



IT2010 – Mobile Application Development
BSc (Hons) in Information Technology
2nd Year
Faculty of Computing
SLIIT

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Report

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Batch	Y2.S2.WE.02.01

Description

The coffee shop's mobile app is made to improve convenience and expedite the client experience. The prototype features an easy-to-use interface with straight forward navigation that makes it simple for users to browse the menu, customize their orders, and make payments. The app's interactive buttons let users choose from a variety of coffee varieties, sizes, and extra preferences, making ordering quick and easy. Through the app, users may keep track of their loyalty points and redeem prizes immediately. Busy people who appreciate time efficiency and want a hassle-free coffee ordering experience are the app's target market. The app's capacity to provide a practical ordering, customizing, and payment platform for consumers' preferred coffee beverages thereby encouraging customer loyalty and satisfaction makes it essential.

User Interfaces















