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Thread: [Cooking / Recipes Application Design](#)

AvessoVision - June 14, 2017, 7:54 am

I have made this back in 2016, when I used to have a lot more time browsing through trends and designs.

Haven't had the time lately to do any wireframes of new ideas, but I would love to. That's the best part of it; The sketch, the idea you want it to be.

I am posting this for those who are having the artist block. Get the refresh you need, inspire yourself if needed.

The idea behind it was an app that lets people share and post their own recipes. I did not put it through a more advanced stage because I went over to other projects back then. This should be outdated by now I guess.

Miniatures - June 14, 2017, 8:39 am

This is actually pretty cool! Good job man!

Ryuuji Takasu - June 14, 2017, 9:58 am

The color fade on the login, banner and play button makes it look all out of place.

It still looks nice but I would rather see a solid color then anything else.

As for the rest of the UI its clean, you have oversight what you are doing.

Only thing bothering me truly so far is the menu button top left should be a little bit smaller and more to the left I feel.

Also... you should put this through development really, its a cool idea and useful for students or young people who are moving out and have no idea what they are doing.

AvessoVision - June 14, 2017, 10:27 am

(Jun 14, 2017 08:39 AM)Miniatures Wrote: [\[CITE\]](#) This is actually pretty cool! Good job man! Thank you mate.

(Jun 14, 2017 09:58 AM)Ryuuji Takasu2 Wrote: [\[CITE\]](#) The color fade on the login, banner and play button makes it look all out of place.

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Thank you,

I've used a gradient on those elements. A flat color could work as well. Menu adjustments and such can be done very quickly.

I can envision things very easily since I like doing my wireframes on paper, and can add or remove anything there is. It's much easier to put everything into perspective, rather than working your way through every element as you go and build the design into Photoshop for example.

This is a very old project, which is discontinued.

I might come up with something new in a couple of days as I really miss working them.

Miniatures - June 14, 2017, 11:08 am

(Jun 14, 2017 10:27 AM)AvessoVision Wrote: [\[CITE\]](#) This is a very old project, which is discontinued. I might come up with something new in a couple of days as I really miss working them. No problem! That a shame :(Would love to see what you come up with next.

jzmedia - June 14, 2017, 11:09 am

Looks really good, you have a talent.

AvessoVision - June 14, 2017, 12:24 pm

(Jun 14, 2017 11:08 AM)Miniatures Wrote: [\[CITE\]](#) No problem! That a shame :(Would love to see what you come up with next.

It's no biggie. The design itself is outdated. I have seen better things lately that I would like to try myself.

(Jun 14, 2017 11:09 AM)jzmedia Wrote: [\[CITE\]](#) Looks really good, you have a talent. Thank you mate.

Rivalry - June 14, 2017, 2:25 pm

Sizing is whacky and inconsistent across the piece; it seems like nothing is quite the right size to fit ('X' in first screen is too large, menu/header at top of second screen is too large, etc). The most problematic way this manifests itself is in the text, which is much too small and cramped. The big advantage of an app is its scrollability, so don't be afraid to use some screen real estate on your copy. The third screen is a particularly noticeable example of this; I get that you're trying to fit all your cool ideas onto one screenshot, but just give yourself more room to work with and make more screens.

Aside from that, there are small things I'd change. First screen's background should be dimmer/overlayed with some sort of colour to help your page elements stand out better (the grey text in particular is hard to read, and you had to use an ugly thick grey stroke on the input fields to help them stand out). There's no need for a 'Sign in' title at the top of this screen - it's clear that this is what the screen is for, and it says it in the much more prominent CTA below anyway. Your order of elements in the third screen is a bit confusing to me and there's a lot going on there - as a user, I'd find that screen difficult to process and quite overwhelming: what does the app want me to do first? Watch the video? Like? Read the text? Press the '+' button? Pay attention to the user's profile? Check out the comments and feedback from other users? Help!

That's all negative stuff because I know you value that kind of CnC - generally this is a really solid piece. Gradients are used nicely, and though I have issues with your type's size, the font choice is good. Overall it's good work, and I'm sure you've improved a lot since then - would love to see some fresh UI/UX stuff from you :)

AvessoVision - June 14, 2017, 11:10 pm

(Jun 14, 2017 02:25 PM)Rivalry Wrote: [\[CITE\]](#) - - -

I know exactly what you mean. Back then I handled a lot more web-design projects rather than going straight to a mobile app. I did a lot of responsive design that was needed, but nothing actually prepared me for.

I like being self-taught. I just look at people's designs and I catch the vibe right after. I am aware of the small font and the disproportions.

I have been looking at the finished images for quite a while and noticed almost everything you've said.

It's just I wanted to share it as it is, due to the fact that it's old and the design itself feels outdated and I did not want to retouch anything on it. But you're completely right.

I need to simplify my thoughts and put a lot more screens to work, rather than straight adding all my ideas into a few.

Cheers and I appreciate the honest and constructive criticism.

SupChanse - June 15, 2017, 1:39 pm

Looks very nice actually.

KINGMO77 - June 17, 2017, 11:32 am

idk about its pretty good