To create a user persona for a delivery service app similar to Swissy, which helps users retrieve forgotten items (like wallets or purses), here's a possible persona:

### **User Persona: Emma Johnson**

• Age: 30

• Occupation: Marketing Manager

Location: New York, NY
Income: \$85,000/year
Family: Single, no children
Tech Savvy Level: High

• **Devices**: iPhone, MacBook, and Apple Watch

### Background:

Emma is a busy marketing manager who often travels for work. With a fast-paced lifestyle, she occasionally forgets important items like her wallet, phone, or documents when rushing to meetings, the airport, or different events. Emma frequently uses apps and online services to make her life more convenient, including food delivery, ride-hailing, and time-management apps.

#### Goals:

- Retrieve forgotten items quickly: Emma needs a reliable service that can deliver important personal items to her as quickly as possible, especially in time-sensitive situations like catching a flight.
- Convenience and trust: She values convenience and prefers apps that make it easy to order, track, and receive deliveries, while trusting that her items will be safe during transport.
- **Time-saving**: Emma looks for services that help her save time so she can focus on her work and personal tasks.

### **Frustrations (Pain Points):**

- **Unreliable services**: Emma dislikes services that are late or unresponsive, especially in urgent scenarios.
- Lack of trust: She worries about handing over valuable or personal items like her wallet or purse to strangers.

• Lack of availability in all locations: Sometimes, delivery services aren't available in certain areas, such as airports or unfamiliar cities when she's traveling.

#### **Motivations:**

- **Efficiency**: Emma wants a solution that helps her get items delivered to her quickly and without hassle.
- **Peace of mind**: Knowing that she can retrieve her forgotten items without having to turn back gives her relief, especially in tight schedules.
- **Security**: Emma values the security of her belongings, so she is more likely to use a service that ensures safe delivery.

### **Preferred App Features:**

- **Real-time tracking**: Emma prefers to see where her item is and how long the delivery will take.
- **Fast delivery options**: She wants the option for express or priority delivery, especially for urgent needs.
- **Verified delivery personnel**: For Emma, knowing the delivery person is trustworthy and verified by the app is essential.
- **In-app communication**: Easy communication with the delivery person through the app provides reassurance.
- **Airport support**: Emma appreciates services that are available at airports or high-traffic locations, making it easy for her to receive her items before her flight.

# User Persona: Priya Sharma

Age: 21

• Occupation: College Student (Third Year, Computer Science)

• Location: Chennai, India

• **Income**: ₹15,000/month (part-time tutoring job)

• Tech Savvy Level: High

• **Devices**: Android phone, Laptop

### **Background:**

Priya is a third-year Computer Science student at a reputed university in Chennai. She juggles between her academics, part-time tutoring, and extracurricular activities, which often leaves her with a tight and fast-paced schedule. In the rush of attending classes, studying, and managing her social life, she occasionally forgets important items like her wallet, ID card, or charger when heading to campus or other important places.

### Goals:

- Quick retrieval of forgotten items: Priya often finds herself in situations where she's
  forgotten something important, like her wallet or student ID, and needs it delivered
  quickly.
- **Avoid disruptions to her schedule**: She prefers not to waste time going back to retrieve items herself, as it affects her study or activity plans.
- **Easy and affordable service**: As a student, Priya is budget-conscious and looks for affordable services.

## Frustrations (Pain Points):

- **Wasting time**: Going back to retrieve a forgotten item can cost her valuable time, especially during exam periods or when she's attending important events.
- Inconvenience of asking friends: Priya doesn't want to bother her friends or family to deliver things when she's forgotten them, and prefers to use a professional service instead.
- Lack of trust in local services: She worries about the safety of handing over personal items to unknown people without any tracking or security.

### **Motivations:**

- **Convenience**: Priya wants a service that is easy to use and saves her from the hassle of going back to retrieve items.
- **Reliability**: She values services that are dependable, ensuring her items will arrive quickly and safely.
- **Security**: Knowing her personal belongings, such as her wallet or phone, are in safe hands is a key motivator for using a service.

### **Preferred App Features:**

- Fast delivery at a student-friendly price: Priya needs quick, affordable delivery options to suit her budget as a student.
- **Real-time tracking**: She wants to track her item's location to ensure timely delivery.
- **Verified delivery personnel**: Priya feels more comfortable knowing the person delivering her items is verified and reliable.
- **In-app notifications**: Timely notifications about delivery status and ETA are important to her so she can plan accordingly.
- **Student discounts**: Special offers or discounts for students would be a strong incentive for Priya to use the service frequently.

This persona helps guide the app's features and user experience toward college students like Priya, focusing on speed, affordability, and security.

A **user persona** is a fictional character created to represent a target audience for a product or service. For an app like Swiisy, a persona like "Priya Sharma" is crucial for several reasons:

## 1. Understanding User Needs:

By creating a persona like Priya, you can better understand the specific needs, goals, and challenges faced by college students. For example:

- Priya values quick and affordable delivery because she's a busy student on a budget.
- She may **frequently forget items** like her student ID, which she needs urgently to access campus facilities.

This understanding helps prioritize features that directly solve these problems.

# 2. Product Development:

Personas guide product teams in developing features that cater to real user needs. For Priya, you would prioritize:

- Fast delivery options to ensure students can get their forgotten items on time.
- Affordable pricing or student discounts, addressing her budget constraints.
- Real-time tracking so she can plan around the delivery time while in class or on campus.

## 3. User-Centered Design:

Designers can use personas to create a user interface (UI) that resonates with the target audience. For instance:

- The app could have a **simple and intuitive design** that a busy student like Priya can navigate easily.
- Notifications could be designed to be **non-intrusive** but informative, ensuring she stays updated without being distracted from her studies.

## 4. Marketing and Communication:

The marketing team can craft messages that speak directly to Priya's needs. For example:

- Advertisements or promotions could focus on the app's reliability and speed, showing
  how it helps students retrieve important items without disrupting their schedule.
- **Social media campaigns** could target college students with relatable scenarios, like forgetting a wallet or charger before a big event or exam.

### 5. Prioritization of Features:

Product managers can use personas to prioritize features. Priya's persona emphasizes:

- Security of personal belongings through verified delivery personnel.
- Tracking and transparency to give her peace of mind.
- **Discounted or tiered pricing** to make the service accessible to students.

## 6. Improving User Experience (UX):

By focusing on a persona like Priya, the app can be tailored to enhance the overall user experience for college students:

- **In-app communication features**: Priya might want to chat with the delivery person, ensuring smooth coordination when she's on campus.
- **Push notifications**: These can remind users of important deadlines or help them track deliveries in real-time without disrupting their day.

# 7. Building Empathy:

Personas help everyone on the team—developers, designers, marketers, and stakeholders—understand and empathize with the target users. This builds a user-centered culture where all decisions are made with Priya's experience in mind.

In summary, a user persona like Priya Sharma ensures that the app is **designed**, **developed**, **and marketed** in a way that aligns with the actual needs and expectations of the target users, resulting in a better, more successful product.

To determine the **pricing model** for a delivery app like Swiisy, you'll need to follow a structured approach, considering multiple factors such as costs, market demand, competition, and user expectations. Here's a step-by-step **framework** for developing a pricing strategy for a delivery app:

## 1. Cost-Based Pricing:

Start by calculating all the costs involved in delivering a service. These include:

## Operational Costs:

- Delivery personnel wages
- Vehicle expenses (fuel, maintenance)
- Insurance for delivery items
- Customer service and support

#### Platform Costs:

- App development and maintenance
- Server hosting and infrastructure
- Marketing and advertising expenses

### Overhead Costs:

- Office space (if applicable)
- Administrative staff

After calculating the total costs, decide on the margin you want to earn. This will help you set a **base price** for your service.

## 2. Market-Based Pricing:

Next, analyze your competition and their pricing. Delivery apps typically use various models like:

- Flat fee per delivery: A fixed charge for every delivery, regardless of distance or item.
- **Distance-based pricing**: Pricing based on the delivery distance, where farther locations incur higher fees.
- **Time-based pricing**: Charging more for urgent deliveries or deliveries during high-traffic hours.

Check out the pricing structures of similar apps like:

- UberEats, Zomato, or Swiggy for food delivery
- Dunzo or GoPuff for item delivery
- Swiisy-like apps that deliver personal items.

Identify where your app fits in the market and decide whether you want to price higher (premium service) or lower (affordable for students or budget-conscious users like Priya).

## 3. Value-Based Pricing:

Understand how much value your app provides to the target audience, then price it accordingly. If your app provides **speed**, **reliability**, **and convenience**, users might be willing to pay a premium.

For example, if your app ensures **fast retrieval of urgent items** like wallets or important documents, users may pay more for faster, more reliable service.

You can have different tiers like:

- Standard Delivery: Slower, more affordable deliveries for less urgent requests.
- **Express Delivery**: Fast, premium deliveries with higher pricing.
- Subscription Plan: Monthly or annual membership offering discounts or unlimited deliveries for frequent users like college students.

## 4. Dynamic Pricing Model:

This model adjusts prices based on real-time factors like demand, delivery location, and delivery time. It's commonly used by ride-hailing apps like Uber. Your delivery app can adopt:

- Surge pricing during peak times (e.g., rush hours, weekends, holidays).
- **Discounted pricing** during off-peak times to encourage more usage.

Dynamic pricing can make your app more **flexible** and responsive to user needs.

# 5. Freemium Model + In-App Purchases:

Consider offering a **freemium version** where basic delivery services are free or discounted but offer **in-app purchases** for premium features like:

- Express or same-day deliveries
- Insured or verified deliveries for valuable items
- Priority customer service

This model attracts users who may try the basic service first and then pay for upgrades.

# 6. Subscription Pricing:

This model is ideal for frequent users. You can offer different levels of subscription based on usage:

- Monthly subscription: Users pay a fixed amount monthly for free or discounted deliveries.
- **Pay-per-use subscription**: Pay a small fee for every delivery, but the price is lower than standard users.

## 7. Tiered Pricing for Specific Target Groups:

Since you want to target users like **students** and other user segments, consider offering **special pricing** for certain groups:

- **Student Discounts**: Special pricing or discounts to attract users like Priya, offering cheaper delivery fees for students.
- Corporate Plans: Offer discounted bulk delivery options for businesses or professionals.

# 8. Format for Presenting Pricing:

Here's a suggested format to structure the pricing plan:

## **Pricing Table Format Example:**

Service Type	Price	Features Included	Target Audience
Standard Delivery	₹100 (up to 5 km)	Delivery within 2-3 hours	General users (students, budget-conscious)
Express Delivery	₹200 (up to 5 km)	Delivery within 1 hour	Urgent users (professionals, travelers)
Long Distance Delivery	₹100 + ₹10 per additional km	Flexible time, real-time tracking	Long-distance users
Subscription (Monthly)	₹500/month	Unlimited standard deliveries, 10% off express	Frequent users (students, professionals)
Surge Pricing (peak hours)	Standard + 20%	Faster delivery during peak demand	Peak-time users (airport travelers, etc.)

# 9. Test & Optimize:

Start by launching with a price and **test** user responses. Gather feedback to see if users find it affordable or too expensive, and optimize pricing based on user behavior, app adoption rates, and competition.

This approach will give you a strong foundation to create a **profitable and competitive pricing model** for your delivery app.

For a **2 km distance** delivery, here's how you can structure the pricing using various models:

## **Example Pricing Models for 2 km Distance:**

- 1. Flat Fee Model:
  - o **Price**: ₹50 per delivery (fixed for all distances within 5 km).
  - **Features**: Standard delivery with a fixed rate for short distances.
- 2. Distance-Based Pricing:
  - o Base Rate: ₹30 for the first 1 km.
  - Additional Rate: ₹10 per additional km.
  - Total Price for 2 km:
    - 1st km: ₹302nd km: ₹10Total: ₹40.
- 3. Express Delivery (Premium Pricing):
  - o **Price**: ₹100 for a 2 km delivery.
  - o **Features**: Delivery within 30-45 minutes (higher due to speed).
- 4. Subscription Model (Discounted for Subscribers):
  - o Price for Non-Subscribers: ₹40.
  - Price for Subscribers: ₹30 (10% off regular price).
  - Features: Monthly subscribers get discounted rates on all deliveries.
- 5. **Dynamic Pricing**:
  - Base Price: ₹40 for 2 km during normal hours.
  - Surge Pricing (During Peak Hours): ₹50 (extra 25% for peak demand).

# **Pricing Table Example for 2 km Distance:**

Service Type	Price for 2 km	Features
Standard Delivery	₹50	Delivery within 1-2 hours

Express Delivery	₹100	Fast delivery within 30-45 minutes
Subscriber Discount	₹30	Discounted rate for subscribers
Surge Pricing (Peak)	₹50	Higher price due to peak demand (20% up)

## **Key Factors:**

- **User Convenience**: ₹40-₹50 could be standard for most users, while express or urgent deliveries (₹100) cater to those in immediate need.
- **Subscription Model**: Offering students and frequent users a discount (e.g., ₹30) could make it more attractive.
- **Surge Pricing**: Use this during peak hours or demand, adjusting by 20-25%.

This approach gives you flexibility to set competitive and fair pricing based on distance and delivery urgency.

### ChatGPT

Designing a user interface (UI) for a delivery app requires focusing on simplicity, ease of use, and accessibility, especially for features like **distance-based pricing**. Here's a basic structure for the app's UI with important screens and elements.

# **Key UI Screens for the Delivery App:**

## 1. Home Screen / Dashboard

This is the first screen users see when they open the app.

### • Features:

- Search Bar: "Where do you need your item delivered?"
- Quick Links: Buttons for common actions like "New Delivery" or "Track Order."
- Current Location: Auto-detected or selectable for delivery location.
- Profile: User's profile icon with access to account settings.
- Offers/Discounts Banner: Display any current offers, like student discounts.

## 2. Delivery Request Screen

This screen is where users enter delivery details.

#### Features:

- Pickup Location: Map input (with address search or drop pin).
- Delivery Location: Map input with distance calculator (e.g., 2 km).
- Choose Delivery Type:
  - Standard (e.g., ₹50 for 2 km)
  - Express (e.g., ₹100 for 2 km)
  - Subscription/Discount options.
- **Estimated Time**: Show delivery estimate based on chosen type.
- **Price Calculation**: Display total price based on distance and service type.
- o Confirm Button: "Place Delivery" to confirm the request.

## 3. Delivery Tracking Screen

Once the delivery is in progress, users can track it live.

#### Features:

- Live Map: Shows the location of the delivery personnel and the user.
- o **Delivery Status**: Real-time updates (e.g., "Picked up," "In Transit").
- Estimated Time of Arrival (ETA): Time countdown until delivery.
- o **Communication**: In-app chat or call feature to contact the delivery person.
- o Cancel Button: Option to cancel the delivery (if within allowable time).
- o Payment Summary: Quick display of pricing (with itemized breakdown).

# 4. Payment Screen

This screen lets users review and complete their payment.

#### Features:

- **Total Cost**: Breakdown of delivery cost, any surge pricing, or discounts.
- o Payment Methods:
  - Credit/Debit card
  - UPI (like Google Pay, Paytm)
  - Wallet options (in-app wallet).
- o Apply Discount Code: Field for users to apply promo codes.
- Proceed Button: "Pay & Confirm" to finalize the payment.

# 5. Order History Screen

Users can review previous deliveries.

#### • Features:

- List of Orders: Date, delivery type, and status for each order.
- Details: Clicking on an order shows full delivery and payment details.
- Reorder Button: Quick option to repeat a similar delivery.
- Download Invoice: For users who want an invoice copy.

## 6. Profile/Settings Screen

This screen manages user account settings and preferences.

#### Features:

- o **Personal Details**: Edit name, phone number, and address.
- Subscription Info: Manage monthly subscriptions (if applicable).
- o Payment Methods: Add/edit saved cards or UPI methods.
- Delivery Preferences: Set default delivery types (e.g., standard or express).
- Notifications: Toggle notifications for delivery updates and offers.
- Help Center: Access FAQs or contact customer support.

## **Design Elements:**

### 1. Color Scheme:

- Choose a clean, minimalistic color palette with 2-3 main colors.
- Primary Color: Use a bold color for important CTAs like "Place Delivery" (e.g., blue, green).
- Secondary Color: A lighter color for background elements (e.g., light gray, white).

### 2. Typography:

- Large headings for important actions (e.g., Place Delivery, Track Order).
- Readable body text for descriptions and instructions.

### 3. **Icons**:

- Simple icons (e.g., Font Awesome or Material Design icons) for delivery, tracking, payment, and navigation.
- Use familiar symbols (e.g., map pins, location, delivery truck) to help users quickly understand actions.

#### 4. Buttons:

- Prominent buttons for primary actions, with bold colors (e.g., "Place Delivery" button in green).
- Secondary buttons: Use subtle designs for less critical actions (e.g., cancel or go back).

### 5. Maps Integration:

 Integrate Google Maps API for pickup and drop locations, showing the route and distance between them.

## 6. **Progress Indicators**:

• **Real-time tracking** should have visual indicators for the delivery's current state (e.g., bar or circular progress).

# Wireframe Example for Delivery Request Screen:

# **Prototyping in Figma:**

You can create this design in **Figma** with:

- Frame structures for each screen.
- Use **interactive components** to simulate real-time map tracking, buttons, and forms.
- Auto Layout for responsive design that works on different screen sizes.

Would you like a more specific walkthrough on how to design a certain part of the app in Figma, such as interactive components or color usage?		