

Project Design Phase

Problem – Solution Fit

Date	13 April 2025
Team ID	SWTID1743680479
Project Name	SB Foods - Food Ordering App
Maximum Marks	2 Marks

1. Customer segment <ul style="list-style-type: none"> • Busy professionals and office-goers • College students living away from home • Working parents with little time to cook • Elderly people needing convenience • People ordering during late hours 	6. Customer Constraints <ul style="list-style-type: none"> • Limited budget • Poor internet connection • No delivery options in area • Payment method issues (e.g., no UPI or card) • Delay due to bad weather or traffic 	5. Available Solutions <ul style="list-style-type: none"> • Cooking at home • Dining out at a restaurant • Asking a friend/family to bring food • Using meal subscription services • Food delivery via other platforms
2. Problems <ul style="list-style-type: none"> • Want to eat good food without cooking • Craving specific cuisines not available at home • No time or energy to prepare meals • Need food delivered quickly and conveniently • Hosting guests or planning a party 	9. Problem Root Cause <ul style="list-style-type: none"> • Lack of time or energy to cook • Busy work/study schedules • Desire for variety in food • No cooking skills or ingredients at hand • Urban lifestyle prioritizing convenience 	7. Behavior <ul style="list-style-type: none"> • Browsing menus and reviews online • Comparing prices, deals, and delivery time • Saving favorite dishes/restaurants • Checking ratings and delivery time estimates • Reordering from past orders
3. Triggers <ul style="list-style-type: none"> • Hunger while working or studying • Seeing tempting food ads online • Peer recommendations or social media posts • Discounts and offers through push notifications 	10. Your Solution <p>A seamless, user-friendly app that lets customers:</p> <ul style="list-style-type: none"> • Browse a wide variety of restaurants and cuisines • Track their order in real-time • Pay securely through multiple options • Get rewards/discounts on regular usage • Schedule orders and reorder easily 	8. Channels of Behavior <p>8.1 ONLINE:</p> <ul style="list-style-type: none"> • Mobile app (primary platform) • Website • Social media for offers and feedback • Email and push notifications <p>8.2 OFFLINE:</p> <ul style="list-style-type: none"> • Word of mouth recommendations • Flyers or posters at college hostels/offices
4. Emotions: Before/After <p>Before: Hungry, tired, stressed, lazy, indecisive</p> <p>After: Satisfied, relieved, comforted, content, pampered</p>		