# **Excercise 8b**

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

#### AIM:

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

#### **PROCEDURE:**

Tool Link: https://openboard.ch/download.en.html

## **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:

o 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:

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

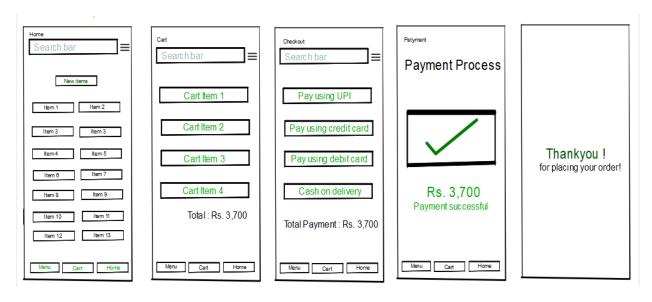
#### 4. Checkout Screen:

- o Delivery address form
- o Payment options
- Place Order button

# 5. Order Confirmation Screen:

- Order summary
- o Estimated delivery time

### **OUTPUT:**



#### **RESULT:**

Thus, user flow for a mobile app is designed using OpenBoard.