SeBakery

Restaurant Menu

Project overview



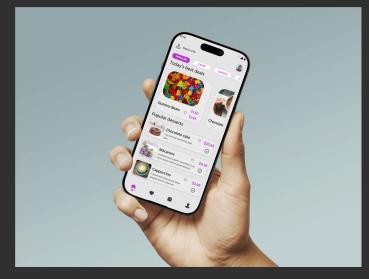
The product

SeBakery is a pastry restaurant app designed for all users, featuring a contrasting design and a brand-focused image. It also offers a reward for first-time purchases.



The objective

Create an intuitive and user-friendly prototype for a pastry restaurant application.



Market Research



Starbucks

- Visual brand consistency
- Minimalist navigation
- Accessibility



Pizza Hut

- Location Recognition
- User Discounts
- User loyalty



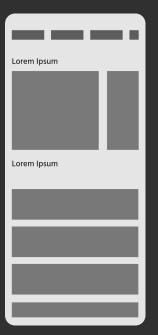
Krispy Kreme

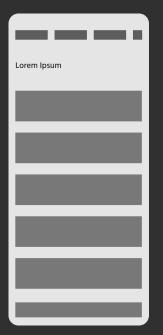
- Quick Experience
- Call to Action
- Clean and Simple design

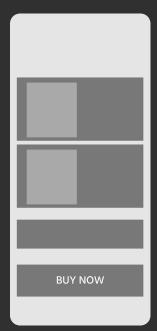


Wireframes

I believe this has been the most complex project in terms of organizing the various elements of the product. However, through extensive research, references, and numerous sketches, I was able to effectively represent the goal I aimed to achieve.



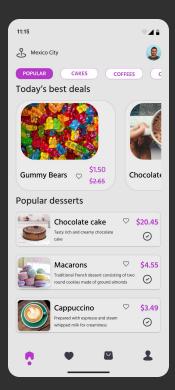


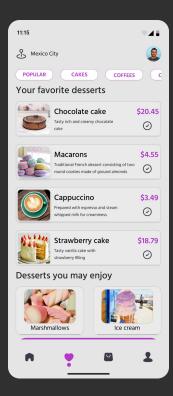


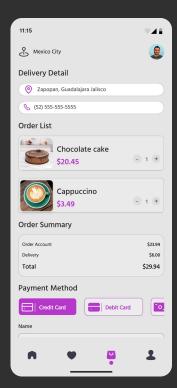


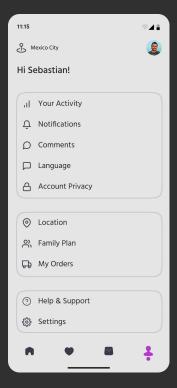
High Fidelity Wireframes and Prototyping

I present the screens in high fidelity, showcasing the improvements made during the design process. This work is based on my research and aligns with our objectives, while also aiming to avoid potential issues in the future.

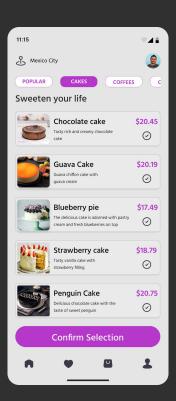


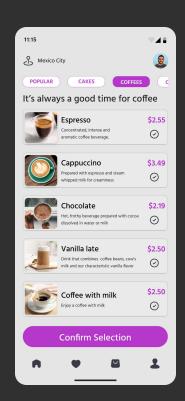


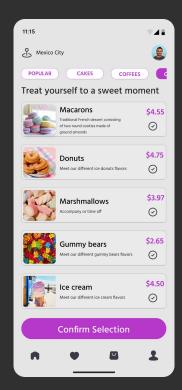


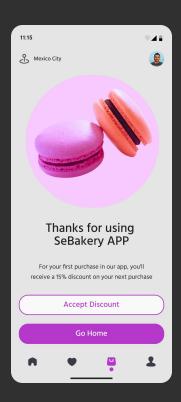


Additional Screens









Style Guide

Typography

Aa

Hind

Regular

abc defghijk Imnop qr stuvwxyz

Medium

0123456789

Semibold

Iconography



Colour Palette



Conclusion

- I learned how to create a clear and concise restaurant menu, focusing on all types of users.
- I learned to organize my ideas with research, references, and sketches.
- I would appreciate your feedback on this project as I continue my journey to becoming a UX/UI designer, and any comments would be welcome. Thank you very much.

I look forward to our collaboration. This project helped me to apply UX/UI design principles and improve my skills, thanks to Codsoft for the opportunity.

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