Refined User Flows Version 1 TBD Restaurant App WIP

07.28.2014

①

Considerations

01

Rendered on iOS screen for simplicity

02

Designed with web interactions in mind; looking for confirmation

03

Not all screens / states / stages represented in full; many secondary interactions "re-use" similar screens

_

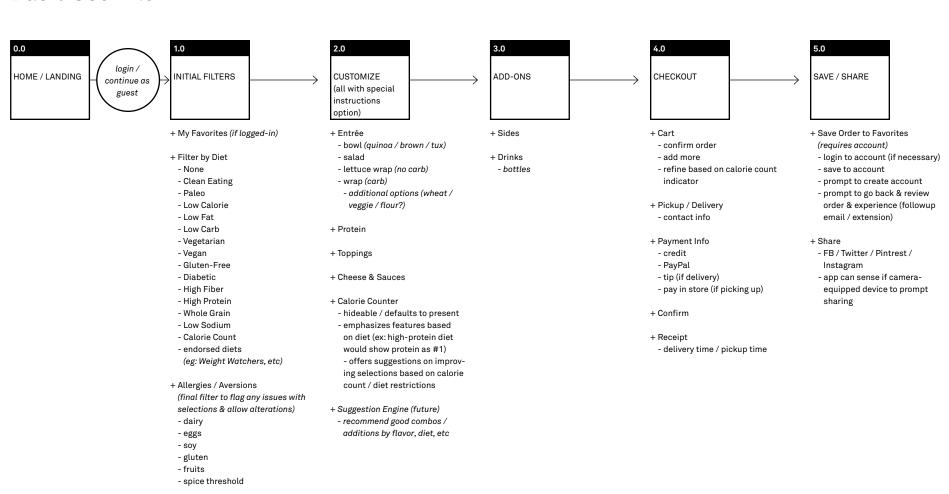
TBD Restaurant

App Beta User Flows

_

App Beta

Basic User Flow



+ Browse Recommended (filtered by Diet Selections if

users' recommendations
Restaurant recommendations
seasonal options
newest options
endorsed diet recos

applicable) - full menu

①

_

App Beta

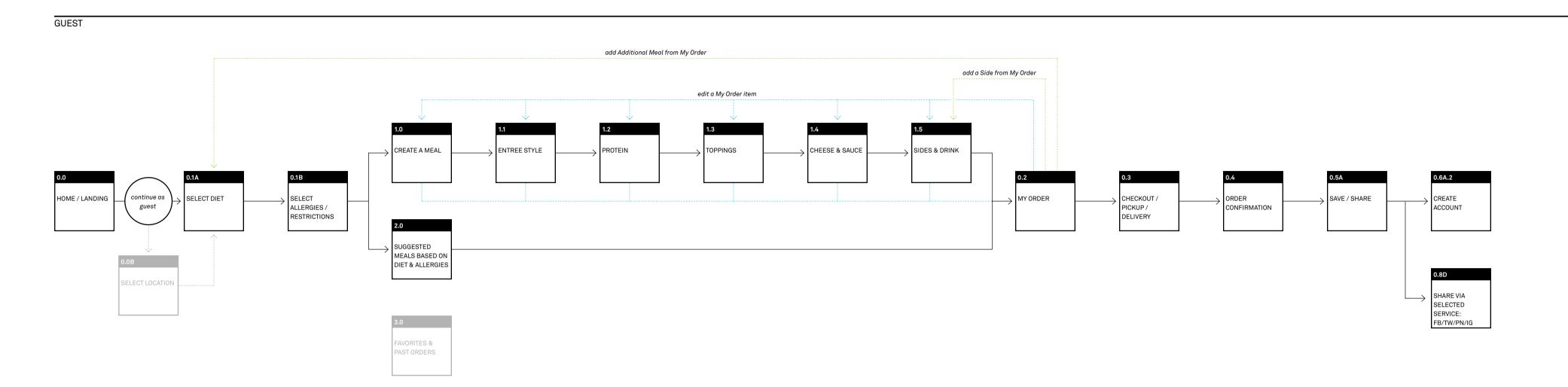
User Account



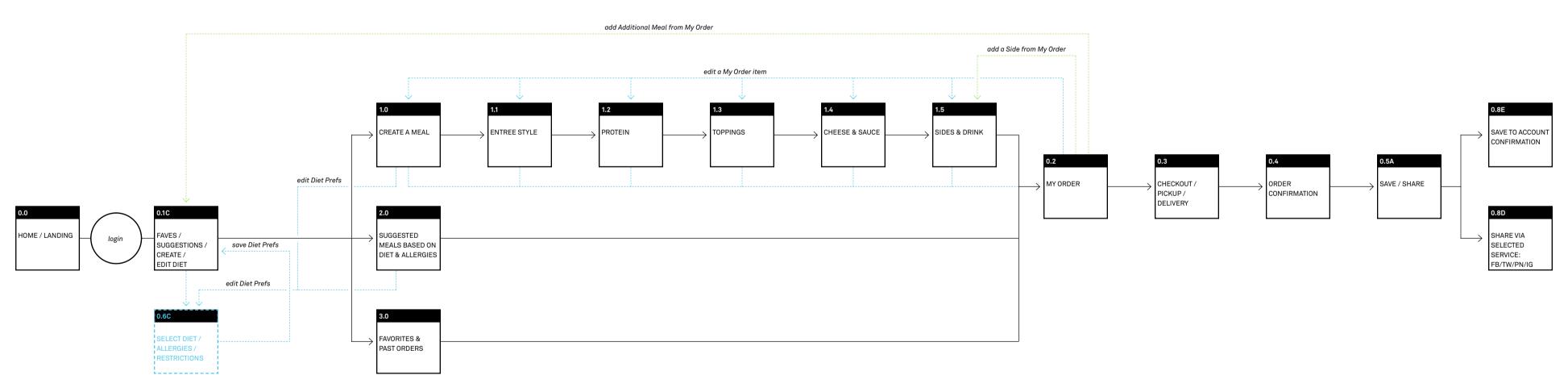
- - + Password
 - with verification
 - + Phone (for texting order details / calling when ready (manual? automated?)
 - + Diet Preferences / Meal Profiles
 - different diets for different activities (pre-workout / postrace, etc)
 - + Allergies
 - + Calorie Goals
 - may include optimal calorie intake calculator (height / weight)
 - + Sharing Preferences
 - + Favorites
 - re-order
 - rank
 - share
 - + Past Orders
 - re-order
 - rank
 - share
 - + Linking Profiles
 - families, multiple orders

App Beta

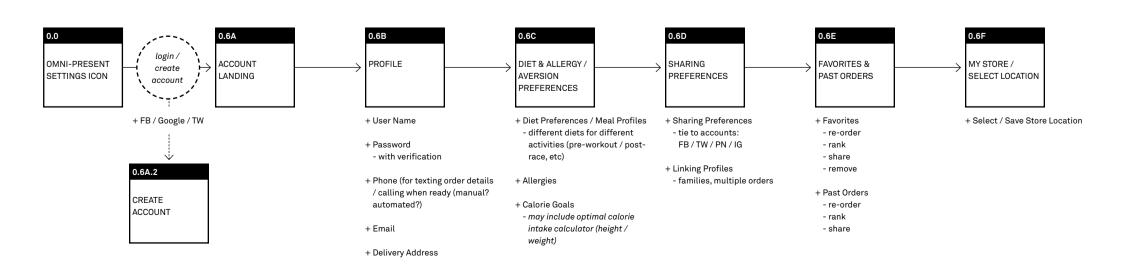
Full Architecture 1.0



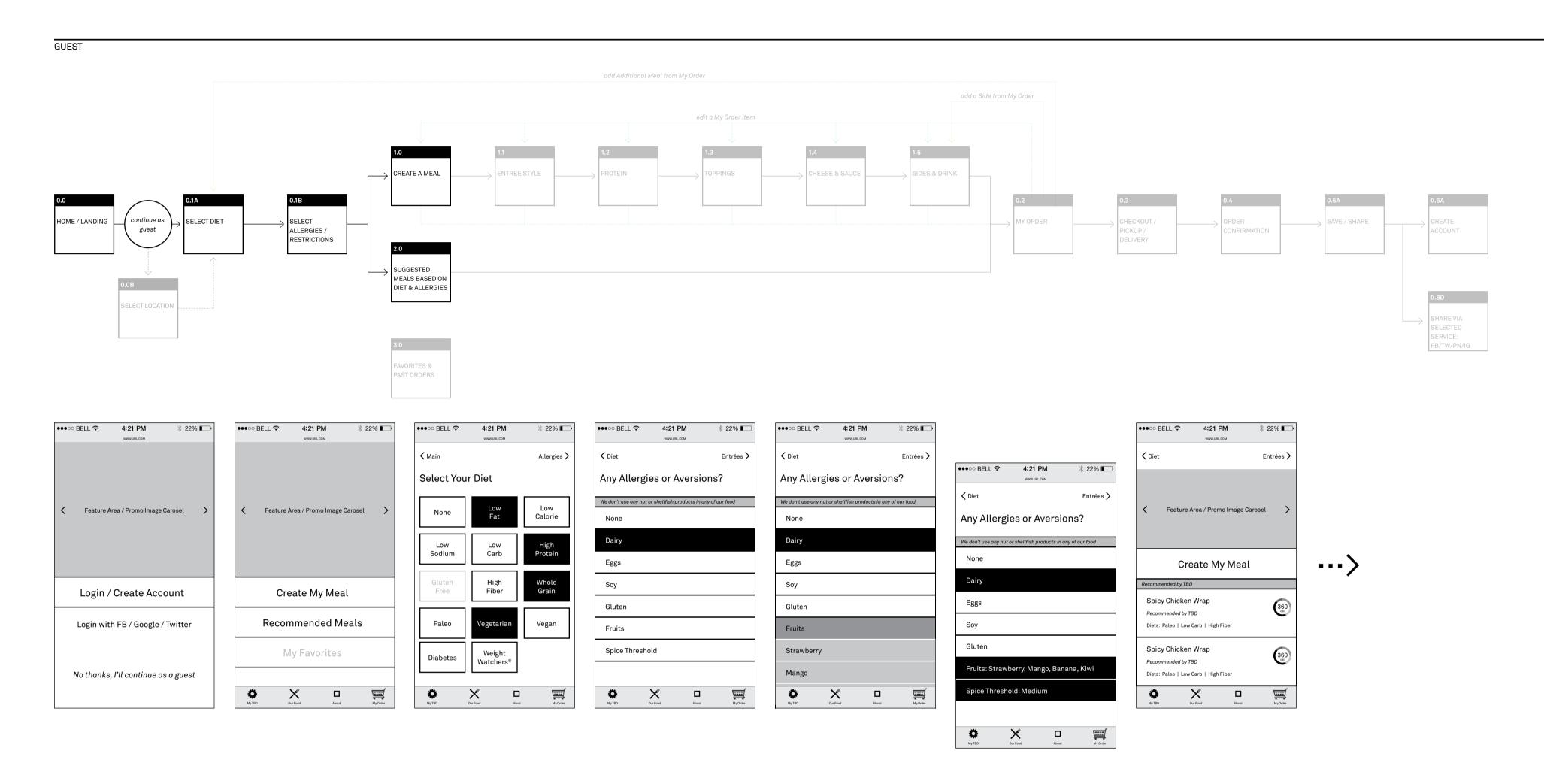
LOGGED-IN USER



ACCOUNT PREFERENCES

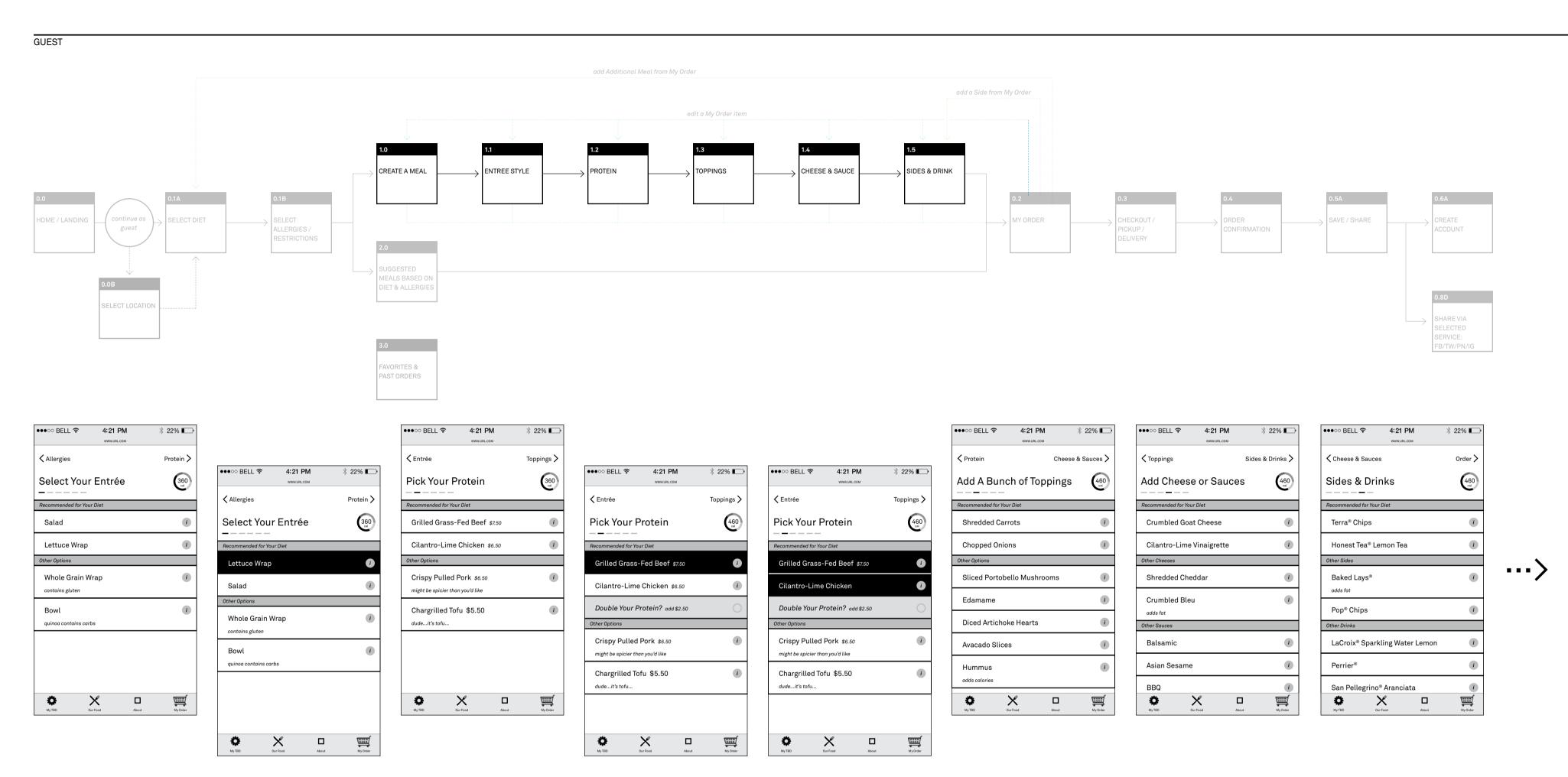


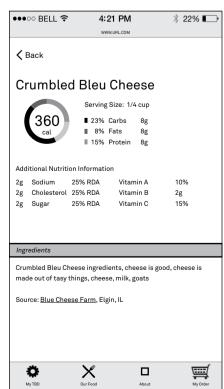
Guest Flow 1 :: Set Diet Prefs



LIFT COLLECTIVE | TBD Restaurant | App Development | Refined User Flows Version1 | WIP

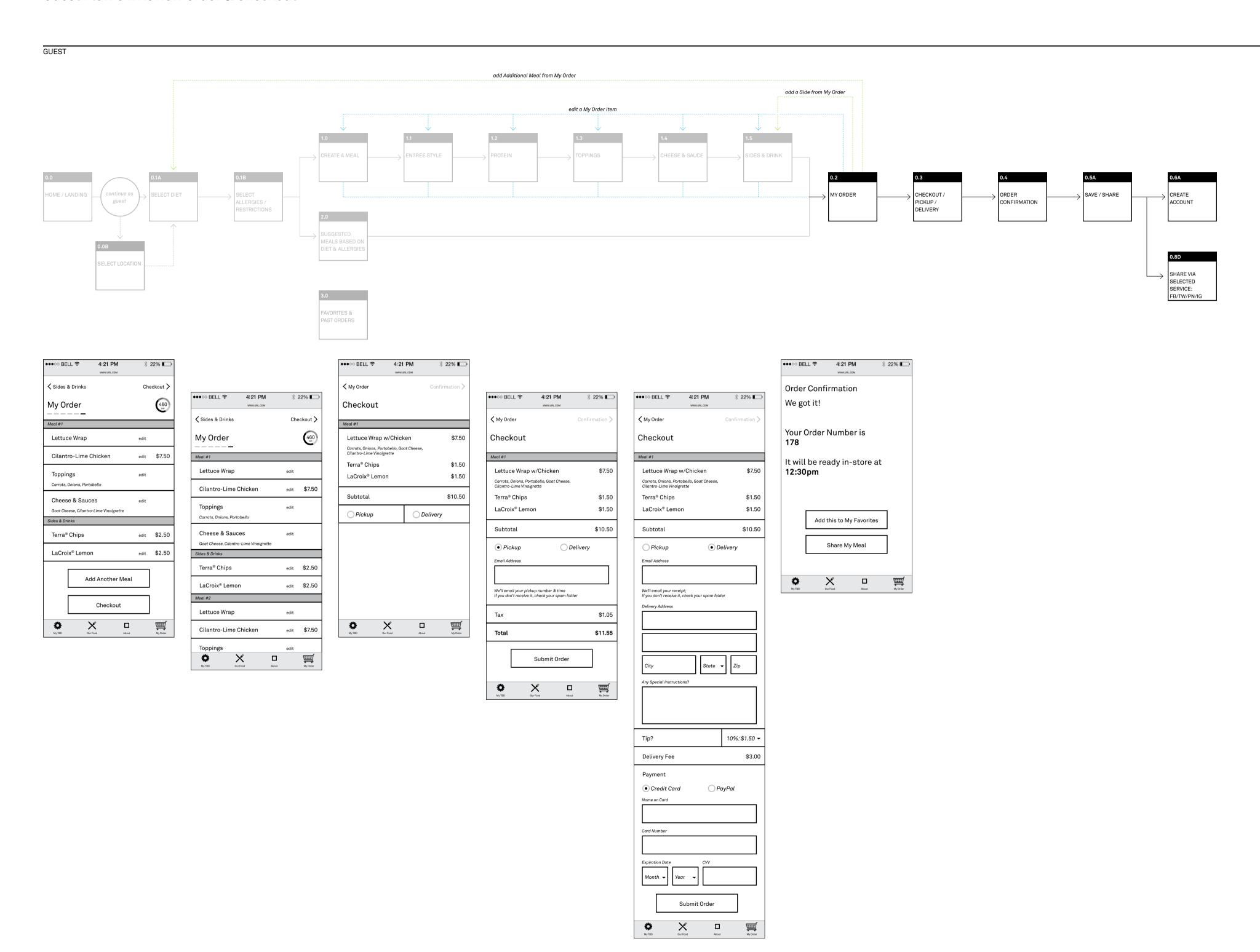
Guest Flow 2 :: Create Meal



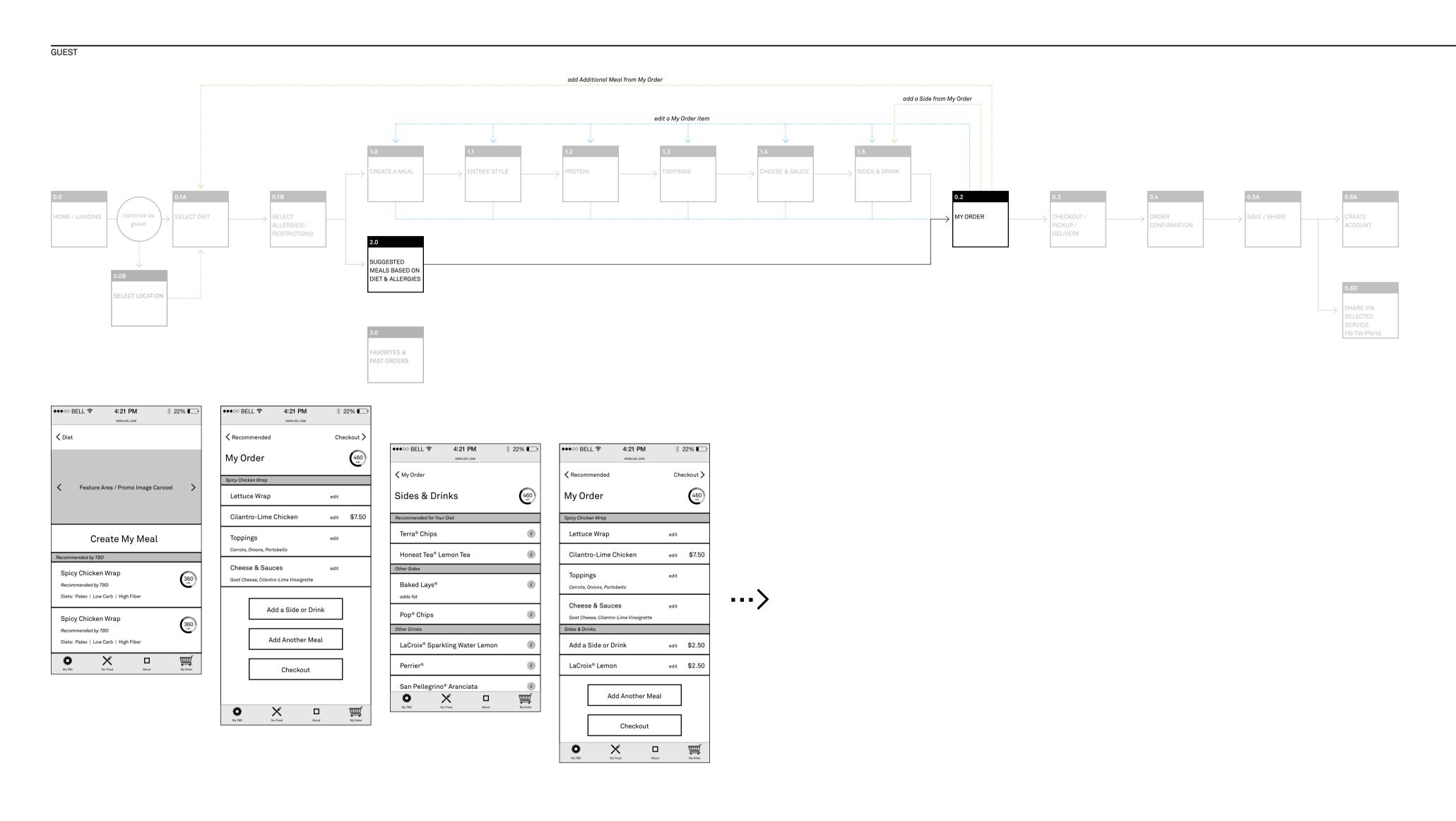


LIFT COLLECTIVE | TBD Restaurant | App Development | Refined User Flows Version1 | WIP

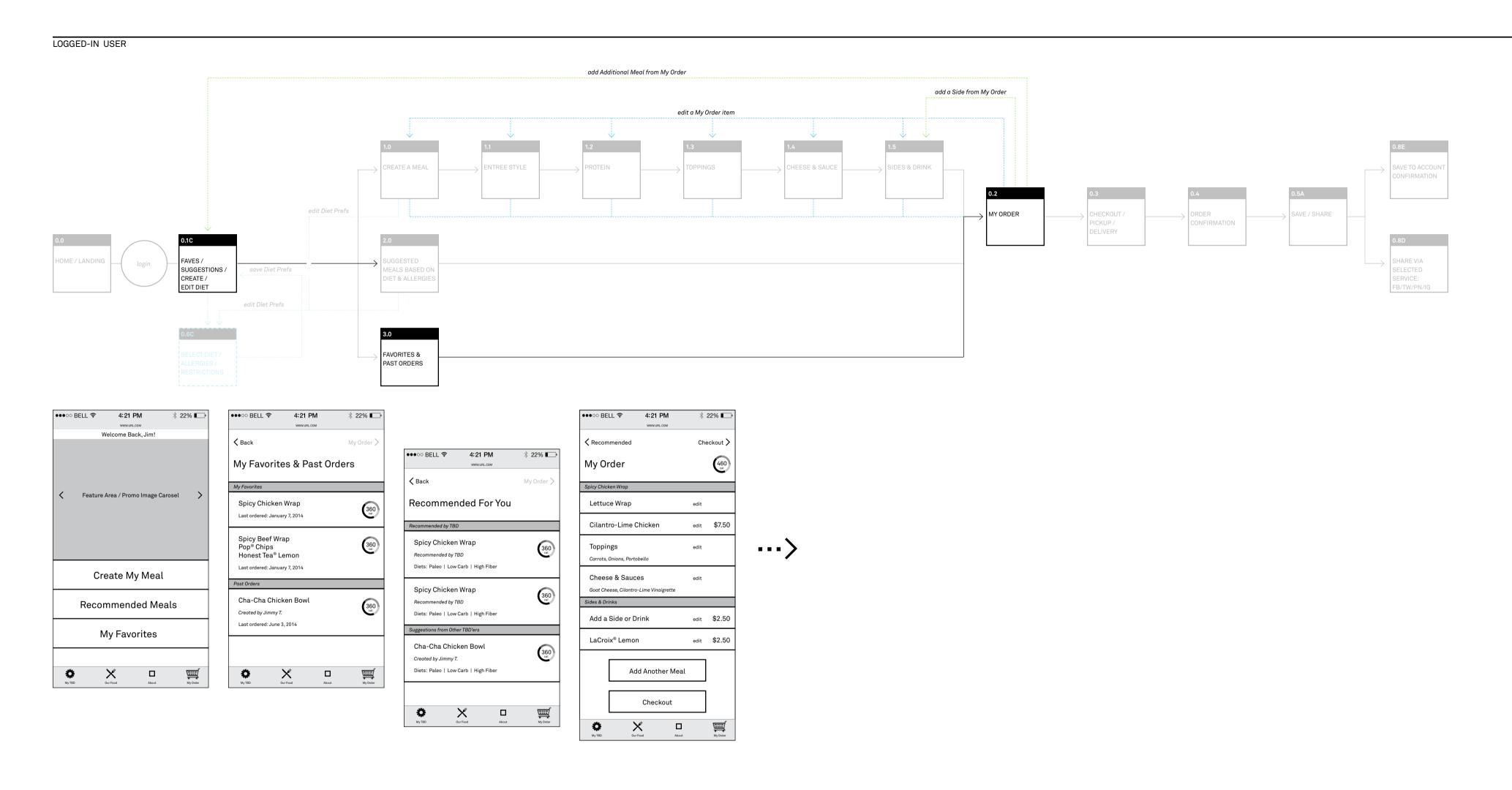
Guest Flow 3:: Review Order & Checkout



Guest Flow 4:: Suggestions / Recommendations



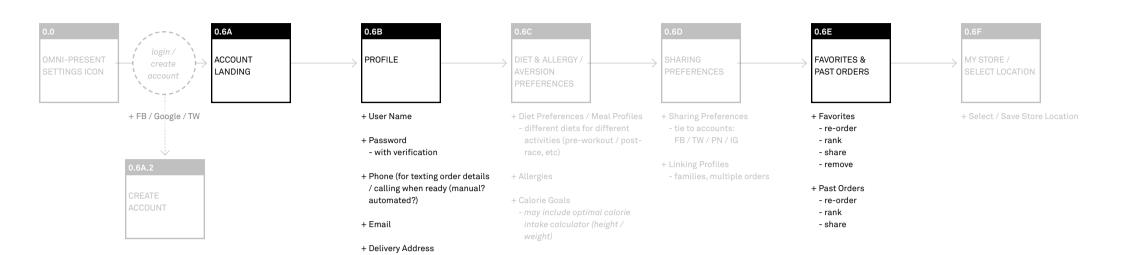
Logged-In Flow 1:: Suggestions / Favorites & Past Orders

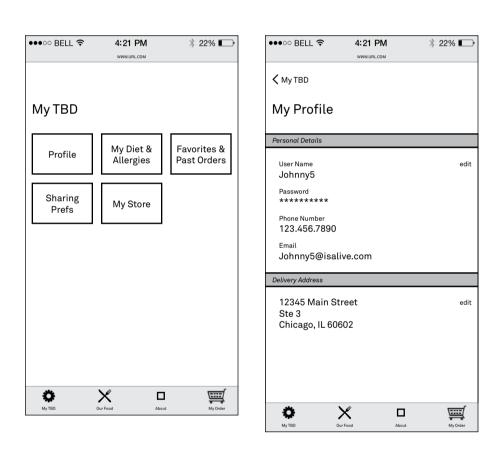


App Beta

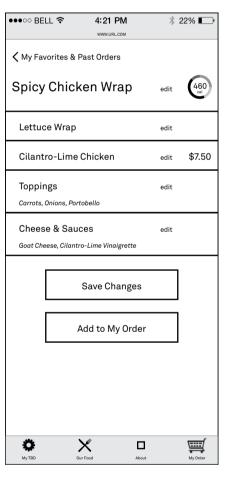
Logged-In Flow 2 :: Account

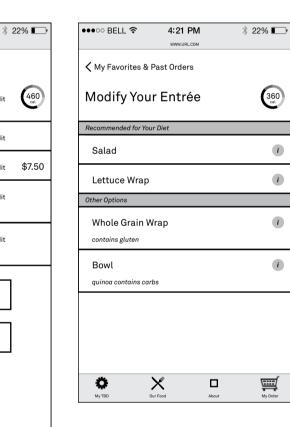
ACCOUNT PREFERENCES











①

Next Steps

01

Determine what's in / out / needs for initial development

02

Develop additional wires as necessary

03

Convert to brand development (naming, visual elements) & skinning

_