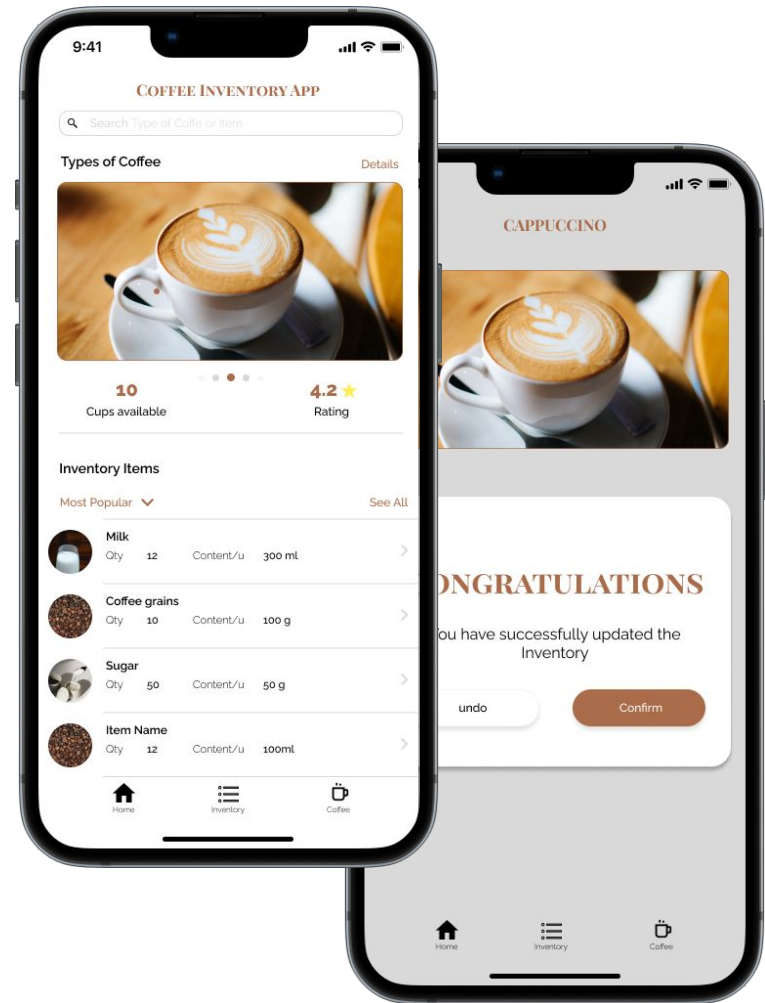# Coffee Inventory App

Juan Córdova

Project overview

The product:

Coffee Inventory app is an inventory management app for a cafe in Mexico City. Our app manages and updates the inventory with enough options to be fast and efficient, designed to be intuitive for the vast majority of users.

Project duration:

August 2022 to October 2022

Project overview

The problem:

Coffee shop owners have difficulties updating their inventory

The goal:

Design an app for coffee shop owners that allows them to manage and update their inventory through the coffee they are making

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Project overview

My role:

UX designer designing a coffee inventory app from conception to delivery.

Responsibilities:

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, and iterating on designs.

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Understanding the user

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

Google

User research: summary

Based on the research carried out on the applications that manage any type of inventory and on the people who are owners of cafes and lovers of this drink, I was able to build hypotheses about what the person who wants and needs the application is like.

With this information, I conducted interviews and made empathy maps to verify my assumptions, so I got a response where I could get information from people who already have cafeterias and want an easier way to carry their inventory, as well as people who are new to the world of coffee shops and want a guide on how to carry their inventory

User research: pain points

1

Pain point

Inventory management applications are tedious since the items are counted one by one

2

Pain point

Platforms to manage inventory are not specialized in coffee shops

3

Pain point

Updating inventory with multiple items and lists becomes frustrating and complex

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Persona: **María**

Problem statement:

María is a coffee owner who needs to stop updating her inventory manually because it takes her to make mistakes

"People need to relax and take a break from the mad world"

Goals
- Make the best service possible
- Read the most exciting novels that exits
- Write poetry

Frustrations
- Understanding new technologies
- Keep track to the new ways people experience services, like the how a coffee shop look like nowadays

María

Age: 50
Education: Bachelor in Business
Hometown: Mexico City, Mexico
Family: Husband and son
Occupation: Full Time coffee owner

María is a business administration professional who after several years working in the financial industry decided to start his own business which she has had for over 20 years. She is married with his boyfriend from college and they had a daughter of 21 years old who sometimes helper with the business

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Persona: **Roberto**

Problem statement:

Roberto is an inexperienced coffee owner who needs help in manage the inventory he have and needs because he wants to grow his business

"Take risk and make memories"

Roberto

Age: 35
Education: Industrial designer
Hometown: Mexico City, Mexico
Family: Single
Occupation: Web designer

Goals
- Star his own business
- Make a successful furniture design
- Travel with his pet around the world

Frustrations
- Lack of experience in the business word
- " It is difficult to obtain the ingredients for the coffee I make"

Roberto is an Industrial Designer who has worked as a designer of furniture in a local company, he wants to be a successful designer and make the most amazing designs. His passion for the furniture design and coffee have led him to start his own business, his own coffee shop.

Google

User journey map

Mapping RobertoYing's user journey revealed how helpful it would be for Inexperienced coffee owners to have access to a dedicated coffee inventory app

Persona: Roberto

Goal: Check inventory status across a coffee type to see if there are enough supplies to make 3 cups

ACTION	Review an order of coffee cups	Determine the amount of each ingredient to use	Check inventory status	Makes coffee cups	Update available ingredients
TASK LIST	Tasks A. See the order B. Count the number of cups C. Determine the type of coffee	Tasks A. Looks for the necessary ingredients B. Calculate the total ingredients for the order	Tasks A. Check that there are enough ingredients to make the cups B. Sees where the ingredients are	Tasks A. Take out the ingredients needed B. separate the amount of ingredients to use	Tasks A. Calculate how many ingredients are left B. Update the inventory
FEELING ADJECTIVE	• Excited • Hopeful	• Confused • Alert	• Alert • Scared	• Relieved • Glad	• Excited • Sacred
IMPROVEMENT OPPORTUNITIES	-Make it faster -Have a template for placing orders -Include images	-Already have an average of product for each type of coffee -Do the calculation automatically	-Automate the process -Automatically connect with inventory	-Improve the process -Have the portions of ingredients ready	-Communicate with inventory from when you place the order -confirm that the coffees were made to update the inventory

Google

Starting the design

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

Google

Paper wireframes

Taking the time to iterate
the screens of most interest
which would be the home
page and the pages where
all the cafes would be
displayed helped in the
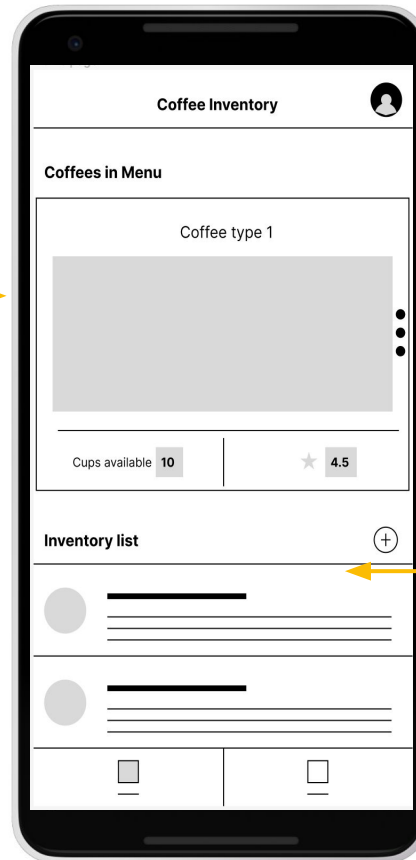construction of digital
wireframes.
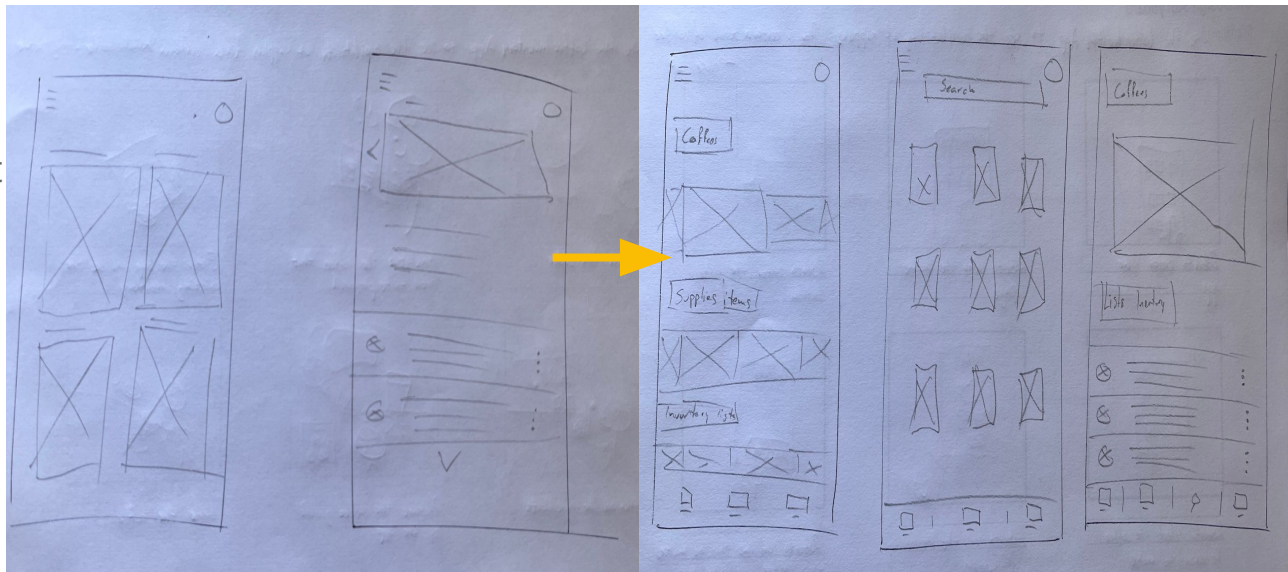
In these pages I focused on focusing the user's attention on the
coffees that can be made

Google

Digital wireframes

I made sure to follow the idea of managing inventories through the types of coffees that are in the store.

Main image of the types of coffee, for easy access

Inventory lists or items for quick access to their status

Coffee Inventory

Coffees in Menu

Coffee type 1

Cups available **10**

★ **4.5**

Inventory list ⊕

Digital wireframes

Main page where you see the status of a type of coffee, the cups that can be made and the inventory update after it is made

It was necessary to show the number of cups that the inventory has available
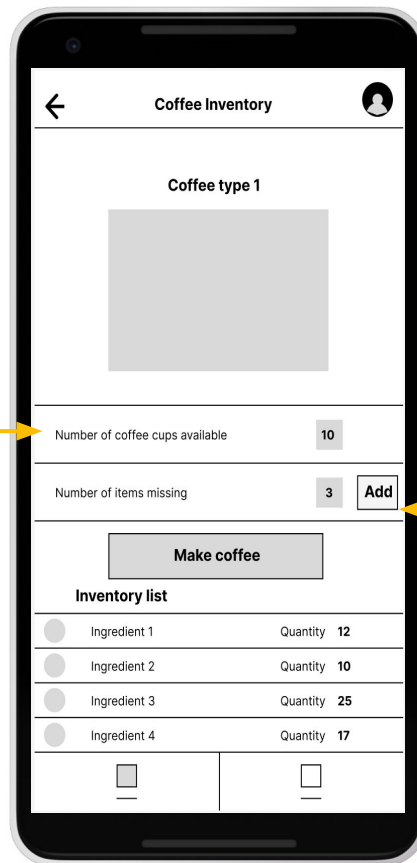
Following the recommendations of the users, the option of being able to add the missing items to make the coffee was added

Coffee Inventory

Coffee type 1

Number of coffee cups available · 10

Number of items missing · 3 · Add

Make coffee

Inventory list

Ingredient 1	Quantity	12
Ingredient 2	Quantity	10
Ingredient 3	Quantity	25
Ingredient 4	Quantity	17

Google

Low-fidelity prototype

I create a low-fidelity prototype with all the design iterations, from the paper wireframes to the iterations in the digital wireframes. I mainly focused on upgrading the inventory through the creation of a type of coffee.

View the Coffee Inventory App

low-fidelity prototype

Google
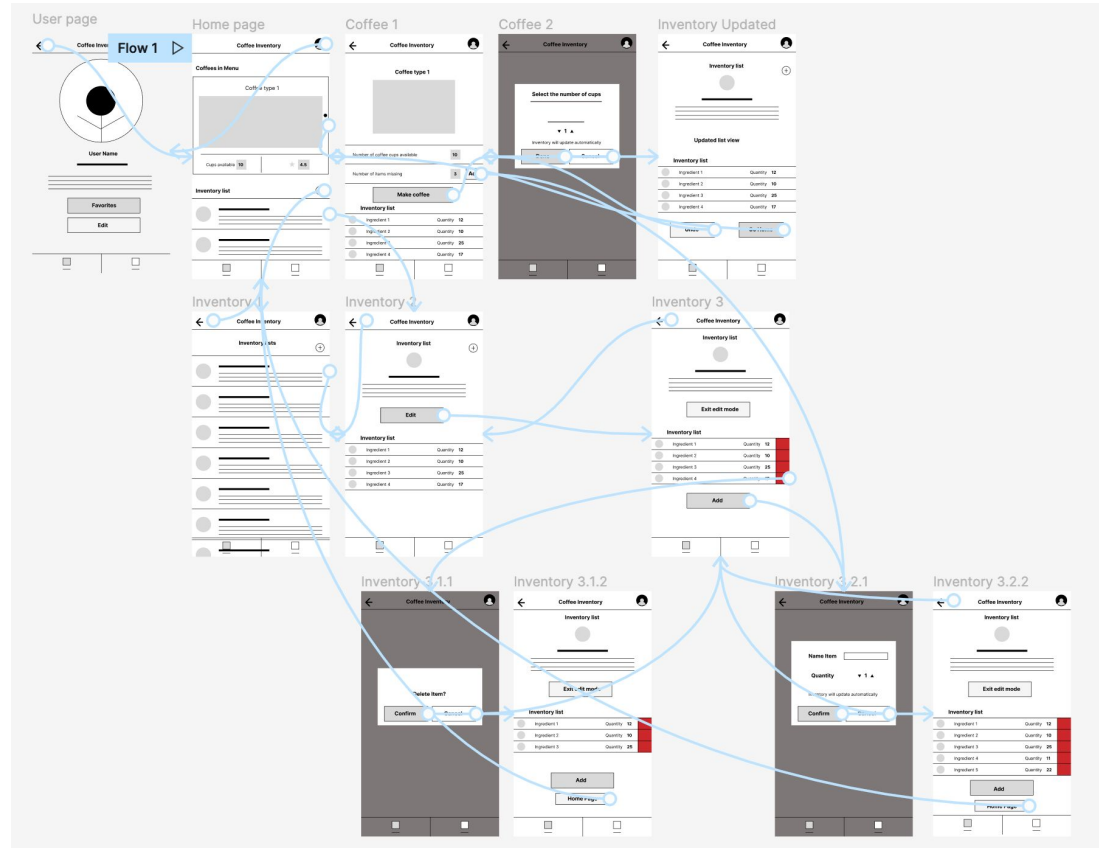
Usability study: findings

To achieve our goals we have given ourselves the task of listening to users to correct our designs, all with the aim of delivering the best possible product. Two rounds of usability studies were done, from paper wireframes to the first and second low-fidelity prototypes

Round 1 findings

1. Users want a "missing items" function

2. Users want a resize labels and pictures with more information

3. Users want an "undo" function

Round 2 findings

1. New labels size help the users experience

2. A window with the confirmation is needed

3. More details in the coffee types are needed

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Refining the design
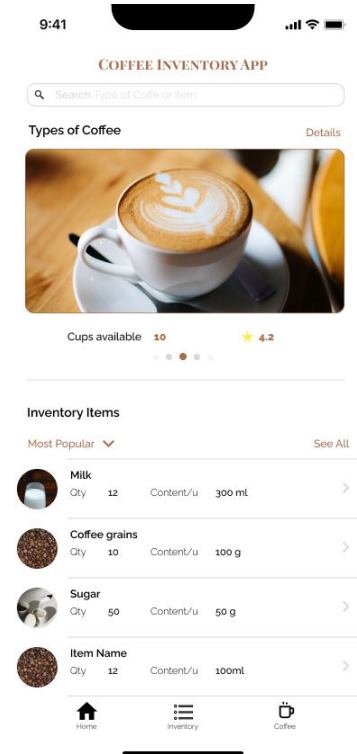
- Mockups
- High-fidelity prototype
- Accessibility

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Mockups

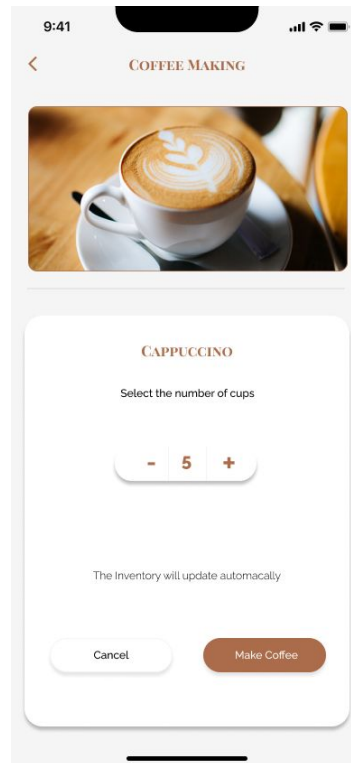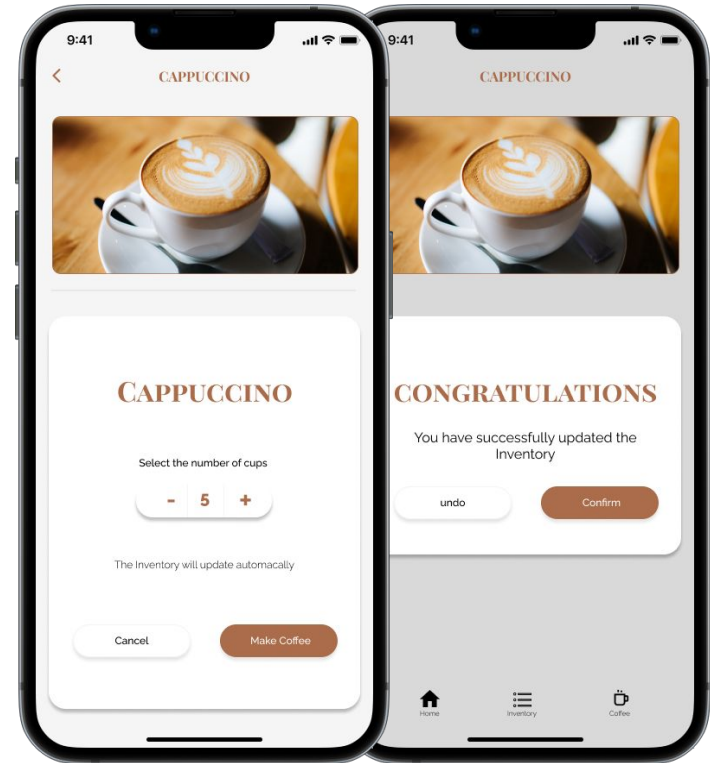Mockups with icons, typography, colors, etc were essential to give the interaction the user want and need.

Google
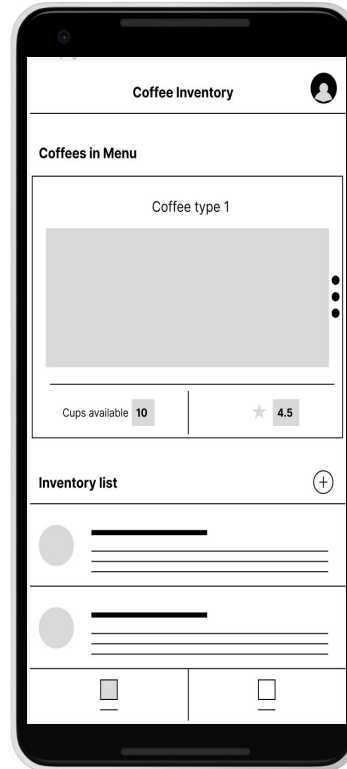
Mockups

A confirmation and successfully page where needed in order to the user to go back if he forget something or make a mistake

Mockups

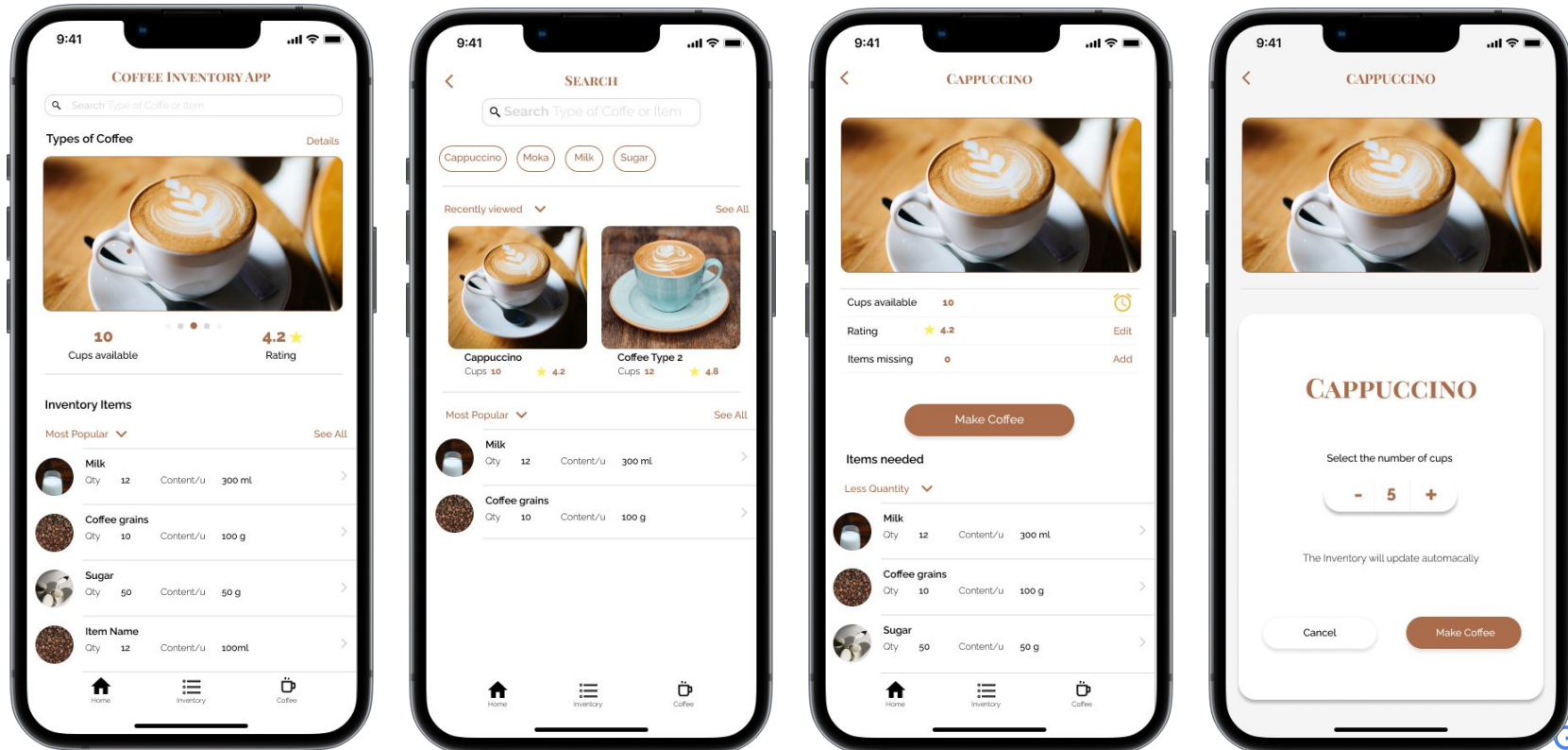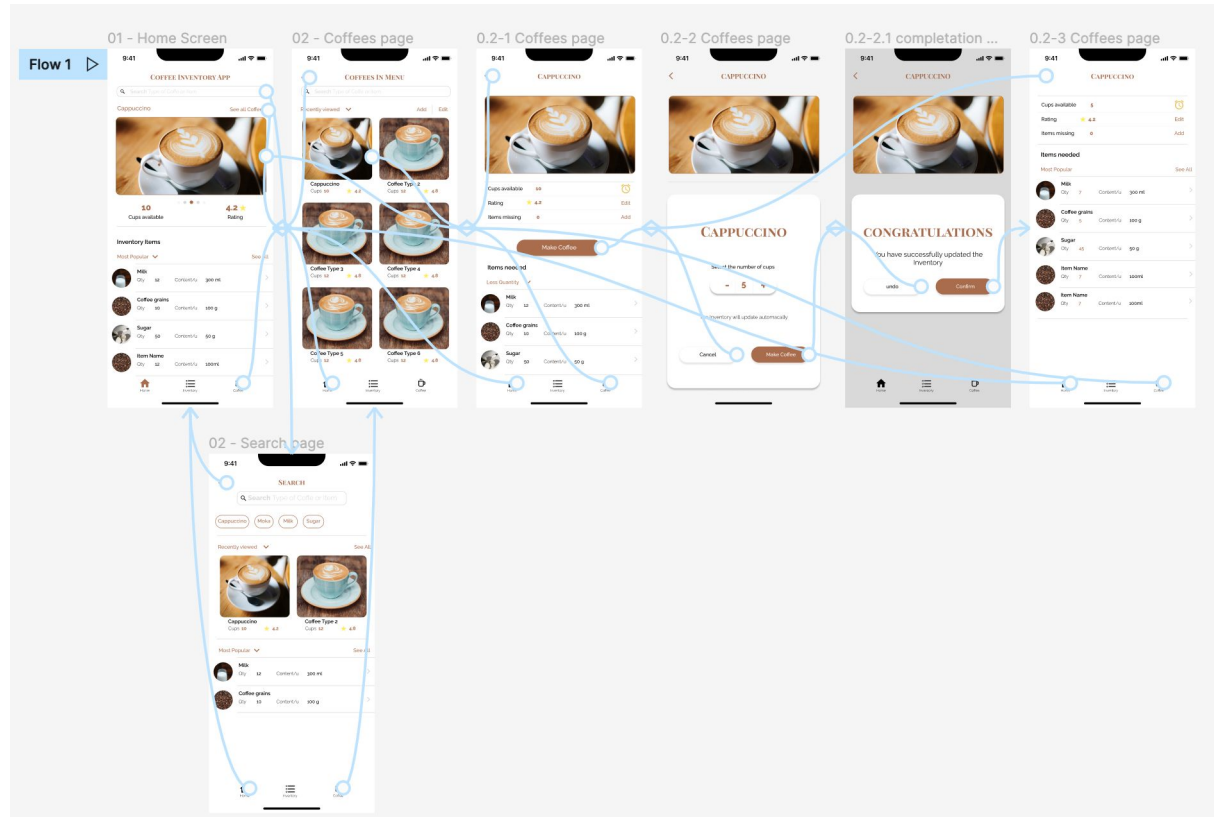# High-fidelity prototype

The final high-fidelity prototype presented met the user desire flow to update a coffee shop inventory through the creation of a type of coffee.

View the Coffee Inventory App

high-fidelity prototype

Google

Accessibility considerations

1

Provided access to users who are vision impaired through adding alt text to images for screen readers.

2

Used contrast labels to help make navigation easier.

3

Used detailed imagery for items in the inventory to help all users better understand the app

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Going forward

- Takeaways
- Next steps

Google

Takeaways

Impact:

The Coffee Inventory App really help the coffee owner whereas they are experienced or inexperienced because it center the attention in the coffee they are making rather than the items they new, so by doing this the users can focus on their product in order to give a better service

One quote from peer feedback:

"The app made the updating of an inventory easier"

What I learned:

By designing the Coffee Inventory App I learn a lot about how to center or design and ideas to solve a problem in the user, so this is the core of everything we do, because that creates an interaction that can help the users in a easy and fun way

Next steps

1

Conduct another round of usability studies to see how people interact with a final prototype

2

Conduct more user research to always improve the flow of the app

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Let's connect!

Thank you for your time reviewing my design of a managing inventory app for a coffee Shop. I would like to stay in touch so if you like more information about me, my contact information is provided below.

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Google