

## Usability Requirements and Goals

<b>Usability Requirement</b> <i>"Users want to..."</i>	<b>Functionality</b> <i>"This is accomplished through (a/an)..."</i>
1. Quickly see what is being served and where to find it	<ul style="list-style-type: none"><li>• Overview of meal options and map of counters, where selected meals are highlighted</li></ul>
2. Avoid bad-tasting meals / eat tasty meals	<ul style="list-style-type: none"><li>• Average rating score of a meal</li><li>• List of other users' reviews of a meal</li><li>• Review option that includes a star rating, tags and a description</li><li>• Images of the meal</li></ul>
3. Avoid long queues	<ul style="list-style-type: none"><li>• Occupancy graph with predicted data</li><li>• Colour code for the counters that signifies expected queue lengths</li></ul>
4. Know a meal's ingredients	<ul style="list-style-type: none"><li>• Icon that symbolises common meal types (vegan, vegetarian, meat, fish)</li><li>• List of a meal's ingredients</li><li>• List of a meal's allergens</li></ul>
5. Avoid wasting food	<ul style="list-style-type: none"><li>• [same as 2.]</li><li>• Tool that allows users to book meals a week in advance and get a discount upon purchasing them</li><li>• List of all booked meals that allows for easy cancellation</li></ul>
6. Save money	<ul style="list-style-type: none"><li>• Depiction of a meal's price</li><li>• Tool that allows users to book meals a week in advance and get a discount upon purchasing them</li></ul>