

# **RAJALAKSHMI ENGINEERING COLLEGE**

**RAJALAKSHMI NAGAR, THANDALAM – 602 105**



**RAJALAKSHMI  
ENGINEERING COLLEGE**

**CS23A34  
USER INTERFACE AND DESIGN LAB**

**Laboratory Observation NoteBook**

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## **Create storyboards to represent the user flow for a mobile app (e.g., food delivery app) using OpenBoard**

### **Aim:**

The aim is to map out the user flow for a mobile app (e.g., a food delivery app), storyboards will be designed using OpenBoard.

### **Procedure:**

#### **Step 1: Define the User Flow**

1. Identify Key Screens:
  - List the main screens your app will have (e.g., Home, Menu, Cart, Checkout, Order Confirmation).
2. Map the User Journey:
  - Understand the typical user journey through these screens (e.g., browsing menu, adding items to cart, checking out).

#### **Step 2: Create Storyboards Using OpenBoard**

1. Install OpenBoard:
  - Download and install OpenBoard from the official website.
2. Create a New Document:
  - Open OpenBoard and create a new document.
3. Add Frames for Each Screen:
  - Use the drawing tools to create frames representing each key screen of your app.
4. Sketch Each Screen:
  - Use the pen or shape tools to draw basic elements for each screen.
  - Focus on major UI components like buttons, text fields, and icons.
5. Organize the Flow:

- Arrange the frames in a sequence that represents the user journey.
- Use arrows or lines to show navigation paths between screens.

## **Example Screens for Food Delivery App**

### **1. Home Screen:**

- Search bar for finding restaurants
- Categories for different cuisines

### **2. Menu Screen:**

- List of food items with images, names, and prices
- Add to Cart buttons

### **3. Cart Screen:**

- Items added to the cart with quantity and total price
- Checkout button

### **4. Checkout Screen:**

- Delivery address form
- Payment options
- Place Order button


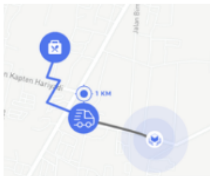
### **5. Order Confirmation Screen:**

- Order summary
- Estimated delivery time

## Output :

HOME	MENU	CHECKOUT
<p>MY FOOD ! Welcome Back Sree!</p> <div>SEARCH&gt;&gt;&gt;&gt;</div> <p>&gt; Plae 1 4.1* &gt;Place 2 3.9* &gt;place 3 4.3*</p> <p>MENU []</p>	<p>&lt; Home</p> <p>Meals - 1 +</p> <p>Chicken Fry - 2 +</p> <p>Ice Cream - 2 +</p> <p>Milkshake - 1 +</p> <p>Proceed to Pay</p>	<p>Add your Address : NO. 332, Street name , Area, Pincode</p> <p>Choose your Payment method: &gt; Credit Card &gt;Debit Card &gt;UPI &gt;COD &gt;POD</p> <p>CONFIRM ORDER</p>

ORDER CONFIRMATION	ORDER TRACKING
<p>ORDER CONFIRMED !</p>  <p>ESTIMATED DELIVERY TIME = 37 mins</p>	<p>Arriving in 30 minutes !</p>  <p>ENJOY YOUR FOOD !</p>

## Result:

Hence the implementation to is to map out the user flow for a mobile app (e.g., a food delivery app), storyboards will be designed using OpenBoard has been successfully studied and executed.