

EatUP

First Prototype & Heuristic Evaluation

Group 01

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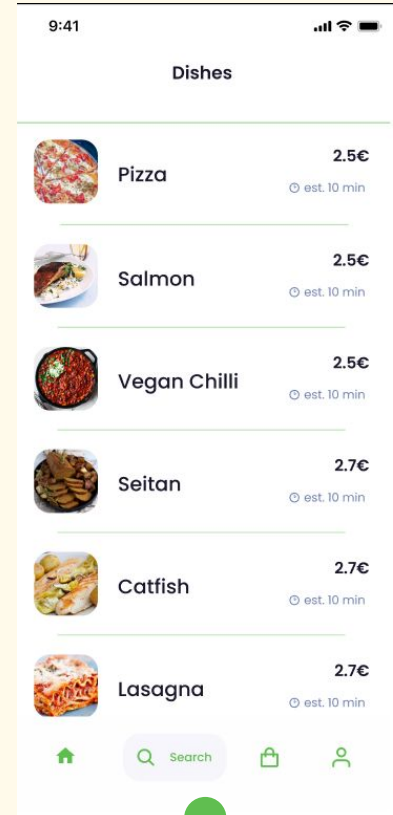
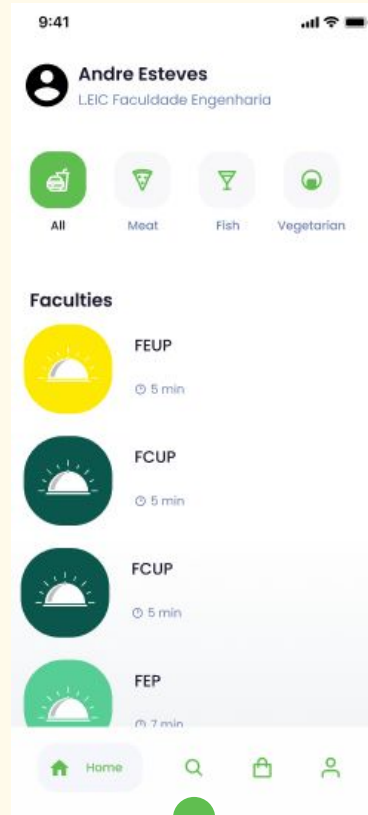
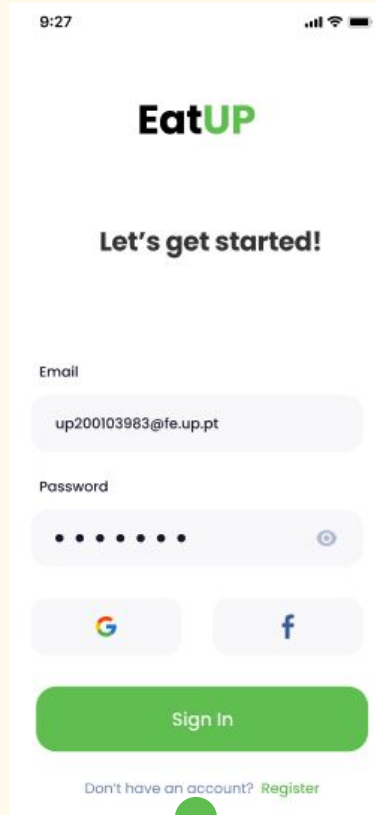


Project abridged description

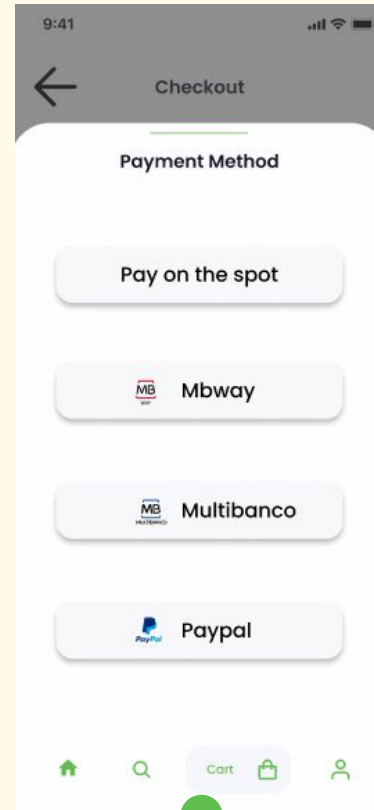
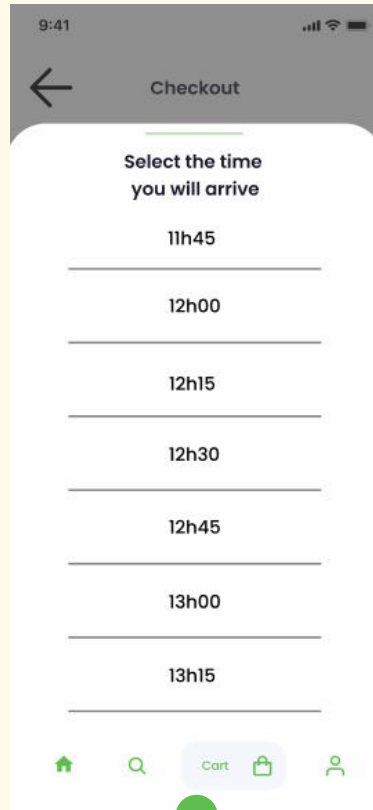
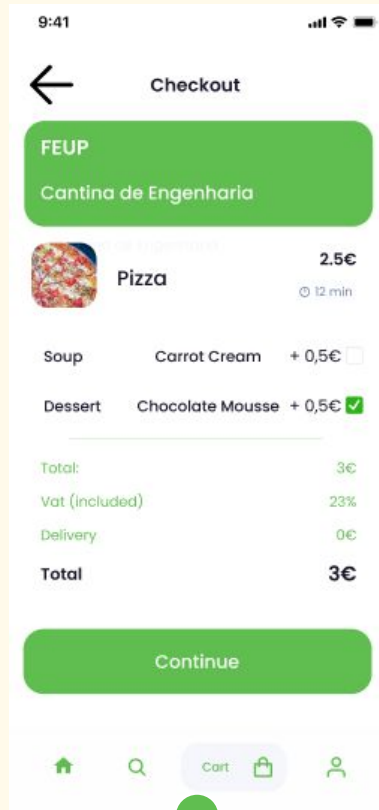
- Sign up & Sign in
- Filter colleges by diet & sort by average distance time
- Filter food facilities from a college by diet & lunch/dinner
- Search dish by name & sort by price
- Addons to the order (dessert, soup...)
- Select the expected time to arrive
- Select from multiple available payment methods
- Search order history



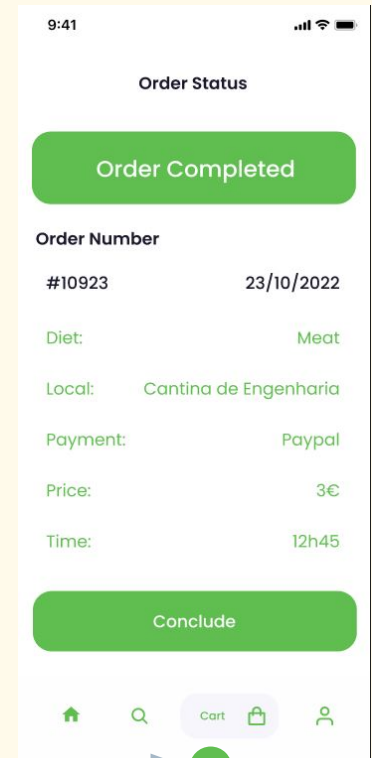
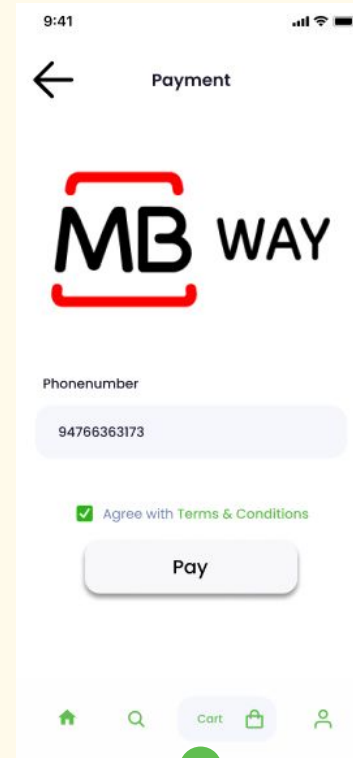
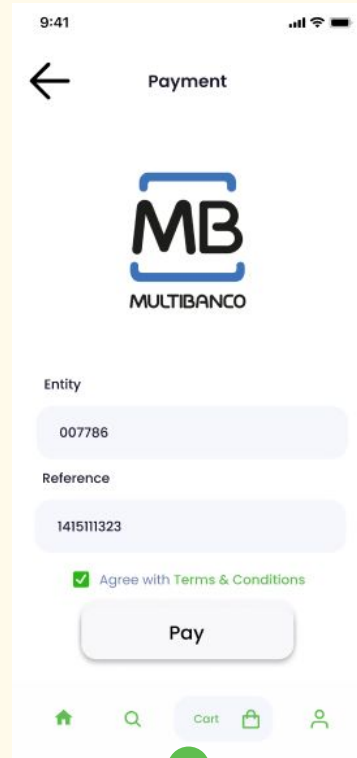
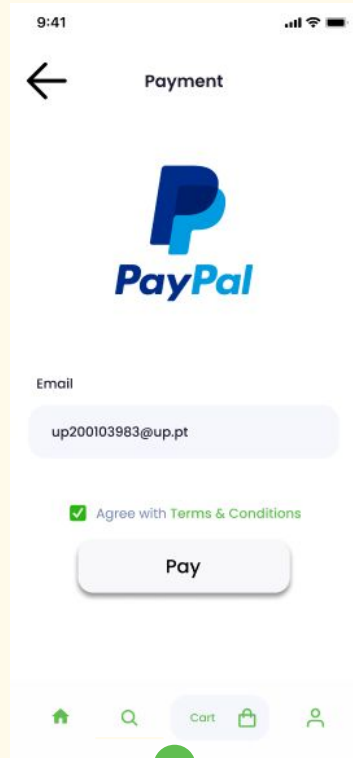
Prototype's Wireflow



Prototype's Wireflow



Prototype's Wireflow



Heuristic Evaluation Results

Issue

There is no back button

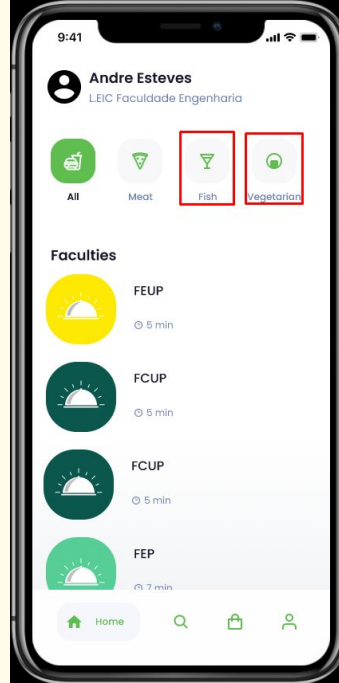
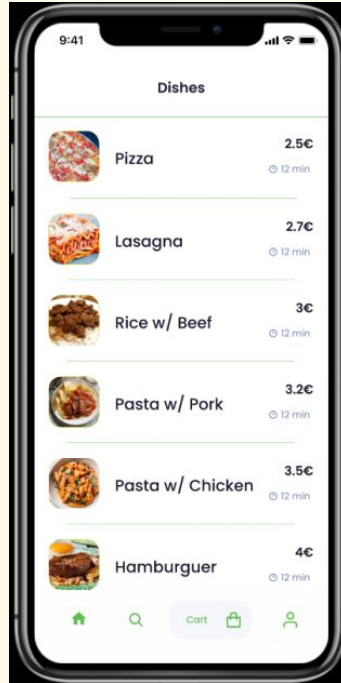
Heuristics

3 - User Control and Freedom

4 - Consistency and Standards

Severity

3



Issue

The food icons are not representative of the text

Heuristics

2 - Match Between System & Real World

Severity

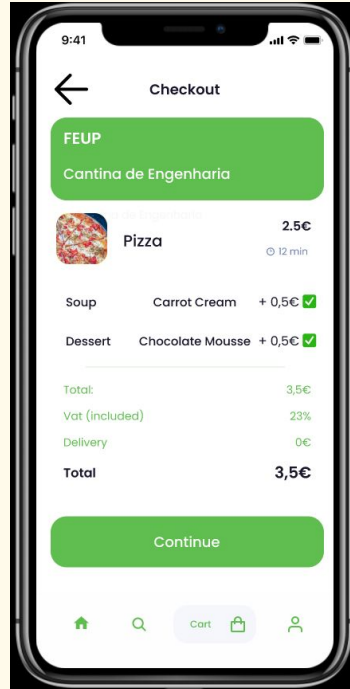
3

Heuristic Evaluation Results

Issue
There is no delete cart button

Heuristics
3 - User Control and Freedom

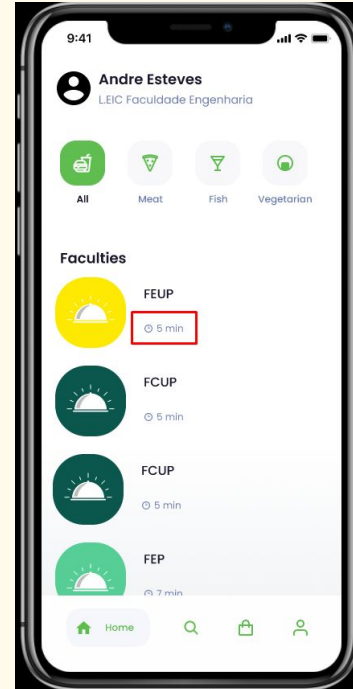
Severity
3



Issue
The time description purpose is not very clear

Heuristics
1 - Visibility of System Status

Severity
3



Corrections to perform in Phase 3

- Add a back button on the dishes tab
- Add a clear cart button on the checkout tab
- Assure the consistency of colors
- Add confirmation button at checkout
- Add distance (instead of time) to faculty on the description
- Fix food, faculties, and food facilities icons