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| Functioneel Ontwerp |
| 06-02-2025 version 1 |
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# Beschrijving van werking van onderdelen van je product

* + Welke onderdelen zijn er?
  + Wat is het doel van de onderdelen?
  + Hoe werken de onderdelen? (nog geen technische details)
* Touchscreen interface - Allows customers to interact with the kiosk and place their orders.
* Order management system - Manages and sends orders to the kitchen for preparation.
* Payment gateway - Handles the secure processing of customer payments.
* Receipt printer - Provides customers with a printed receipt for their order.
* Order pickup notification system - Alerts customers when their order is ready for pickup.
* Kiosk hardware (computer, sensors and components) - Supports and powers all the software and physical elements of the kiosk.

Usability (gebruiksvriendelijkheid)

* + Welke ideeën zijn er bedacht voor een gebruiksvriendelijke beleving van het eindproduct?
* Accessibility button
* Language button
* Large buttons
* Large Images
* Large Tekst
* Clear Payment Process
* Customizable Order Process
* Clear Menu Layout

Doelgroeponderzoek

* + Welke doelgroep gaat het eindproduct gebruiken?
  + Wat zijn de kenmerken van deze doelgroep?
* Young Adults (18-35 years old)
* Health-Conscious Individuals
* Busy Professionals
* International Tourists
* Eco-Conscious Consumers

### Summary:

The target audience is primarily young adults, health-conscious individuals, busy professionals, tourists, and eco-conscious consumers, all seeking quick, customizable, and healthy dining experiences.

Wireframes

* + Werk wireframes uit van onderdelen van het eindproduct

**Plaats hier wireframes**

Use Case Scenario’s

* + Werk voor de verschillende gebruikersrollen use case scenario’s uit.
* **1. Customer Use Case: Placing an Order**
* **Goal**: Customer places an order through the kiosk.
* **Steps**:
* Customer selects language and browses the menu.
* Customizes the order and adds it to the cart.
* Proceeds to payment, selects payment method, and confirms.
* Receives order confirmation and a printed receipt.
* Waits for pickup notification.
* **Exceptions**: Payment failure prompts retry or alternative method.
* **2. Staff Use Case: Order Management**
* **Goal**: Staff processes the order for preparation.
* **Steps**:
* Staff receives order notification.
* Reviews and prepares the order.
* Marks it as ready for pickup.
* Customer is notified when the order is ready.
* **Exceptions**: Issues with ingredients or order errors require adjustments.
* **3. Payment Gateway Use Case**
* **Goal**: Securely process customer payment.
* **Steps**:
* Customer proceeds to payment page.
* Selects payment method and confirms.
* Payment is processed and confirmed.
* Order is sent to the kitchen.
* **Exceptions**: Payment failure prompts retry or alternative payment method.