



User Experience Nanodegree Capstone

Learning Reflection Write-up

Basically, I followed an iterative design process to come up with my solution. To start with, I did a market survey to find out the prospects of the product and the potential users of the product, then I built a basic prototype model of the solution I created and share it with other users to get their feedback on usability and the areas which I could optimize my product and make a better version of it before releasing it to wider audience. I used my design and software engineering skills to finish this phase and tackle this project. Also, I used my knowledge and skills with Figma and Miro and other applications to accomplish it and it helped me to reach the capstone project.

The major activities included researching the potential of product on the internet by going through existing research reports and then recruiting participants which was a challenge because of the unavailability of the participants. So I recruit users from linked in platform and post surveys with google forms, then conducting interviews and surveys to get more insights on the scope of the product. The most interesting insight I found was how users are willing to opt for an online solution meets their ordering healthy food needs. After that and based on the users' feedback, I decided to design a digital system that solve the problem. I created a system that connecting users at home or work or any place with the health food providers, this helped users specially users who order during work breaks to reach healthy food fast and with good prices.