

# **Cafe Project**

**Requirement:**

**Design Testing Link of UI workflow:**

<https://www.figma.com/proto/ZwnHedGecm9M2TD1JzigSi/The-bunny-cafe-app-Design?page-id=8%3A2&type=design&node-id=50-422&viewport=433%2C356%2C0.14&scaling=min-zoom&starting-point-node-id=133%3A449>

## **Project preview**

The Bunny Café app is the perfect solution for coffee lovers. You can easily order your favorite coffee and book a table at the café at a time that works for you. Whether you want to pick up your order or have it delivered, the app makes it easy. Enjoy delicious and unique coffee without leaving your home or office with Bunny Café

## **Project duration**

1-Month

## **Tool used**

AndroidStudio,Flutter , FireBase, dartTools

## **Problem**

The problem with traditional café experiences is the frustration of waiting in line, especially when customers are in a hurry or looking to book a table for special events.

## **Solution**

The Café app aims to solve this problem by allowing customers to pre-order their coffee and food, choose pickup or delivery, and book a table in advance. With our app, we strive to make the café experience convenient, stress-free and enjoyable for all customers.

## **Goal**

Our goal with the Café app is to make your café experience as smooth and convenient as possible. You'll be able to pre-order your favorite coffee and food, choose between pickup or delivery, and reserve a table at the café, all without having to wait in line.

Making it easy and stress-free for busy customers is our top priority.

## **Design Process**



## **User Research**

Research Goals: To know and understand user needs, identify their pain points & frustration.

In order to know the users better, foundational research was performed and selected participants were interviewed, to indicate potential users and coffee ordering trends, By analysing the feedback available from the sources.

## **Research Insights**

1. People hate standing in lines for placing order.
2. User prefer ordering by phone on the go.
3. People wants to have more than one payment option.
4. Coffee makes people productive.
5. Users wants a simple and easy way to navigate apps to order coffee.
6. Users wants to pre book a table of their choice.
- 7.

## **User Pain points**

1. Waiting: Customers hated to stand in a line and wait for placing the order in the cafe.
2. Table missing: Customers gets disappointed when they see their favorite table is taken and they leave the café.
3. Busy: Customers are so busy that they cannot come to the café and have coffee.

## **User journey map**

Mapping users journey revealed how helpful it would be for  
create an app to place cafe's order in advance. A fast and effective  
way to order the products from the cafe

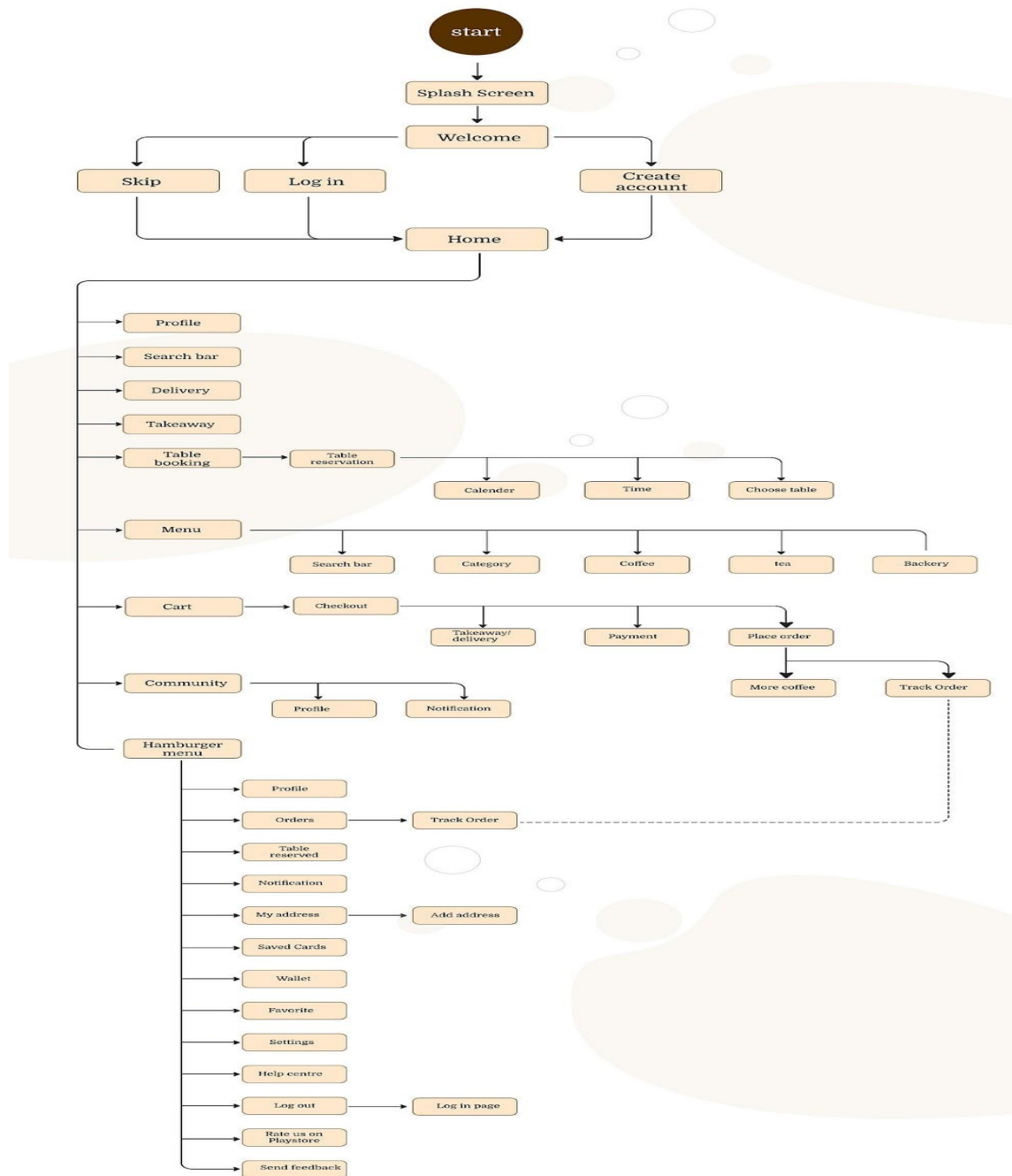
Action	Open The App	Select The Menu	Place Order	Track The Order	Pickup The Order
Task List	A. open the bunny cafe app and login/signup	a. Browse the menu b. select the product	Checkout And Place The Order	Wait For Order Completion And Track The Order	Pickup The Order, Check The Items Are Correct And Enjoy The Order
Feeling	Excited To Open The App And Explore The Menu	Overwhelmed with the choices and confused	little confused while ordering	Excited and hungry ,Waiting to receive the order	Relieved The Order Is Ready  Nervous About Going Back To Work In Time
Improvement Opportunities	Add onboarding screens	Provide recommended items	Eassy And Simple Checkout Flow	Include A Reward Program	Place Order In Advance And Pickup On Time

## User Flow



User Flow

## Information Architecture

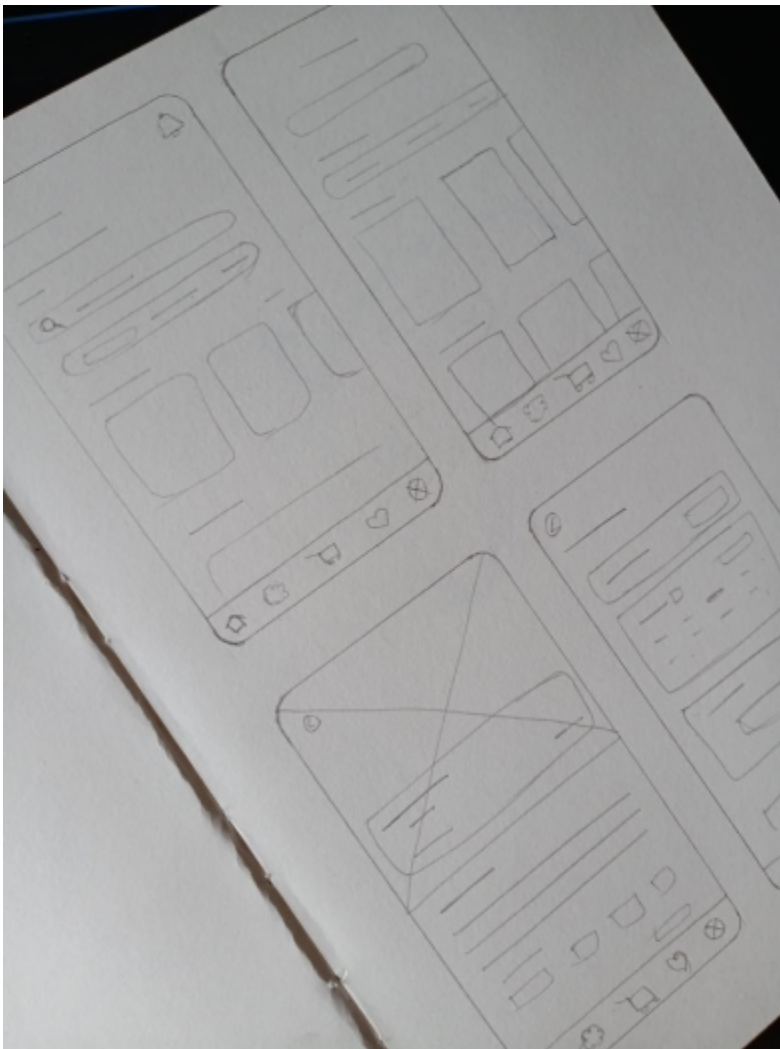


## Information Architecture

## Starting The Design

## **Paper wireframes**

Taking the time to draft iteration of each screen of the app on the paper ensured that the elements that made it to digital wireframes would be well- suited to address user pain points.

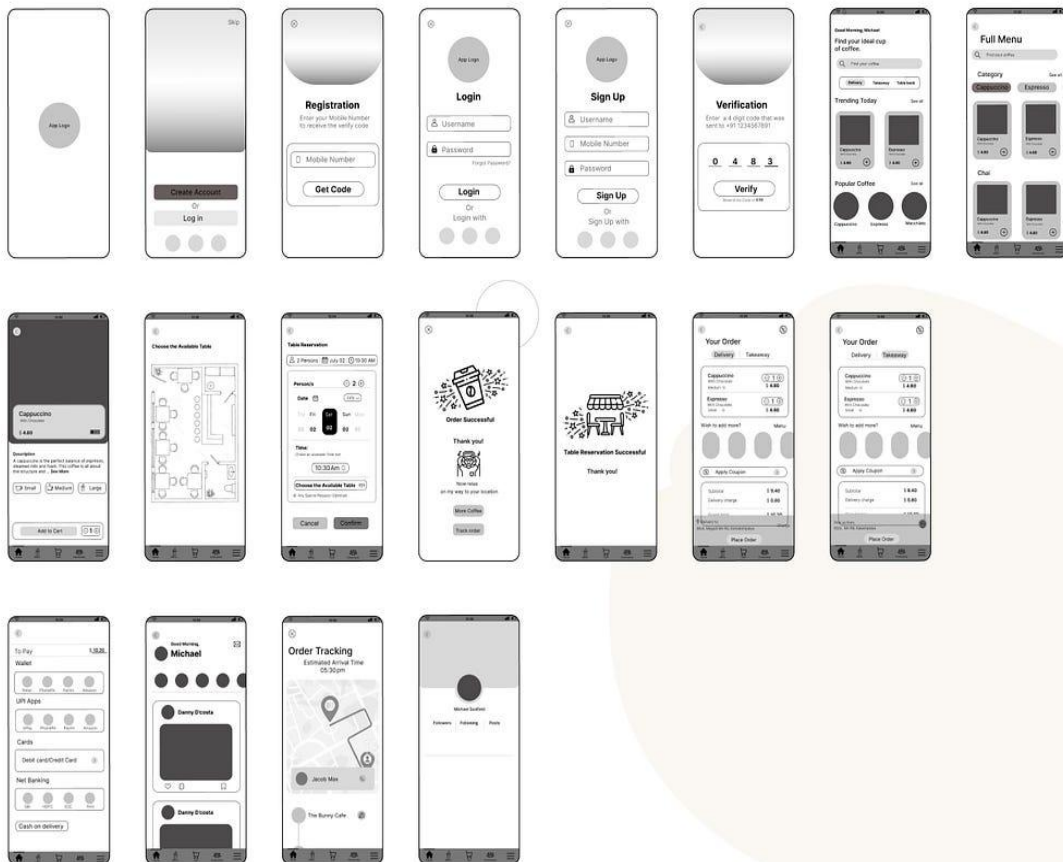


**Paper Wireframes**



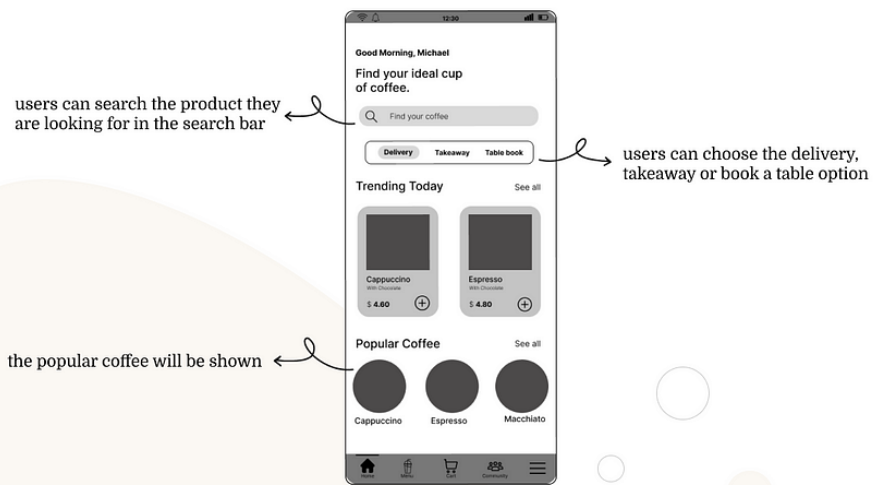
# Digital wireframes

This is the first wireframe that demonstrates the design thinking aligned with user research.



## Digital Wireframes

as the initial design phase continued, i made sure to base screen designs on feedback and findings from the user research

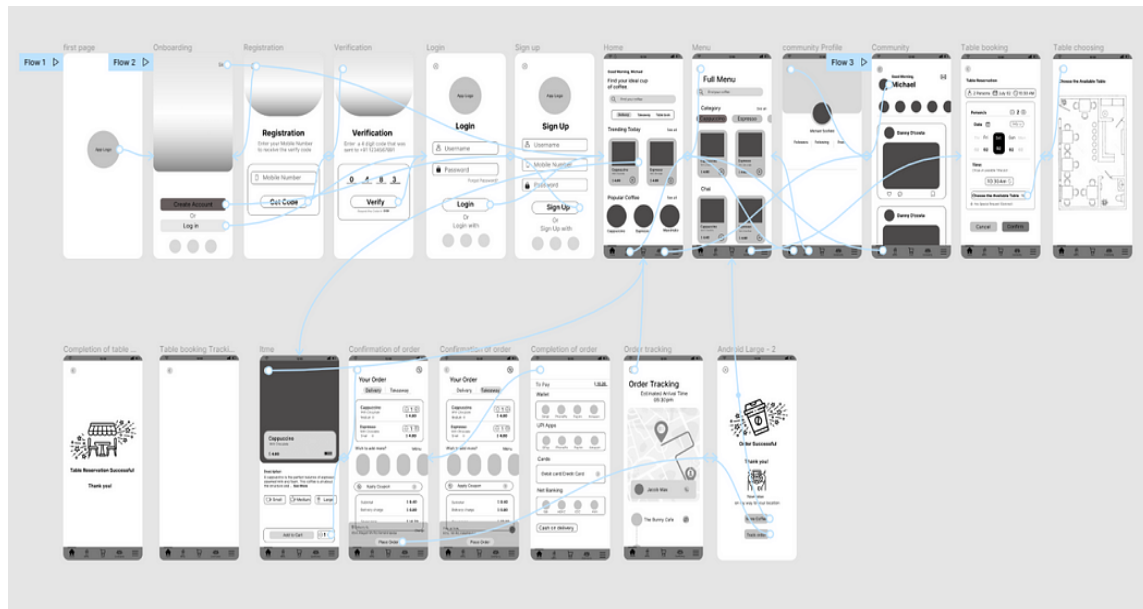


Easy table reservation can be made by selecting the date, time and also can view the available table for reservation



## Lo-Fi Design Prototype

The Low-fidelity Prototype connected the primary user flow of browsing the menu and ordering the bunny cafe products, so the prototype could be used in a usability study



Lo-Fi Design Prototype

## Usability Study: Findings

I conducted two rounds of usability studies. finding from the first helped guide the design from wireframes to mockups. the second study used a high-fidelity prototype and reveal what aspects of the mockups needed refining.

## **Round 1**

1. users needed the hamburger in bottom task bar.
2. users needed easily navigate to the table booking.
3. users needed the bottom menu bar in every page.

## **Round 2**

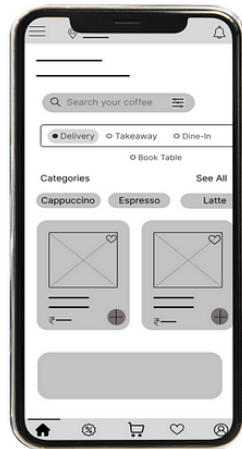
1. Users wanted to see that which tables are available.
2. Add the view cart in the item section.

## **Refining the design**

### **Mockups**

Early design provided unclear path to track the order, but after the usability studies, I added a Hamburger Menu on the navigation bar to guide users.

Before Usability Study

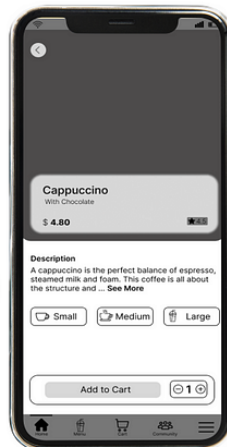


After Usability Study



The second usability study revealed the frustration with the view cart in the item section after adding the item in the cart. to streamline this flow, i revised the design and item section functionality.

Before Usability Study

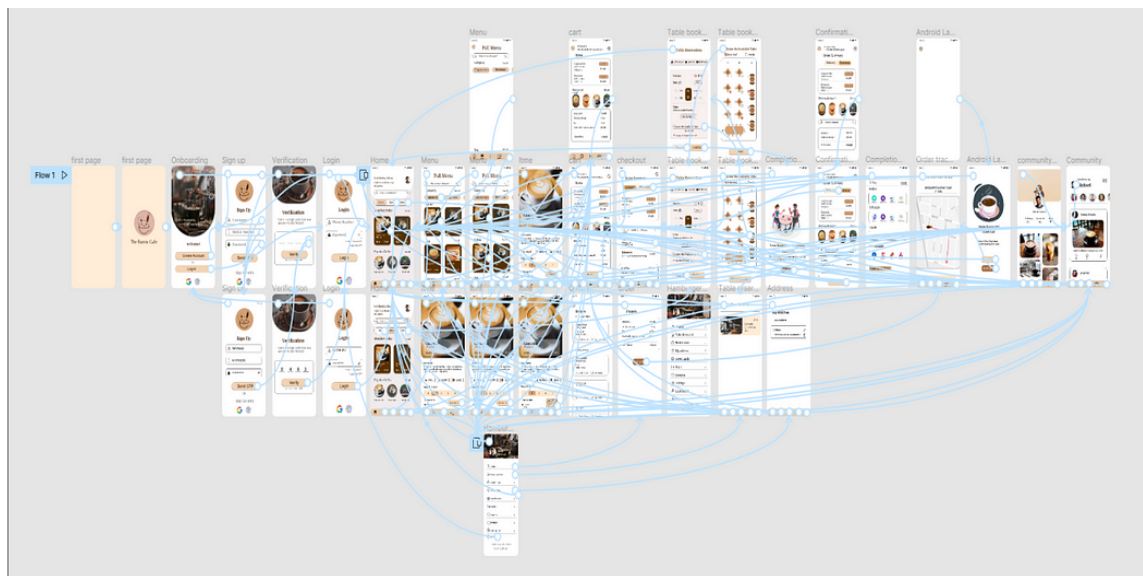


After Usability Study



Hi-fidelity prototype

The final high-fidelity prototype presented a cleaner user flows for connecting and ordering products from the bunny cafe app. it also met user needs to customize the order as well as providing the order tracking option



## Hi-fi Prototype

## Hi-Fi Designs



## Getting Started

Easy log in or sign up for users. The guest mode allows users to Browse the product before registering

## Discover The Products

Users can easily access to menu section and browse the items and also users can search the item they are looking for



## Product Page

users can access products detail and customize their orders according to their needs

## Cart And Checkout

Users can view and modify the orders in the cart page and then goto checkout which is easy to choose for pickup or delivery options and add the payment method



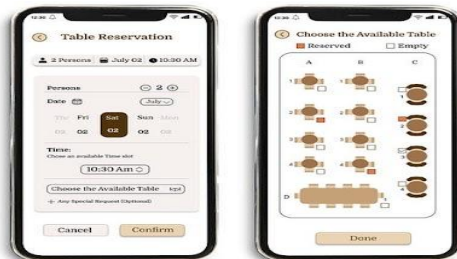


## Confirmation Page

To confirm the received order and allow users to track the order

## Order Page

Users can access the order page from navigation bar, it provides the information of on going orders and histories, and it allows users to easily track their orders by real time updates



## Table Reservation

Users can easily reserve the table on selected date and time and can choose the table

## Confirmation Page

To confirm the table reserved and allow users to track the details



## Community Page

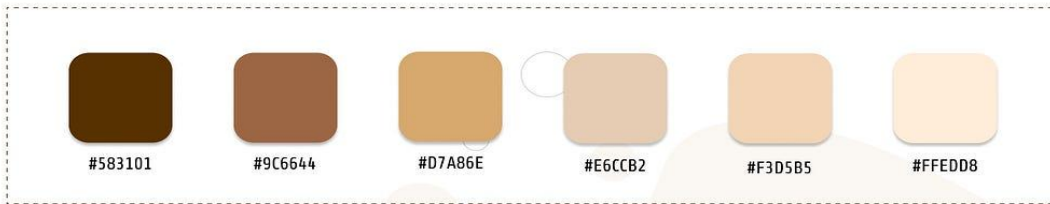
Users can share the photos and thoughts in the community section.



## **Style Guide**

# Style Guide

## COLORS



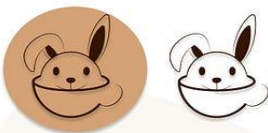
## Typography



Heading	64pt
Heading	48pt
Heading	40pt
Heading	36pt
Heading	32pt
Heading	24pt

## Component

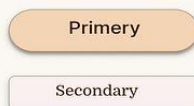
### Logo



### Icons



### Buttons



## Design System



**Note: You can test the app Prototype [Here](#)**

**Thanks for reading!**