USER EXPERIENCE DESIGN
ASSIGNMENT 2

205001086
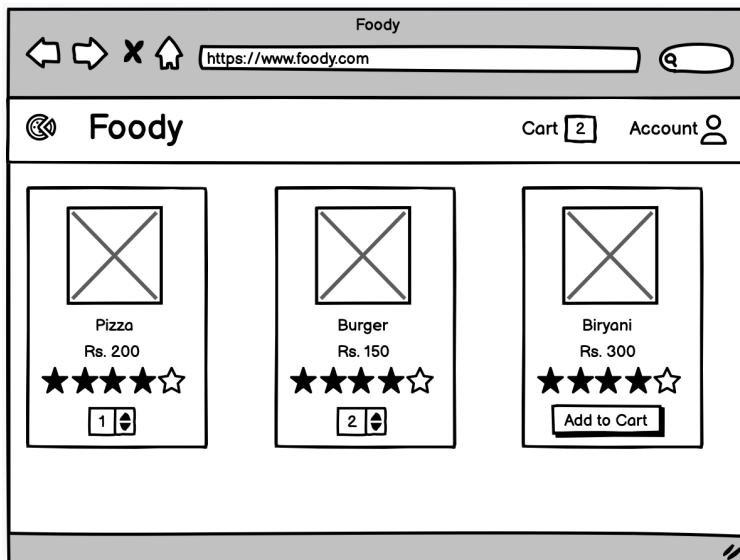**Sai Shashaank R**

205001085
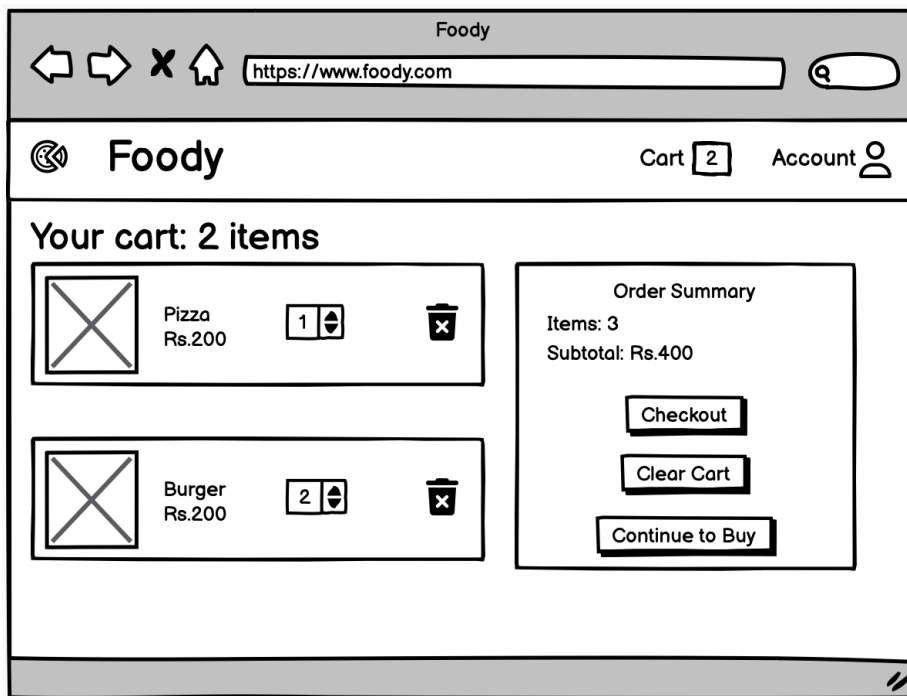**Sabarivasan V**

205001097
Shajith Hameed

1) Develop a wireframe for the above case study and tabulate the results after performing research activity using three participants.
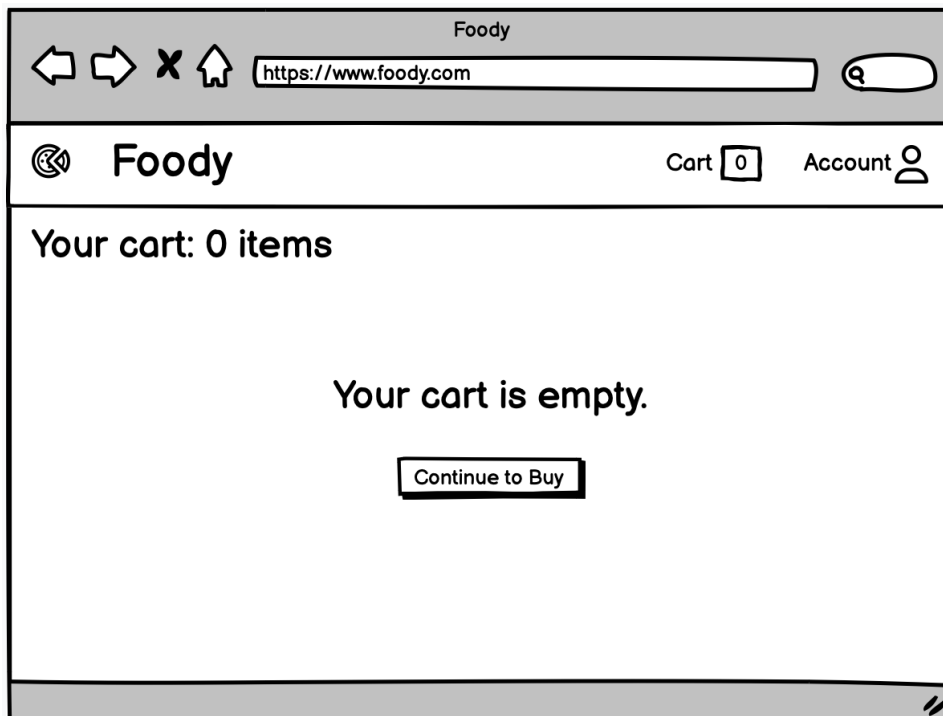
Wireframes:

Homepage(Adding items to cart):

Shopping Cart:

Foody

https://www.foody.com

Foody   Cart [2]   Account

Your cart: 2 items

✕	Pizza Rs.200	[1] ⬍	🗑

✕	Burger Rs.200	[2] ⬍	🗑

Order Summary

Items: 3
Subtotal: Rs.400

[Checkout]

[Clear Cart]

[Continue to Buy]

Clear Cart:

Foody

https://www.foody.com

Foody   Cart [0]   Account

Your cart: 0 items

Your cart is empty.

[Continue to Buy]

Checkout:

Foody

← → ✗ ⌂ | https://www.foody.com | 🔍

◉ **Foody**　　　　　　　　　Cart [2]　　Account 👤

Address > Payment

Delivery Address

Address

[   ]

Phone No

[   ]

Country

[India] ▼

[Proceed to Payment]

User participant research:

Work Role: User Class	UX Goal	UX Measure	Measuring Instrument	UX Metric	Baseline Target Level	Observed Results	Meet Target?
Customer: Buy Food	Efficienty navigate and use the shopping cart functionality.	Task Completion Time	Stop watch or Analytics	Time taken to complete tasks	2 mins 100 seconds as measured using the stopwatch	Completed tasks in 90 seconds .	Yes
Customer: Buy Food	Easily update and manage quantities in the shopping cart.	Error rate	Observation and logs	Percentage of errors	<3% 5% error rate	Encountered errors in 8% of attempts .	No
Customer: Variety of food	Show a large variety of dishes in each category	Number of dishes per category	User Observation	Percentage of Users satisfied with the results	80% vs 90% success rate	Options upto the expectations of the users	Yes

2)
Identify the user stories for the above case study and build the user experience backlog for development.

User Experience Backlog:

Priority	Title	User Story	Tag
1	Dish item menu	Showcase various dish items for the customer to select	UX
2	Add to Cart	The dish items purchased by the customer will be added to the shopping cart.	Feature
3	View Cart	The customer can view the dish items he/she purchases, unit price, dish amount and total price.	UX
4	Update Button	After modifying the amount, the customer needs to click the "Update" button to update the dish amount.	Feature
5	Delete Button	If the customer needs to delete some dish item, it is easily implemented by clicking the "Delete" Button following each dish item.	Feature
6	Clear Cart	"Clear Cart" button means that the customer can delete all dish items in the shopping cart.	Feature
7	Continue to Buy	To click the "Continue to Buy" button, the page will be linked to the dishes display page, and the customer can continue shopping.	Feature

8	Produce Order	By Clicking "Produce Order" Button, the application will produce an order for dish items purchased by the customer	Feature
9	Notification Manager	At the same time, the remainder of the page will display to inform the customer.	Feature
10	Database Manager	The order produced will be shown in the background management platform.	Feature