

Usability Goals:

1. Pre-order a meal before arriving at the restaurant.
2. Scan QR-code at table to reserve the table.
3. Filter dishes by popularity/special diet.
4. Call a waiter anytime for assistance.
5. Enable 'Do Not Disturb' feature which prohibits notification and interruptions while activated.
6. Pay the bill using the app - either with cash or electronically.
- ** 6. Split the bill amongst the people around the table.
7. Rate the meal and optionally write something as feedback.
8. Customize your meal by adding or removing items from the plate.
9. Show a detailed description of the meal after the user presses on the meal card.
10. Order a meal having already ordered before.
11. Adjust/Update the total-price as items are removed or added in meal customization.
12. Play games while waiting for food.
13. Access the entertainment area while waiting for food.

Reference:

About Face 3: The Essentials of Interaction Design By Alan Cooper, Robert Reimann, David Cronin:
- Chapter 6: The Foundations of Design: Scenarios and Requirements