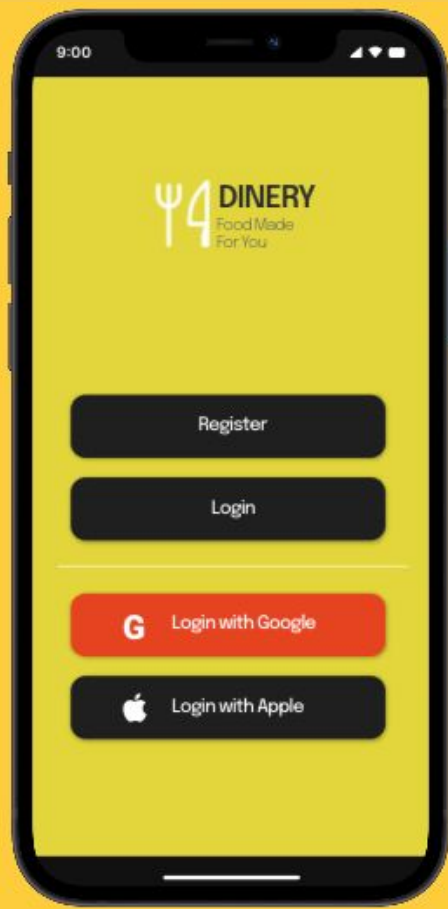# A3.FINAL DESIGN

Andrew Ang, Candy Song, Eugene Zhu

"WHY" OF THE DESIGN

- "The average American couple spends 132 hours a year deciding what to eat"
- "37 percent of couples regularly have a hard time agreeing on where to eat."
- The goal of our design feature is to prevent these incidents and reduce the number of hours and headache something like choosing what to eat can cause.
- Design was created such that it can be used by people of all age groups and eater groups.
- Different food preferences and options for different eater types as well as foods suitable for different age groups are also included.

"WHAT" OF THE DESIGN

- The mockup involves buttons and the user interacting with it through taps on the screen.
- The feature is located in the search section of the app.
- Introduced for new users during the setup section.
- Yellow "Feeling Lucky?" button redirects user to a separate section specifically for the feature.
- In the center of the screen is a yellow button with the words "Randomize!!" which randomly chooses a dish out of the available options and displays it to the user.
- The rest of the process would be similar to the normal process of ordering food on the app.
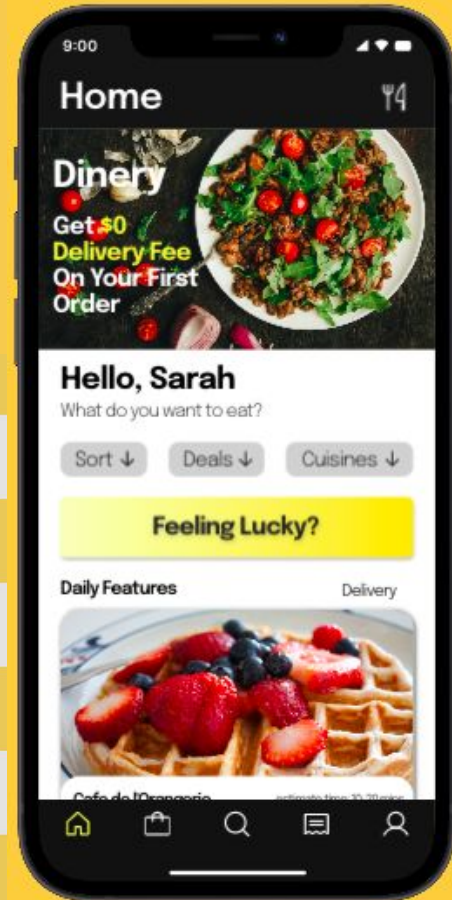
HOW IT WORKS

- Using the "Feeling lucky" button
- Based on user input, certain foods will either be included or excluded.
- The randomizer will choose foods from a set domain.
- Users can further specify their needs on the randomization page with food categories they may not want.
- Information from the welcome page, where certain food restrictions are apply will affect the food included in the randomizer.

FUNCTIONS & FEATURES

- Users can normally order food they want. The key feature of the application is how the algorithm would input user's order history to decide what they would like to eat.
- With the "Feeling Lucky" button it would give user's a suggestion on what they would like to try and have.
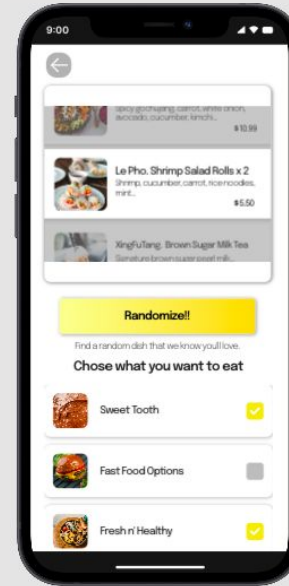
CHANGES TO THE DESIGN

01
STANDARDIZE

Certain visual elements are standardized to maintain consistency

02
FEATURES

New features are added to increase usability

03
CATEGORIZE

Improvements to categorization and search
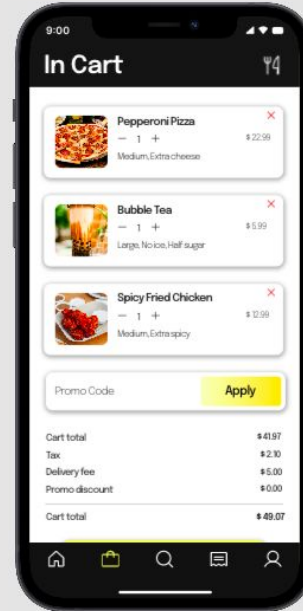
04
VISUALS

Visual enhancements, including images, text, layout...

PURPOSE OF THE PRODUCT

- The purpose of the application is to help users have less time deciding and more time doing what they would want.
- How it works is when users use the application to regularly order whatever they want.
- The algorithm would understand the application and when the user could not decide what food to get, the application would recommend them what they would like or try something new.

WHY SHOULD YOU FUND US?

- Often people have a hard time deciding what they want. Therefore, end up getting frustrated and wasting time.
- With our application feature, this will help ease the decision part and can even delight the user to try new stuff.
- With the randomization function, this allows users to spend less time deciding and more time enjoying whatever they would like to do.
- Furthermore, restaurant would have new customers.
- Overall, everyone would get what they would want.

THANK YOU

Prototype Link:

https://framer.com/share/A3--oWYDs3r4u
z1GFleGPDI6/IaiFWsa2A