Phase 1: Requirements Planning

❖ **Identify Key Features:**

 ✓ Navigation (Home, Product Categories, Product Details, Cart, Checkout, Order Confirmation, Order History)

 ✓ User actions (Browsing, Searching, Adding to Cart, Checkout, Tracking Orders)

❖ **Create a Requirements Document:**

➢ **features and functionalities :**

 ✓ **User Registration and Authentication:**

  o Allow customers to register via email or social login and authenticate their identity.

  o Password recovery and account management.

  o Guest checkout option for quick orders without sign-up.

 ✓ **Menu and Item Management:**

  o Display restaurant menus with categorized food items.

  o Provide item details, including descriptions, prices, and images.

  o Allow users to filter menu items by type, cuisine, and dietary restrictions.

 ✓ **Order Placement and Tracking:**

  o Customers can place orders, select delivery addresses, and choose payment methods.

  o Real-time order tracking for customers (from kitchen to delivery).

  o Estimated delivery time and push notifications for order updates.

➢ **Document user stories and use cases.**

1) **User Stories:**

 ✓ **As a customer, I want to browse restaurant menus**
    So that I can choose from a variety of food options based on my preferences.

- ✓ **As a customer, I want to track my order**
  So that I can know when to expect my food and track its progress in real-time.

- ✓ **As a customer, I want to pay securely**
  So that I can complete my order without worrying about payment security

2) **Use Cases:**

- ✓ **Use Case: Placing an Order**
  Primary Actor: Customer
  Goal: To place an order and receive it within the expected delivery time.
  Flow of Events:

  - o Customer browses menu and selects food items.

  - o Customer provides delivery address and payment details.

  - o Order is confirmed, and delivery is scheduled.

- ✓ **Use Case: Real-Time Order Tracking**
  Primary Actor: Customer
  Goal: To track the status of the order from preparation to delivery.
  Flow of Events:

  - o Customer views real-time tracking on the app.

  - o Customer is notified of order status changes (e.g., cooking, on the way).

- ✓ **Use Case: Payment Process**
  Primary Actor: Customer
  Goal: To securely pay for the order.
  Flow of Events:

  - o Customer selects a payment method (credit card, PayPal, etc.).

  - o Payment is processed securely, and order is confirmed.

HOME PAGE
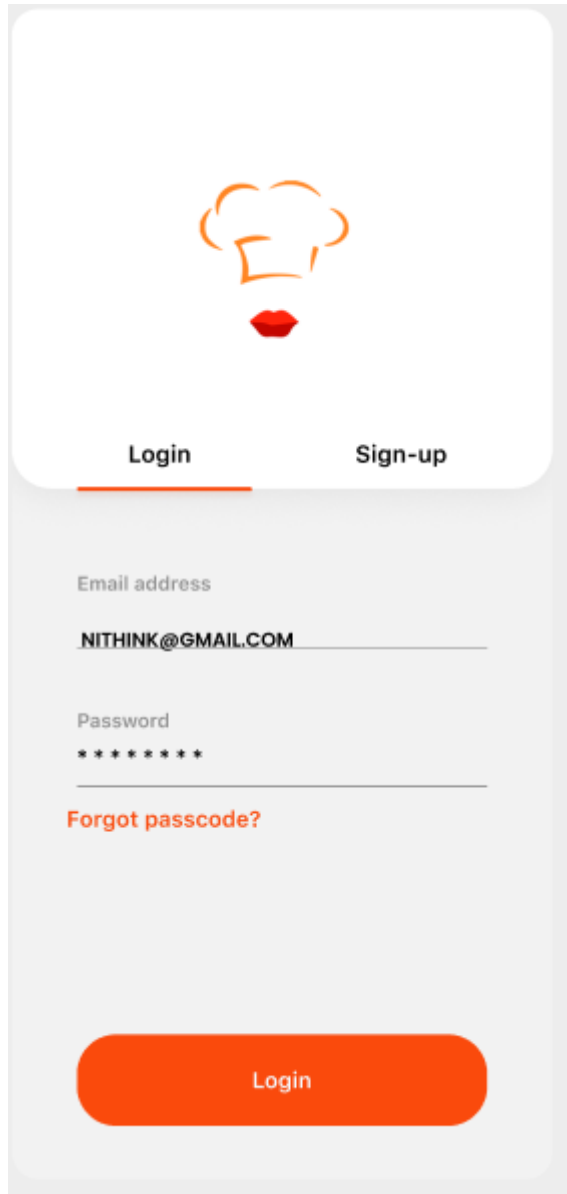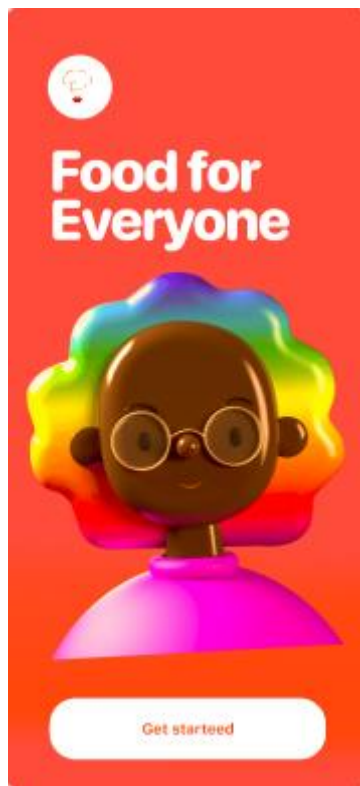
OLD DESIGN   CORRECTED DESIGN
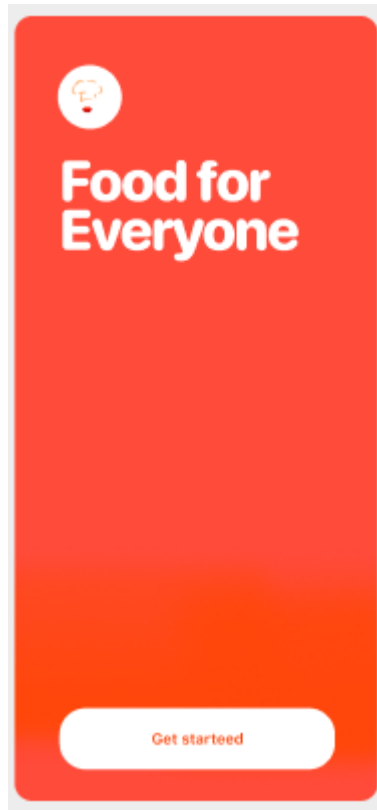
This is the Home page of my Food service app

CUSTOMER SUGGESTION: The customer has suggested to remove the image in this page, to improve the app's ui with good look and simple
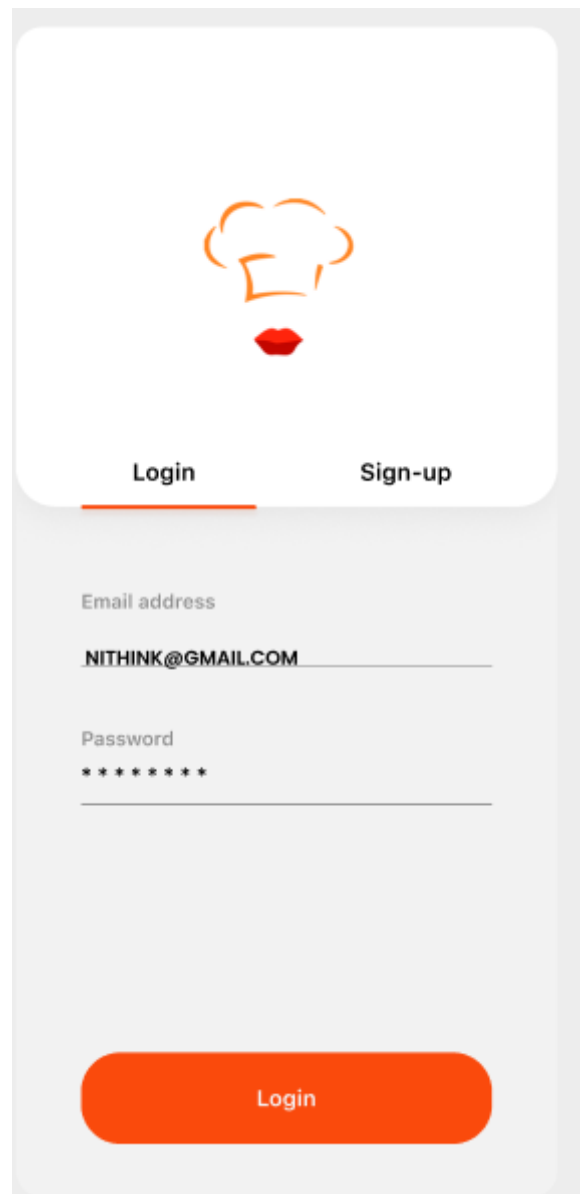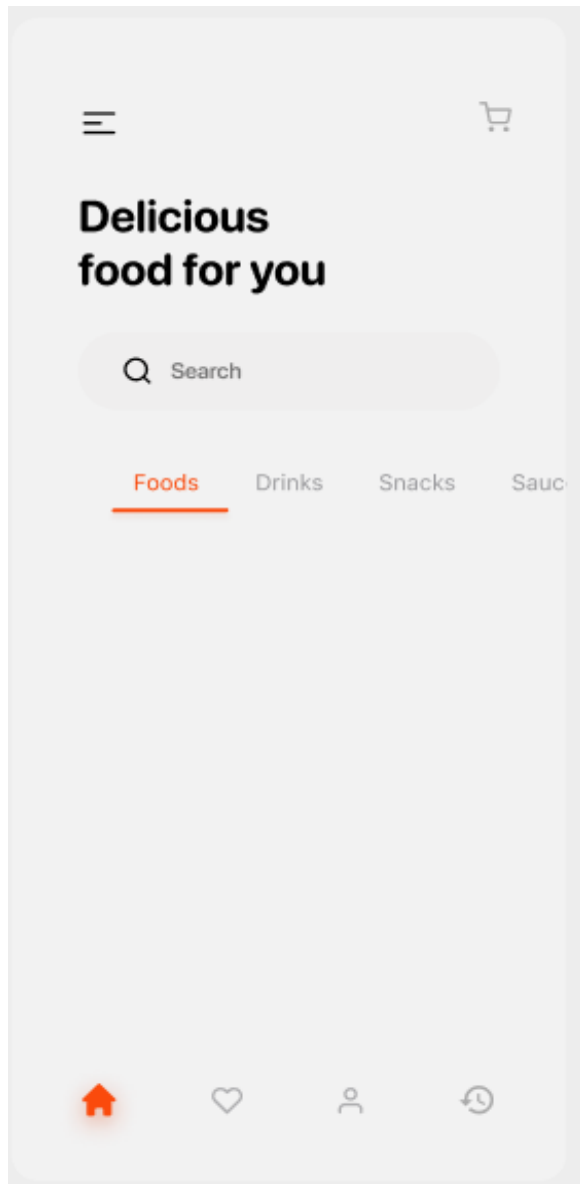
LOGIN PAGE

CHANGED DESIGN

OLD DESIGN

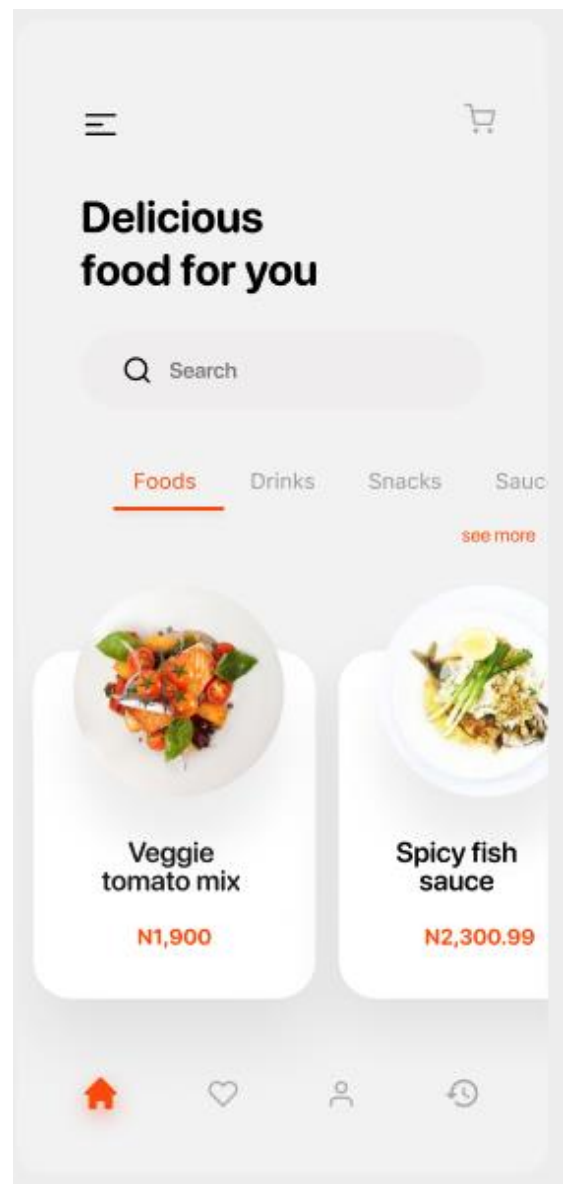**This is the Login page of my Food service app**

CUSTOMER SUGGESION:

CUSTOMER HAS SUGGESTED TO ADD THE OPTION CALLED FORGOT PASSWORD TO CHANGE THEIR NEW PASSWORD EASILY IF THEY FOGOT IT.

FOOD CATEGORIES
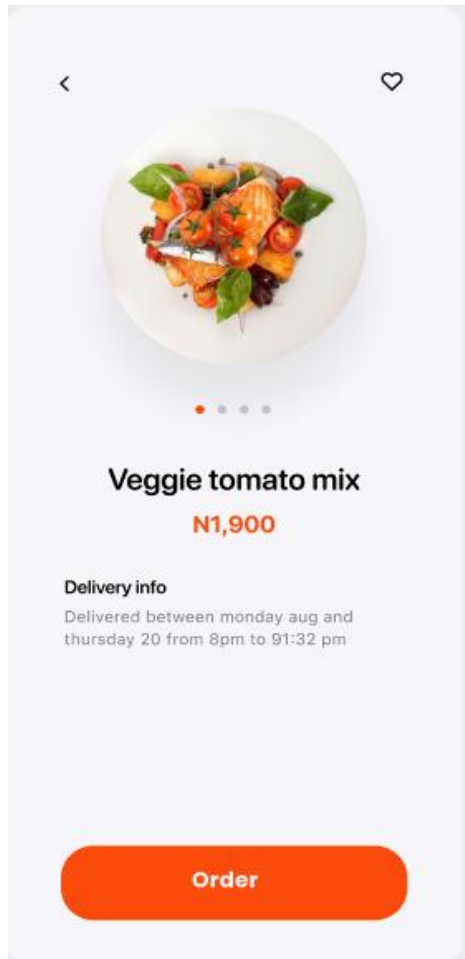
OLD DESIGN

CHANGED DESIGN

THIS IS THE FOOD CATEGORIES AND SEARCH PAGE
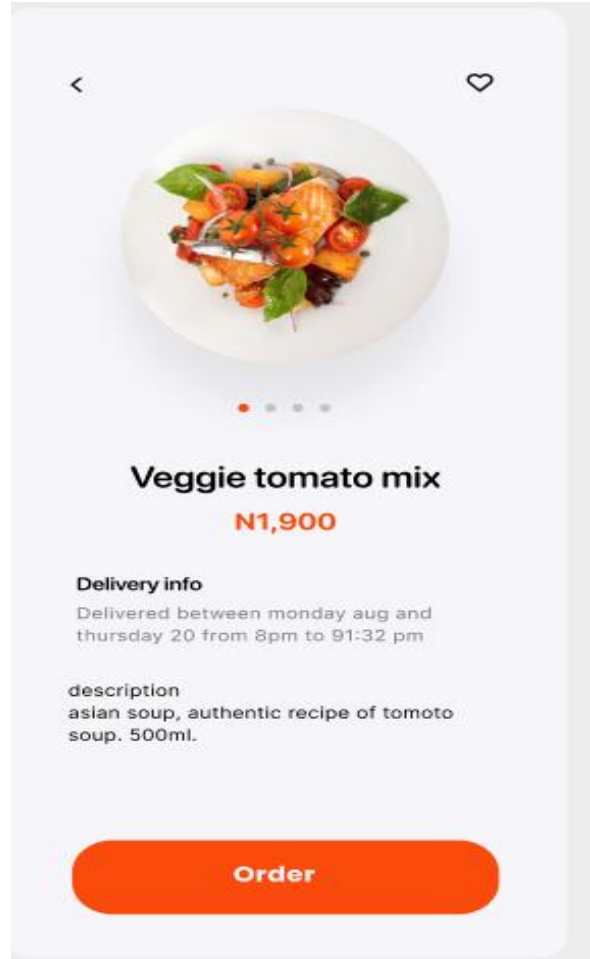
CUSTOMER SUGGESTIONS:

CUSTOMER HAS SUGGESTED TO ADD SOME FOOD SUGGESTIONS ACCORDING TO THE OPTIONS IN THE SEARCH PAGE

FOOD DESCRIPTION PAGE

OLD DESIGN   CHANGED DESIGN

CUSTOMER SUGGESTION:

IN THIS PAGE, THE CUSTOMER HAS SUGGESTED TO ADD THE DESCRIPTION OF THR FOOD, TO ENHANCE THE CLARITY OF THE FOOD.

Phase 2: User Design

1. Install and Launch Axure RP:

○ Download and install Axure RP from Axure's official website.

○ Launch the application.

2. Create a New Project:

○ Go to File -> New to create a new project.

○ Name the project (e.g., "Shopping App Interface").

3. Create Wireframes:

○ Use the widget library to drag and drop elements onto the canvas.

○ Design wireframes for each screen:

■ Home Page

■ Product Categories

■ Product Listings

■ Product Details

■ Cart

■ Checkout

■ Order Confirmation

■ Order History

4. Add Interactions:

○ Select an element (e.g., button) and go to the Properties panel.

○ Click on Interactions and choose an interaction (e.g., OnClick).

○ Define the action (e.g., navigate to another screen).

5. Create Masters:

○ Create reusable components (e.g., headers, footers) using Masters.

○ Drag and drop masters onto the wireframes.

6. Add Annotations:

○ Add notes to describe each element's purpose and functionality.

○ Use the Notes panel to add detailed annotations.

Phase 3: Construction

1. Develop Interactive Prototypes:

○ Convert wireframes into interactive prototypes by adding interactions and transitions.

○ Use dynamic panels to create interactive elements (e.g., carousels, pop-ups).

2. Test and Iterate:

○ Preview the prototype using the Preview button.

○ Gather feedback from users and stakeholders.

○ Make necessary adjustments based on feedback.

Phase 4: Cutover

1. Finalize and Export:

○ Finalize the design and interactions.

○ Export the prototype as an HTML file or share it via Axure Cloud.

2. User Training and Support:

○ Conduct training sessions to familiarize users with the new interface.

○ Provide documentation and support for any issues.

PROTOTYPE LINK

https://www.figma.com/proto/N12W3iDF0BdnkUst4RlTBC/Food-delivery-app-Ui-kit--Community-?node-id=0-1&t=ky4FSsbSD9voIUj2-1