CHAPTER 4 IMPLEMENTATION OF USER INTERFACE DESIGN

A. Implementation Design

Wireframe and design that have been made then realized in the form of mockup application. The following is the result of the application design.

1. Logo

In the logo, there is a book illustration symbolizing knowledge, and small mushroom illustration above the letter o → ó I get the Idea from Chinese character tone (Chinese: 蘑菇 ; pinyin: Mógū) the meaning is mushroom.

2. Color

The color used tends to color that is not conspicuous because on the smartphone itself the color used is also added to the exposure of light from the smartphone itself. The color used is the color of teal and white so it gives a simple look, and minimalist, for the background of the text box, is still using the color of teal just made more soft to give the gradation of color and text can be read.

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Teal

<table>
<thead>
<tr>
<th>R</th>
<th>G</th>
<th>B</th>
<th>#</th>
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<tbody>
<tr>
<td>0</td>
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White

<table>
<thead>
<tr>
<th>R</th>
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<tr>
<td>225</td>
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<td>0</td>
<td>FFFFFF</td>
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</table>

Opacity: 50%
3. Pattern

I get an idea from the traditional house carving "big house" from West Sumatra. The big house has approximately 50 different carvings because almost all sides are filled with carvings, and each carving has a different meaning.[8] The carvings I took were water spinning, the curving represent symbolizes the dynamic life and do not despair.

Figure 34 Color
Source by Personal Documentation

Figure 36 Big House
Source by Google

Figure 37 Carving Big House
Source by Google

Figure 35 Carving Water Spinning Of A Big House Vector
Source by Personal Documentation

http://digilib.mercubuana.ac.id/
4. Typography

The fonts used in the app are the lora and roboto fonts. Choose the font lora because lora type font minimalist strong focus, have size relative/contrast to be made headings text because lora font which is easy to remember and read.

Figure 38 Motif Carving is the motif carving that I use as a pattern in the application

Source by Personal Documentation

Figure 39 Lora Font

Source by Google

Figure 40 Roboto Font

Source by Google
B. User Interface Implementation

This section describes the interface that has been developed on a mockup of mushroom application. All the menus of interface design can run as expected at design time.

1. Main Interface/ Splash

The first will show when you open this app.

![Main Interface](http://digilib.mercubuana.ac.id/)

2. Sign In/ Sign Up

On this interface, there are Facebook fields, Google fields, Sign Up with email fields. A user can authorize log in with Facebook or Google account. can be seen in figure 42.
3. Sign Up

On this interface, there are Profile picture fields, name fields, field fields, e-mail fields, password fields. Users have to fill all the data. After filling the data, click the login button to get an account. The data will be stored in the database. The user interface can be seen in Figure 43.
4. Log In

On this interface after user register, user can login as well as verify that the data user fill is appropriate and you are already registered. The page can be seen in Figure 44.

![Log In](image)

Figure 44 Log In
Source by Personal Documentation

5. Home

On this interface, a user can see the popular food and you can also search for the food you want to cook. The page you can be seen in Figure 45.
6. Menu

On this interface, a user can choose the menu about the mushroom, recipes, shopping, favorite, and an article. When the user clicks that menu, information will show up. Page you can be seen in Figure 46.

![Menu](http://digilib.mercubuana.ac.id/)

a. Profile

On this interface of profile, a user can see the profile or edit profile, and a user can write their recipes and save in favorite. Page you can be seen in Figure 47.

![Profile](http://digilib.mercubuana.ac.id/)
b. Mushroom

On this interface of mushroom, a user can search for mushroom what they do not know and also can favorite(saved) mushroom. and in the page mushroom user choose available information name of mushroom, general information, a location of mushroom, a market for buy mushroom, and the price. Page you can be seen in Figure 48 and 49.
1) Edible Mushroom

![Figure 48 Edible Mushroom](http://digilib.mercubuana.ac.id/)

Source by Personal Documentation

2) Inedible Mushroom

![Figure 49 Inedible Mushroom](http://digilib.mercubuana.ac.id/)

Source by Personal Documentation
c. Recipes

On this interface of Recipes, a user can search for recipes. A user will get information recipes of food want to cooking, like the ingredients and instruction for cooking. In ingredient have buttons " + " that function for add ingredient user do not have and want to buy to the shopping list. And a user can share their dish by clicking the cooksnap button and can leave comments on the recipes of other users he or she reads. Page you can be seen in Figure 50.

![Recipes Interface](http://digilib.mercubuana.ac.id/)

Figure 50 Recipes
Source by Personal Documentation

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d. Shopping

On this interface of Shopping, a user can get reminder material for cooking theirs have. In this page, you can read notes your shopping list and you can put how many you want to buy. If the user fills location home they will get recommendation market near their home for shopping. Page you can be seen in Figure 51.
e. Favorite

On this interface of favorite, a user can read again what a user favorite (saved). Page you can be seen in Figure 52.
f. Article

On this interface of the article, a user gets information around mushroom, like what is mushroom, how to distinguish edible and inedible mushrooms and interesting fact of mushroom. The page you can be seen in Figure 53.
7. Notification

On this interface of notification, a user gets notifications things related to the user, so user not lagging information. can be seen in Figure 54.

Figure 54 Notification
Source by Personal Documentation

C. Target User

The target user for this application is Teenagers, parents, mountain climber, mushroom lovers. residing in the territory of Indonesia.