

Interacção Pessoa-Máquina 2021/2022

TAKE A SEAT

Stage 3: Paper Prototype Report



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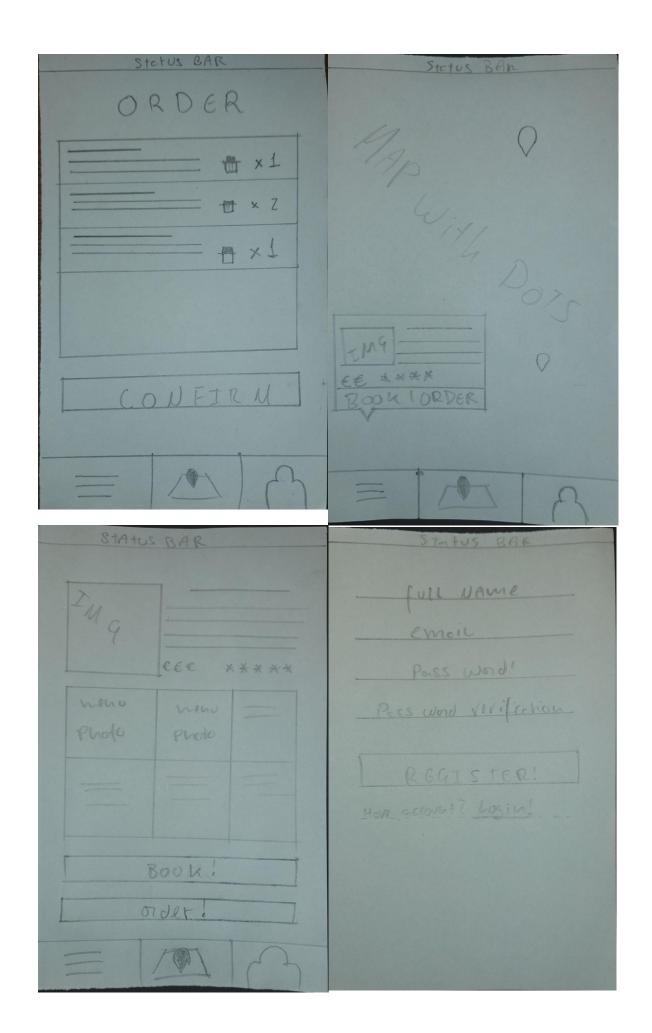
Group Nº 1

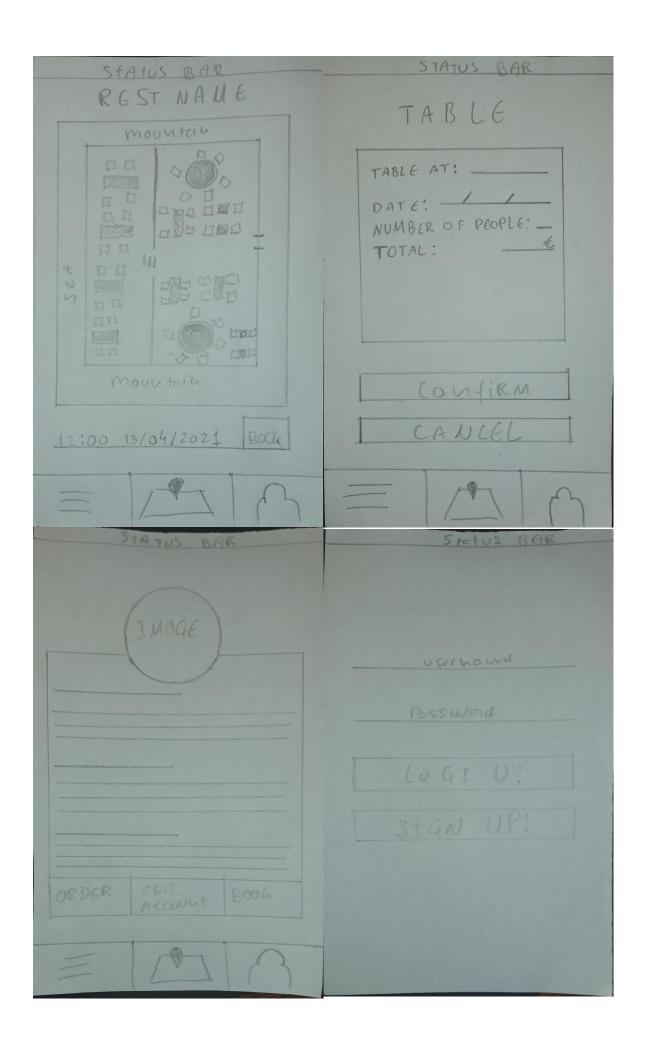
Professor: Teresa Romão

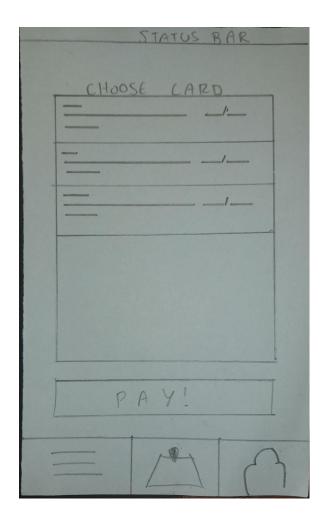
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Mockups

STATUS BAR	SLAVOR BAR P
MENU VX XXE + ITA	Restauran x
XX.XXE + IT	Book order
	Restaurour E
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX	Box look
order items: 2 bs ->	Pastoureur = = = = = = = = = = = = = = = = = = =







Link to the mockups: https://marvelapp.com/prototype/2c4cdg5g

Briefing

Nowadays people lead a busier lifestyle and they want simplicity and customizability in their life. Many restaurants don't have the option to book a certain table or to pre-order food to be ready when you sit down. This app aims to gather all of these functionalities in order to meet these needs.

Scenarios

(Scenario 1).

Lucas doesn't really like cooking his food so he tends to order take away. He knows of a new restaurant close to him that just opened but he doesn't know if it allows for take away. He then searches for it in *Take a Seat* and finds the take away menu where he can order his food.

The tasks involved are:

- 1. Browse restaurants.
- 2. Order takeaway.

(Scenario 2):

João works full-time in one of the international corporations. He has to arrange meetings with the purpose of acquiring new business partners. In order to succeed, he has to make a good impression, everything has to be perfect. Unfortunately, this day nothing goes as planned. He had a very stressful day at work since the first minute he came into the office and it's not over yet - he has an appointment with representatives of one of the most profitable companies available on the market right now. The meeting was arranged a month in advance but just an hour before the scheduled time he gets a phone call from the restaurant he was supposed to hold the meeting in, that they have a sudden malfunction - a power cut.

João has to find the solution very fast, his future career depends on it. So he uses one of his most trusted apps - *Take a Seat*. Not having much time left, he finds quiet, uncrowded, available restaurants with great reviews. He looks through the menu to see if it is appropriate. After making sure everything meets his expectations, he picks the table next to the window, away from other tables so as not to be disturbed during a discussion. It took only a few minutes, João regained control of the situation and could cool down before the meeting.

The tasks involved are:

- 3. **Browse restaurants:** João will look at several restaurants and look at their menus and reviews to decide if they are appropriate to hold the meeting.
- 4. **Book a table:** when booking a table, João will search for a table by the window where he will not be disturbed.

(Scenario 3):

Maria is an architecture student during the day and a hostel worker in the evening. She doesn't enjoy wasting time in the kitchen and that's why she likes eating out a lot but most of the time she has a very tight schedule - during the classes the only break she has lasts about 20 minutes. To address this problem she uses the *Take a Seat* app, which allows her to preorder the food from her favorite restaurant instead of any low-quality fast food and have it to go. Also, because most of the time she sticks to her routine, Maria can repeat her order from the last time or choose one based on recommendations and not lose time browsing the menu.

The tasks involved are:

- 5. Browse restaurants.
- 6. **Book a table:** when booking a table, Maria will pre-select the food in the app and have it ready when she arrives.