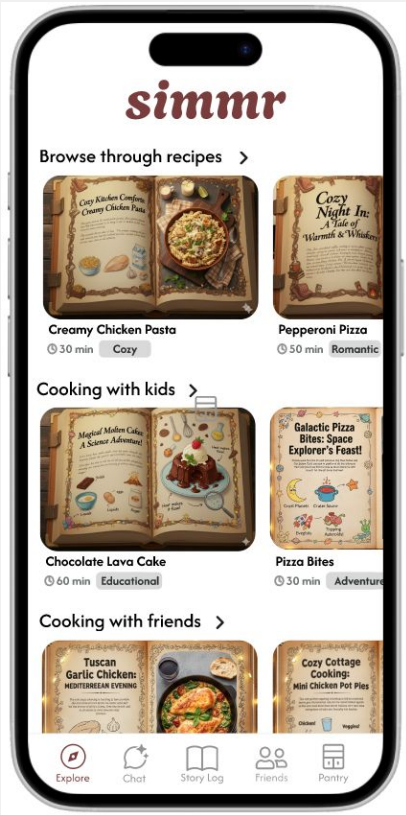
After



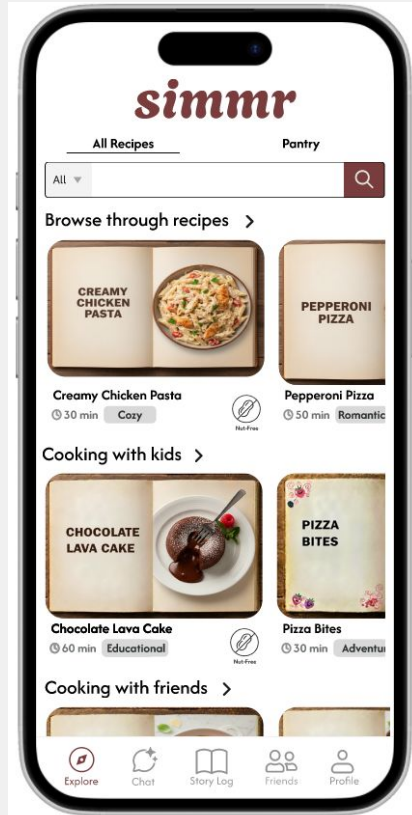
New top tabs  
with a pantry tab

Reverted back  
to profile

# Before



# After



## Rationale for the Change

- Moving the pantry tab to explore page and restoring the **Profile** button to nav bar improves discoverability for settings
- **Pantry** in a **top tab** on the main screen allows users to quickly switch between browsing recipes and managing ingredients

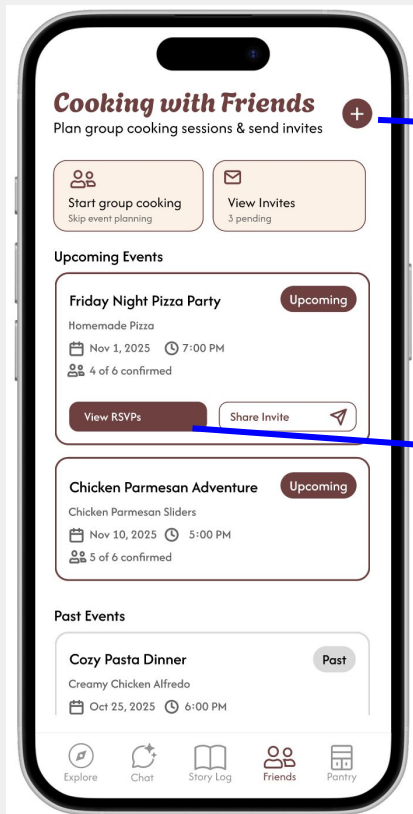
## Progress Toward Usability Goals and Design Values

- **Enhanced Learnability & Ease of Navigation:** Users access pantry and recipe functions **directly** from main screen
- **Discovery & Enjoyment:** Users explore recipes that are recommended based on ingredients they have

**Key Success Metrics:** Task Success Rate, Time to First Action, Navigation Error Rate

# Cooking with friends landing page

Before



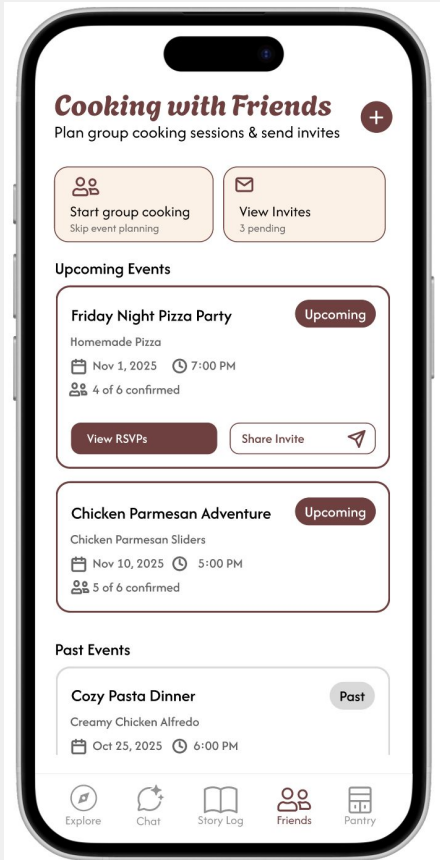
Changed the '+'  
button for clarity

Removed "RSVPs"  
wording to match  
other screens

After



# Before



# After



## Rationale for the Change

- The original “+” button lacked clarity, created friction in the “Cooking with Friends” task flow
- Replaced it with a **larger, labeled action button** (“Plan a group cooking session”)
  - Improves immediate comprehension
  - Aligns with core navigation patterns
- Updated “View RSVPs” to “See who’s coming”
  - Ensures terminology matches the rest of the app’s conversational style

## Progress Toward Usability Goals and Design Values

- **Enhanced Learnability & Ease of Navigation:** Reduces guesswork and navigation errors for users trying to create a session
- **Inclusivity:** Labels ensure all users, including those less familiar with event-planning terminology, understand how to participate

**Key Success Metrics:** Task success rate, engagement duration, NPS/user reported enjoyment

# Moderate Task: New Screen



## Rationale for the Change

- We want users to have **direct control over the story experience** when choosing the tone and style
- Resolves reported heuristic issues by improving visibility and strengthening flow consistency.

## Progress Toward Usability Goals and Design Values

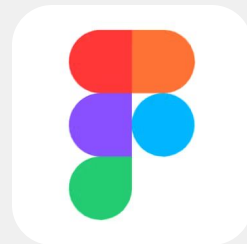
- **Enhanced Learnability & Navigation:** The new screen gives users a clear, predictable step in the session setup sequence
- **Increased Engagement & Emotional Enjoyment:** Allowing users to choose the story upfront improves personalization
- **Joyful Connection:** Friends can jointly choose the shared story experience they want, improving collaborative enjoyment

**Key Success Metrics:** User reported enjoyment, story selection rate, repeat session rate, engagement duration

# Prototype implementation status

# Framework & Tools

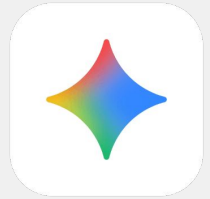
- **React Native** (frontend)
  - React Navigation
- **Expo Go**
- **Supabase** (database)
  - Tables to store recipes and user info
  - **Storage** to store images
  - **Authentication**
- **Figma** (design)
- **Github** (version control)



# AI Tools

## Google Gemini – Recipe Images

- Used to generate images of books and food.
- **Justification:** Ensured a consistent, high-quality, and visually cohesive look across the app without needing custom photoshoots.



## ChatGPT – Recipe Ingredients

- Assisted in generating recipe ingredient lists.
- **Justification:** Team members are not culinary experts; AI provided accurate, realistic, and diverse recipes efficiently.



## Figma Make – Visual Design

- Used for generating revisions based on heuristic feedback.
- **Justification:** Streamlined design iterations, allowing rapid prototyping and alignment with usability improvements.



# Implemented Features

## Simple Task Flow:

1. **Explore Landing Page** – Quickly discover recipes and stories.
2. **Browse Page** – Filter and search for recipes efficiently.
3. **Recipe Details** – View ingredients, recipe details, and launch cooking flow
4. **Voice AI Screens** – Hands-free interaction for cooking guidance.
5. **Story Summary / Capture Dish Screen** – Summary of cooking experience.
6. **Story Log** – Track your cooking history view your captured images.

# Unimplemented Features

## **Moderate Task Flow** (*Target: Thanksgiving break → Demo*)

- Complete all remaining screens
- Import contacts implementation
- Create cooking sessions
- View invites, RSVPs, etc.

## **Visuals for Cooking with Kids**

- Target completion: Beginning–Middle of Week 10

## **Voice AI Backend** (*Using OpenAI credits*)

- Target completion: Week 10 + finals week (CS 147L integration)

## **Chat AI**

- Frontend: Complete by Week 10
- Backend: Week 10 + Thanksgiving break

## **Profile Screen**

- Target completion: Beginning–Middle of Week 10

# Wizard of Oz Technique + Hardcoded Aspects

## Wizard of Oz Techniques:

- **Simulated Voice AI responses:** All recipe narration, step-by-step instructions, and “listening” states were simulated by the team rather than generated in real time
  - *Justification:* A functioning voice backend was outside the scope of the high-fi prototype timeline. This will be worked on in the coming weeks.
- **Simulated story personalization** (e.g., tone of narration, references to group cooking)
  - *Justification:* Generating dynamic story scripts is something we will work on in the coming weeks

## Hardcoded Aspects:

- **Story Log entries** are all pre-loaded, static images
  - *Justification:* We do not have real users or real session data yet
- **Kid-friendly icons, hazard badges, and progression indicators** were placed statically
  - *Justification:* Dynamic state management (e.g., hazard detection, kid-safety steps) requires backend reasoning

# Plan for Finishing

## ROADMAP

*simmr*

11/16-11/21

11/21-12/5

12/5-12/12

### Deliverables

#### Onboarding & Navigation:

- New-user onboarding, account / preferences setup, nav bar.

#### Simple Task – Solo Cooking & Story Log

- Landing page → browse recipes → update Pantry → get recipe from AI chat → cook with Simmr voice AI → update Story Log.

#### Moderate Task – Cooking With Friends

- Create group session → set invites → share link → view RSVPs → group voice-AI cooking.

#### Complex Task – Cooking With Kids

- Kid-friendly recipe selection → kid mode UI → voice-AI narration → capture dish → log story.

#### System & Polish

- Auth (Supabase), ChatGPT API, react-native-voice, animations, splash screen + icon, README / setup instructions, testing & type-safety.

		Build Onboarding	
		Build functioning nav bar and tabs stack	
	Pantry + Story Log Pages		
	Landing & Chat Screen		
	Cooking with Voice AI (Simple)		
		Group Session Setup	
		Group cooking screens	
		Cooking with kids recipe selection	
		Kid(s) with adult(s) cooking screens	Remove fake data (use openAI credits)
	Implement Auth flow		Final polish
		Splash Screen, Icons, & Animations	Implement peer feedback and Submit!

# Plan for Finishing pt. 2:

## 1. Issues/Questions:

- a. Integrating Voice AI for the cooking flow (how to listen, store, and respond to what the user is saying)

## 2. Split of Remaining Work:

- a. Jasmine A.: Chat screen, Integrating AI
- b. Jasmine T.: Integrating AI, Moderate Task Flow
- c. Jasleen S.: Profile and Complex Task Flow
- d. Mara B.: Moderate Task Flow, Visuals for cooking with kids

# Prototype Demo

7:56



***simmr***

Sign up

Login

# Appendix

# Rationale for Level 3 + 4 Violations Not Addressed

- **Unclear what the visibility is when sharing a picture.** - We thought it was pretty self explanatory that if you took a picture within the app it would stay on your phone in the story log unless you explicitly tried to share it elsewhere.
- **Finish immediately, end session with no option to undo or resume the action.** - User does not understand the functionality of the app. Once you choose to end a recipe you are saying you are done. You can use the back and undo features throughout the entire recipe process.
- **No take photo later entry point from story log** - This feature is meant to capture in the moment photos after following a recipe not for taking pictures after the fact.
- **No exit/undo for accidental starts** - We have already implemented a back button (an 'x' in the top left corner) so this didn't make sense
- **After pressing "Start group cooking" in the friends tab, a page shows up that looks like the "explore" page where you can browse different recipes. The flow after the "Start group cooking" and the "explore" page is different and inconsistent** - we used the same explore screens, we changed the header/button names depending on what the user is doing: starting right away vs not.
- **The recipes on the "explore" page are not clickable** - We just haven't fully implemented every story. The recipe that was meant to be used was clickable so this wasn't applicable.

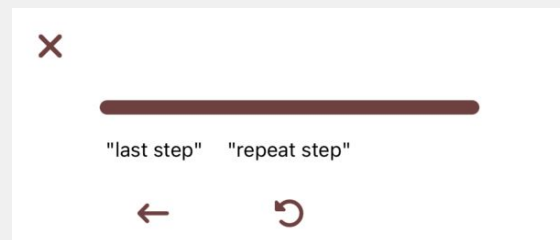
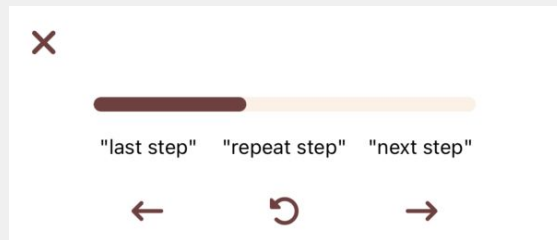
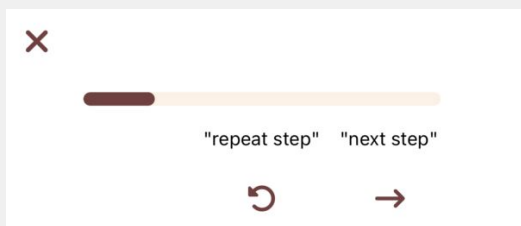
# Rationale for Level 3 + 4 Violations Not Addressed

- **There are no options to help with "cooking" errors** - There is no way for our app to know if you messed up unless you utilize the voice ai and ask for help with a step.
- **Chat with AI feature doesn't adjust to fit the specific needs of entertaining children when entered from the "cooking with kids" page** - We thought this was beyond the scope of the app. You can always tell the AI you want to cook with kids so it can adjust the prompts itself.
- **AI assistant is not inclusive for children beyond the first two steps** - The AI assistant will be inclusive once actually implemented however this was figma and we did not include the full scope of the voice AI.
- **Cannot navigate to all story log pages from one another even though all pages are built out** - We weren't sure what this meant because you can navigate through the story log using the buttons at the top of the page.
- **No narration audio preview on recipe details** - We thought this would add too much clutter on a mobile device.
- **Start button is always enabled, even when ingredients not available** - We are not forcing users to input every ingredient
- **App emphasizes a narrative-based approach to cooking to make things more fun, but the "story" reads more like quotes from a self-help book** - This was all AI-generated and used as an example. Other stories would have different themes and would be based on the users choice.

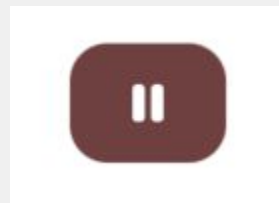
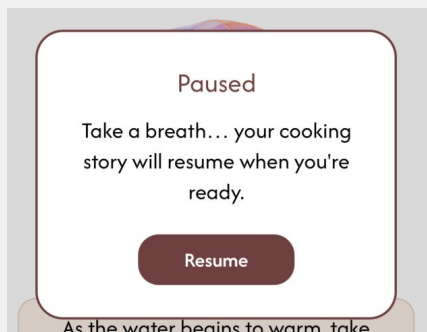
# Level 1 + 2 UI Revisions

1. The "Next Step" button is in a different position for the first step and all of the rest of the steps.
2. The "X" close button is aligned a bit differently in almost each of the screens in the recipe.
3. No pause/mute buttons.

(1/2)



(3)



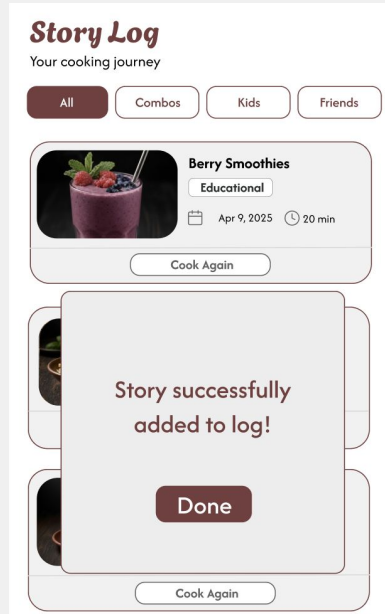
# Level 1 + 2 UI Revisions

1. The ingredient progress bar uses very low contrast between the " ingredients you have" part of the progress bar to the full bar color, making it difficult for users with low vision to read the percentage or understand their ingredient status.
2. No visible status of picture upload after finishing capture.
3. The home screen of recipes mostly displays only Western cuisine recipes without visible indicators of dietary accommodations or foods of other cultures.

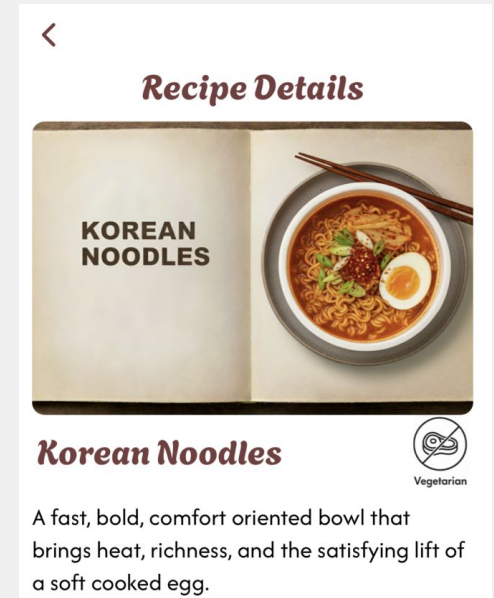
(1)



(2)

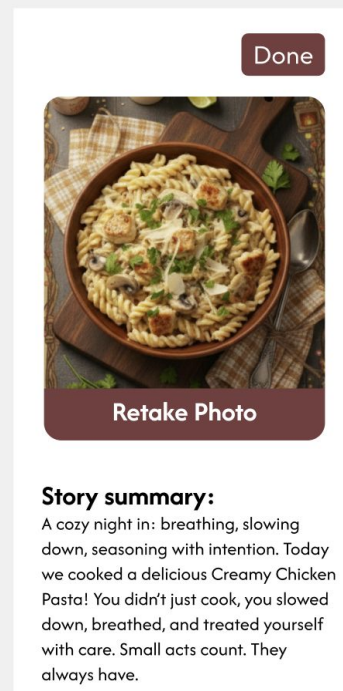
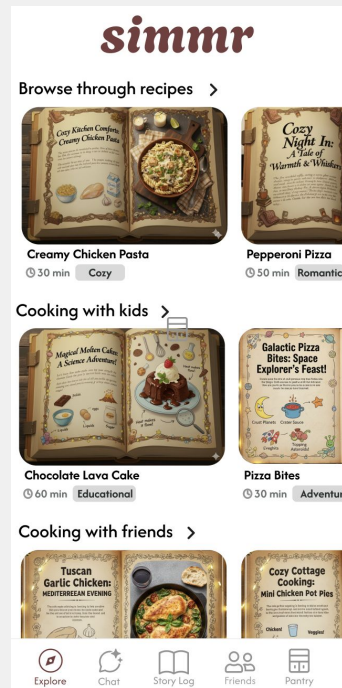


(3)



# Simple Task Violations

- Recipe book images use tiny unreadable text. Switch to simple cover images with a photo and title.
- Camera flow needs a review step so users can retake, keep, or crop photos.
- Recipe steps should include measurements so users do not have to recall them.



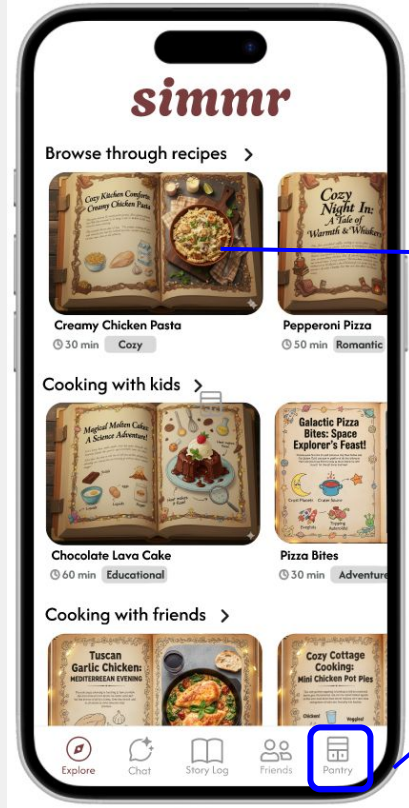
## Story summary:

A cozy night in: breathing, slowing down, seasoning with intention. Today we cooked a delicious Creamy Chicken Pasta! You didn't just cook, you slowed down, breathed, and treated yourself with care. Small acts count. They always have.

“Pour in your **heavy cream (1 cup)** and stir gently.”

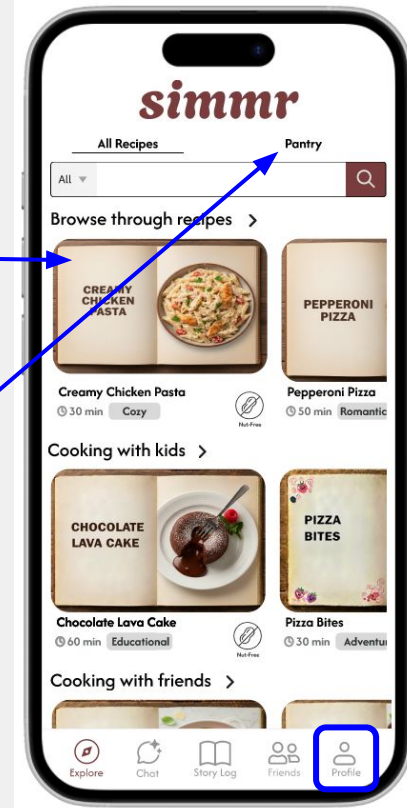
# Explore landing page

Before



New recipe images with larger text

After



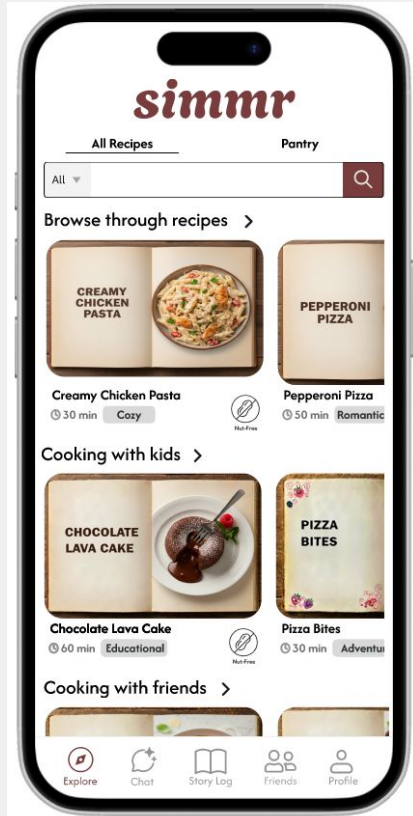
New top tabs with a pantry tab

Reverted back to profile

# Before



# After



## Rationale for the Change

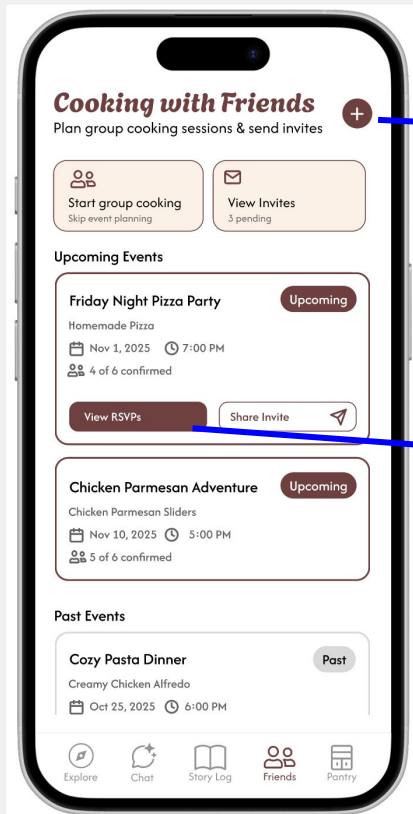
- Moving the Pantry out of the bottom tab navigator and restoring the Profile button improves discoverability for settings and personal info.
- Placing Pantry in a top tab on the main screen allows users to quickly switch between browsing recipes and managing ingredients, aligning with feedback that users rarely navigate to Profile for settings.
- Combines the user's desire for exploration with the practical need to edit ingredients, supporting both discovery and everyday cooking decisions.

## Progress Toward Usability Goals and Design Values

- **Enhanced Learnability & Ease of Navigation:** Users can now access pantry and recipe functions directly from the main screen without unnecessary navigation.
- **Inclusivity:** Centralizing pantry and profile options ensures all users, regardless of tech comfort or cooking style, can efficiently manage their ingredients and dietary preferences.
- **Discovery:** Keeping exploration front and center encourages users to browse recipes while simultaneously considering what ingredients they have, supporting experimentation and practical planning.

# Cooking with friends landing page

Before



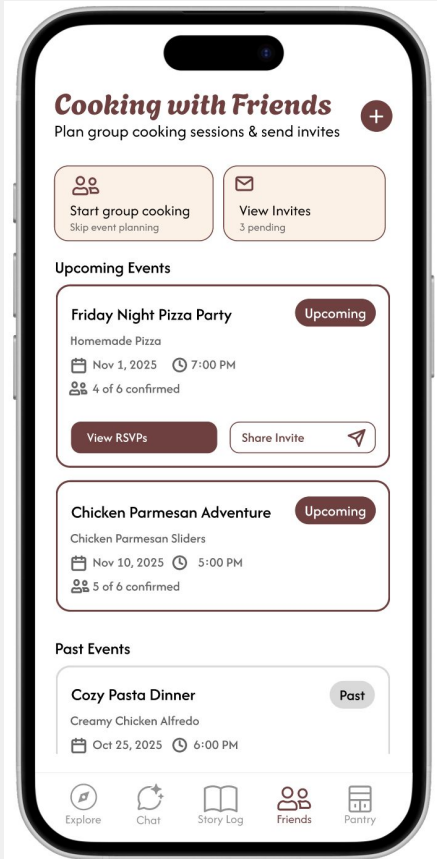
Changed the '+' button for clarity

Removed "RSVPs" wording to match other screens

After



# Before



# After



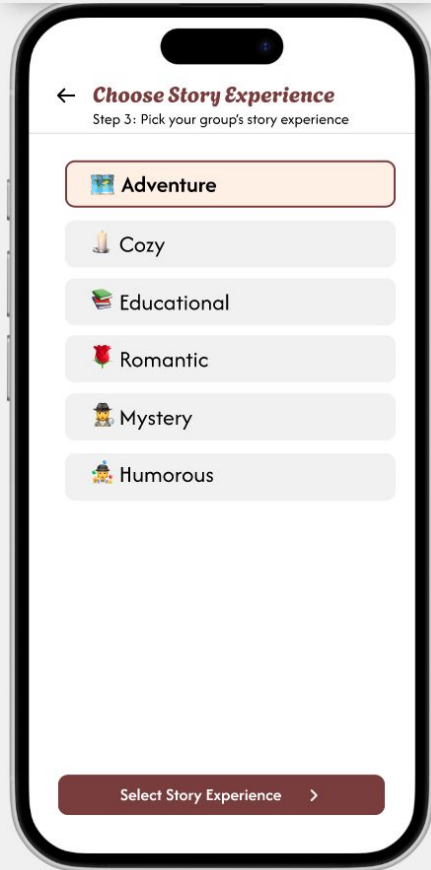
## Rationale for the Change

- The original “+” button lacked clarity, creating friction around initiating a group cooking session. Replacing it with a **larger, labeled action button** (“Plan a group cooking session”) improves immediate comprehension and aligns with core navigation patterns.
- Updating “View RSVPs” → “See who’s coming” ensures terminology matches the rest of the app’s conversational style and addresses the heuristic feedback .

## Progress Toward Usability Goals and Design Values

- **Enhanced Learnability & Ease of Navigation:** Users can now instantly recognize where to create a session, reducing guesswork and navigation errors. The clearer RSVP label also improves scannability and minimizes cognitive load.
- **Inclusivity:** Descriptive labels ensure all users, including those less familiar with event-planning terminology, understand how to participate.
- **Discovery:** By surfacing the group cooking entry point more prominently, users are encouraged to explore collaborative features they might otherwise overlook.

# Moderate Task: New Screen



## Rationale for the Change

- We wanted users, especially when cooking with friends, to have **direct control over the story experience**, choosing the tone and style they want before the session begins.
- This resolves prior heuristic issues by improving visibility, reducing mismatched expectations, and strengthening flow consistency.

## Progress Toward Usability Goals and Design Values

- **Enhanced Learnability & Navigation:** The new screen gives users a clear, predictable step in the setup sequence, reducing ambiguity and navigation detours.
- **Increased Engagement & Emotional Enjoyment:** Allowing users to choose the story upfront heightens anticipation and personalization, improving emotional resonance during the cooking session.
- **Joyful Connection:** Friends can intentionally choose the shared story experience they want, fostering deeper collaborative enjoyment.