

Autonomous Delivery

PM: Christopher O'Hara UX: Shin Nakamura EM: Tiffany Huang DS: Alex Cuijpers STATUS: DRAFT

Background

Problem

Goals

Success Metrics

Key Features & Scope

Core UX Flow

References

Background

Many people have a favorite restaurant or set of places that they enjoy eating. However, many people do not have the time or energy to wait in line or dedicate physical time in a dining venue and restaurants seldom have delivery services. DoorDash allows customers to satisfy their food cravings by making nearly any restaurant within two miles immediately accessible for delivery just by ordering from their smart device. DoorDash seeks to provide people with "easier evenings, happier days, bigger savings accounts, wider nets, and stronger communities" [1]. Furthermore, food delivery is becoming a convenient and ubiquitous service with an estimated \$22,073M in revenue in 2019 and an expected annual growth of 5.8% (CAGR 2019–2024), reaching a market value of approximately \$29,222M by 2024 [2]. As the market interest is continuing to grow, now is the optimal time to provide novel solutions to the user that meet their needs and improve the service they receive.

Problem

With recent advances in computer vision, machine learning, and robotics, it is becoming feasible to make deliveries autonomously with mobile robots. Mobile robots provide an opportunity to reduce operating costs, improve delivery times, and develop human-robot interactions. With DoorDash's recent acquisition of Scotty Labs, the combination of autonomy and remote assistance will allow for a smooth delivery process and customer experience at a reduced operating cost and time [3].

Currently, Domino's Pizza in Houston, Texas is implementing Nuro R2 self-driving vehicles for autonomous deliveries. The "robotic courier" is able to make deliveries to customers within small proximity depending on if the complete order matches contents already available in the R2 [4]. Uber, a well-known taxi-alternative, will be utilizing drones (AR200) for autonomous food delivery [5]. In some cities, such as San Diego, Uber Eats fees are approximately \$8.50 per order, which is paid directly by the customer, to pay for a human driver to deliver orders from restaurants [6].

Large additional cost (nearly the price of an average single item) deters customers from using the service. If a robotic system can reduce the overhead that directly translates to customer value and customers have an impact on the design of the system (user-centered design via feedback and preference) then it might generate a trend/standard of robotic couriers. This will accelerate improvements in mobile robotics as competition will seek new methods that improve over current/development implementation methods. Furthermore, as Dominos is limit to "appropriate orders" (and only through their service) and Uber will use drones (banned in most cities for massive distribution services), DoorDash will have a first-mover advantage and ease into holding a majority of the initial market granted no major deployment issues.

Goals

Robots should be able to autonomously deliver food from restaurants within two miles of the user. However, as this is an emerging technology, there will be instances in which the robot is unable to complete its task as planned. To prevent customer dissatisfaction, manual control can be employed by the operations team. They will be able to assume command of the robot (remote control for either navigation or communication) while viewing the real-time status of the robot (pose, velocity, location, battery life, etc.). However, the manual control of the robot should be *invisible* to the user as they simply want a reliable, fast delivery service. Since the customer experience will heavily depend on the user interface provided for them, the development team will need to create an appealing and intuitive application for smart devices. A successful launch will have two components: an effective robotic delivery system and a smooth customer experience via a smart application. The initial scope and focus will be to develop the user application for smart devices. Ideally, DoorDash will be the household name and market leader, providing the standard for autonomous food delivery services.

Success Metrics

[TODO - Define: How do you measure success?]

Key Features & Scope

[TODO - Handoff: What are you building? What are you explicitly not building?]

Core UX Flow

[TODO - Handoff: Link to mocks]

References

- [1] https://www.doordash.com/about/
- [2] https://www.statista.com/outlook/374/109/online-food-delivery/united-states
- [3] https://medium.com/@TobennaA/exciting-news-from-scotty-labs-958dee4612dc
- [4] https://www.engadget.com/2019/06/17/dominos-pizza-self-driving-delivery-houston/
- [5] https://www.engadget.com/2019/06/12/uber-elevate-drone-deliveries-san-diego/
- [6]

https://www.bloomberg.com/news/articles/2019-06-12/uber-announces-plans-to-deliver-big-macs-by-drone-this-summer?utm source=twitter&utm campaign=socialflow-organic&cmpid=socialflow-twitter-business&utm medium=social&utm content=business