## Fantasy Florist Mobile Apps

Eka Nur Solicha

Update: 4 July 2024

## Project overview



#### The product: Fantasy Florist Mobile Apps

Mobile application for fantasy florist which include the order and payment features



### Project duration: 3 months

July - September 2024



#### FANTASY FLORIST



Q

Start by searching what you need



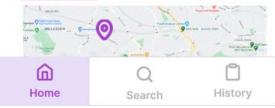
#### **TODAY'S PICK**

Fantasy dream bouquet consist of 5 roses, baby breath and decorations for your lovely one

#### Add to Cart



#### Nearest store





## Project overview



## The problem: Hard to order fresh flowers

It's hard for the user to find fresh flowers and nearby florist for their special event



## The goal: Make customer easier order fresh flowers

Create a mobile application to make it easier for customer ordering fresh flowers from nearby florist

## Project overview



#### My role: UX Designer and Researcher

UX designer as well as researcher staff



## Responsibilities: Create study case and design for the mobile apps

- Create use case study to find the pain point of the user
- Create insight and case study deck to be presented to the stakeholders
- Create design and prototype

# Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

## User research: summary

The research conducted to 10 participants by filling questionnaires about the usefulness of the application as well as comparison to the competitors to discover additional features that not yet available in the competitor's app so it will become the competitive advantage for the florist

## User research: pain points

1

#### Quantity

It's hard to find a florist that can cater to large quantity of order at one time 2

#### Customization

User don't have many options to arrange their own bouquet

3

#### **Varieties**

It's hard to find different varieties of flowers in one florist



#### **Information**

It's difficult to understand the meaning that each flower represents which could cause misunderstanding for the client

## Persona: Athanasia

#### **Problem statement:**

Athanasia is an art colleague students who likes to arrange her own bouquets but has limited freedom to customized her order in other place



#### **Athanasia**

**Age:** 21

Education: University student

Hometown: Kyoto, Japan
Family: Lives with her father
Occupation: Full time student

"I really like the art of mixing the matching with the freedom of arrangement to represent my complex feeling"

#### Goals

- To have freedom in arranging different types of flower
- To find many type of flower in one place

#### **Frustrations**

- "It's hard to find different type of flowers in one place these days"
- "I don't have any option to arrange my own bouquet"

Athanasia is an art colleague students who likes flowers and gardening as a hobby. She understands various type of flowers and like to arrange them into bouquet. She often feels difficult to find the different type of flowers that she wants to arrange due to the limitation of each florist. She feels that she needs more freedom to arrange bouquet according to her liking.

### Persona: **Sebastian**

#### **Problem statement:**

Sebastian is a managing director of an event organizing company who frustrated because he cannot order large quantity of flowers and does not understand the meaning of flowers



Sebastian

Age: 38 Education: MBA

Hometown: London, England Family: Lives with 3 cats Occupation: Entrepreneur "I'm always dealing with important events so I do a lot of things, need it fast and perfect"

#### Goals

- Order a large batch of flowers in one go
- Fast delivery to reduce time of fulfilling the client's requirement
- Standard flower arrangement for different occasions

#### **Frustrations**

- "It's hard to find a place to order large batch of flowers"
- "I need to fulfil the order of my client fast"
- "It's frustrating when I don't know the message represents by each flower"

Sebastian is the managing director of an event organizing company, he often needs flower for different type of events that he organizes. He is a perfectionist so he wants everything already arranged with minimum efforts but highly standardize. He also needs to know the message that the each flower represents since his client is mostly highly demanding people

## User journey map

Sebastian wants to order bouquets with large quantities for his client's event

#### Persona: Sebastian

Goal: Order specially arranged bouquet for client's big event

ACTION	Search Florist	Select Flower and Accessories	Select Bouquet	Place Order	Complete Payment
TASK LIST	Tasks  A. Search nearby florist  B. Choose the florist	Tasks  A. Search flowers B. Select flowers C. Search Accessories D. Select Accessories	Tasks  A. Search bouquet type B. Select bouquet type C. Choose number of bouquets	Tasks  A. Place order  B. Select delivery type  C. Inform delivery detail	Tasks  A. Select payment methods B. Input payment details C. Pay the order D. Confirm payment E. Wait for order to be delivered
FEELING ADJECTIVE	Confused by the number of florist  Annoyed by the time to find florist	Annoyed by the lack of flower information and pictures	Dissatisfied by unable to choose large number of bouquet	Irritated by the time takes to fill the details  Frustrated by the lack of delivery options	Annoyed by the time takes to fill the details  Happy to finally receive the order
IMPROVEMENT OPPORTUNITIES	Create a mobile apps for Fantasy Florist	- Provide search and filter feature - Provide pictures and information	Provide number of bouquet available and filter based of it	- Provide simple check out system - Provide automatic location search using GPS	- Provide option to save payment detail - Include customer loyalty program

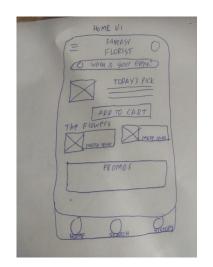
# Starting the design

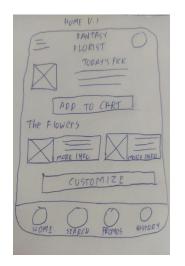
- Paper wireframes
- Digital wireframes
- Low-fidelity prototype
- Usability studies

## Paper wireframes

The first design of the wireframe is very simple but with brainstorming and doing benchmark to other similar apps the final wireframe is already refined based on user's need







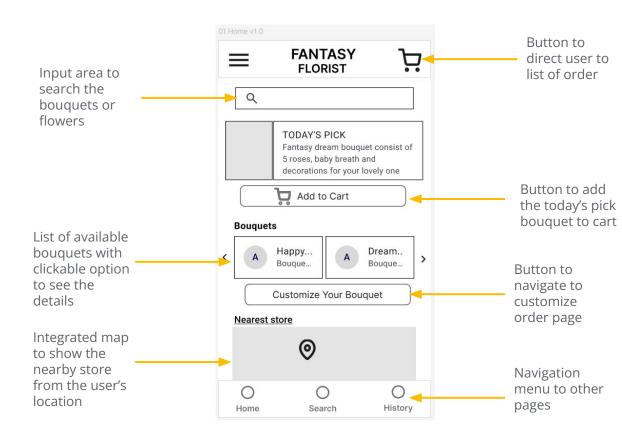


Final version



## Digital wireframes

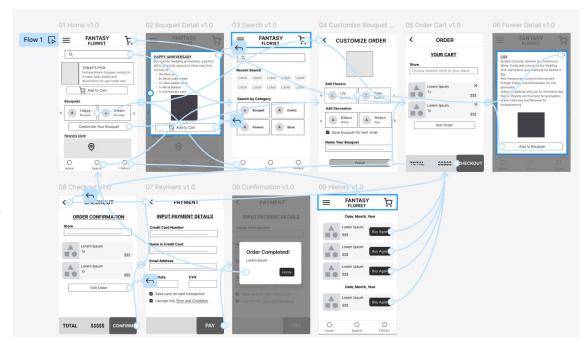
The home page designed as the landing page and shows all of the main functionality for the user to start their orders



## Low-fidelity prototype

https://www.figma.com/proto/7M WBsUkmzlP8DZ3jbxcRi4/Fantasy-Florist-Mobile-Apps?node-id=0-1& t=n83gxSJZ4gWBmaqB-1

Flow started from the homepage where user can use search & filter or choose to customize their order then they directed to cart, order confirmation and payment page in sequence.



## Usability study: findings

Write a short introduction to the usability studies you conducted and your findings.

### **Round 1 findings**

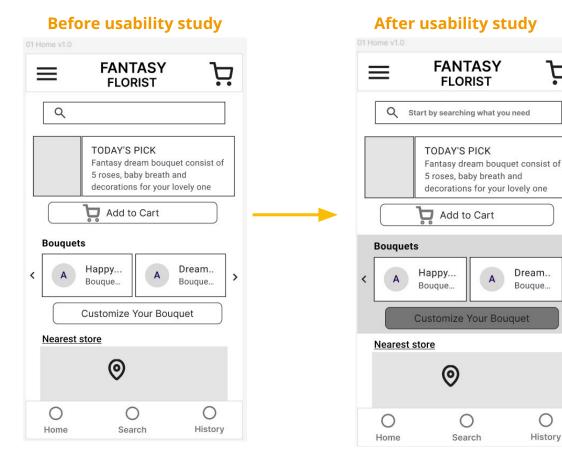
- 1 Users want to order bouquet and flowers easier
- 2 Users want to be able to customize their order
- 3 Users want to be able to order bouquet in large quantity

### **Round 2 findings**

- 1 Users need a clue where to start the order
- 2 Users want to add payment confirmation page
- 3 Users want to be informed where to find the submenu button

## Refined Wireframe

From the usability study, we found that the user needs a clue to start so I add the prompt in the search element

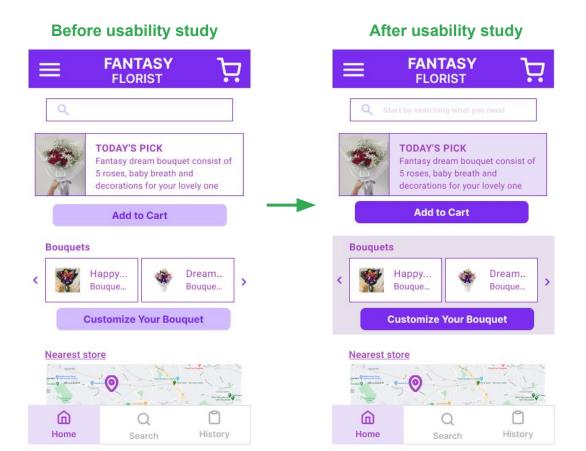


History

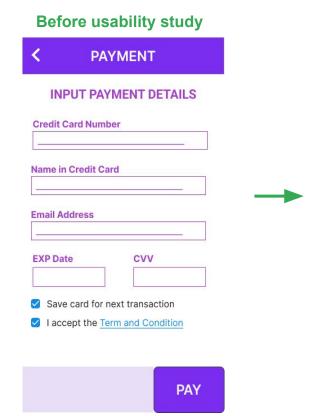
# Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

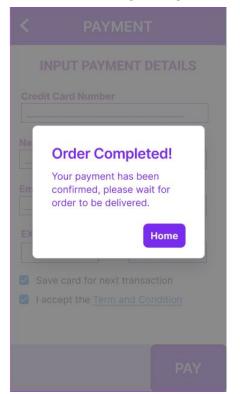
From the usability study, we found that almost user confused where to start in the homepage. Therefore, after usability study there is prompt added in the search box and the important button has more distinguished color. There is also area color to indicate different section.

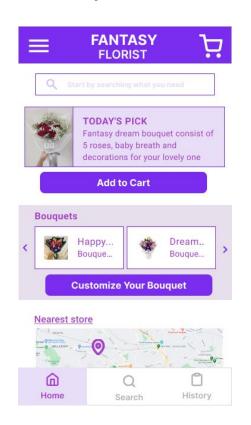


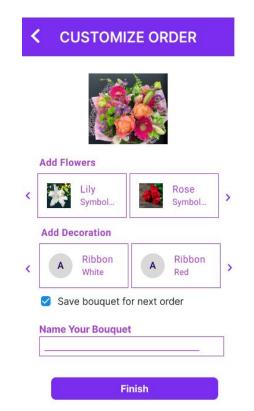
From the usability study, we found that most user surprise that there is no payment confirmation after user click pay. So, after usability study there is one more page added to confirm the payment.

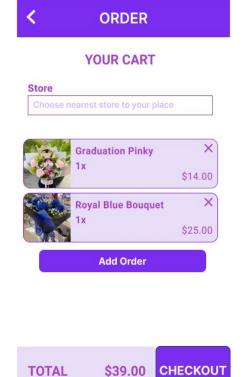


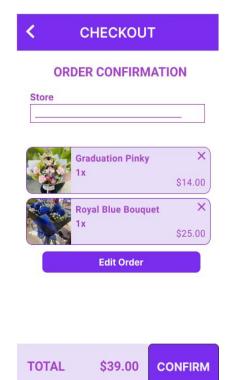
#### After usability study



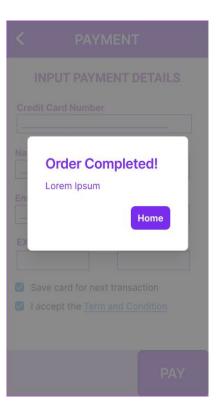




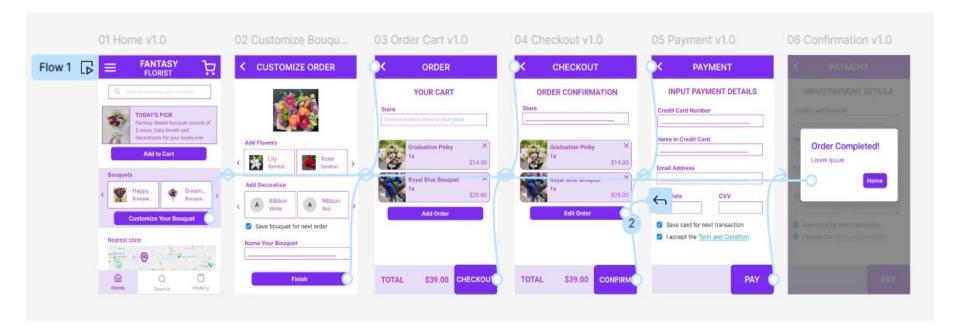




INI	PUT PAYN	MENT DETAILS
redit (	Card Numbe	r
	Credit Card	1
XP Dat	te	cvv
, and the second		xt transaction



# High-fidelity prototype



## Accessibility considerations

1

Memberikan pengalaman kepada pengguna untuk menyusun buket bunganya sendiri 2

Membeli buket bunga tanpa harus ke toko bunga langsung 3

Memberikan opsi pengetikan dan mencari menggunakan suara

## Going forward

- Takeaways
- Next steps

## Takeaways



#### Impact:

The application help the users to create bouquet orders easier and enable user to order in large quantity as well as customize their order as they see fit which cater to the current need of the users.



#### What I learned:

There are many aspects that needs to be improved in the future in order to stay updated with the current needs of the user. Design is just the first step but later the usability study and data from the implementation can become the basic for future development of the apps itself.

## Next steps

1

Create more usability study to improve the user's experience

2

Use ideation from insight gained in usability study and prioritize it for future development

3

Revamp or improve the design based on the trend and feedback from the users

## Let's connect!



Thank you for reviewing my design and UX research study. Please do not hesitate to contact me and give suggestions for my improvement in the future.

You can contact me through email: eka.solicha94@gmail.com

# Thank you!