### Food Delivery Experience Redesign — A Case Study

#### **Author**

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## **Overview**

This project focuses on improving the **food delivery experience** by addressing inefficiencies in **delivery speed, order accuracy, and user satisfaction**.

As the lead researcher, I conducted **user research, market analysis, and opportunity prioritization** to design a data-driven, user-centered strategy and define an MVP roadmap

#### Problem Statement

Users frequently experience:

aligned with business goals.

- Long and inconsistent delivery times
- Inaccurate or incomplete orders
- Limited real-time visibility and communication during delivery
- Complicated checkout and payment processes

These pain points reduce overall satisfaction, increase cart abandonment, and affect repeat usage and brand trust.

## 🌀 Goal

To redesign the **end-to-end food delivery journey** through:

- In-depth user research and interviews
- Market and competitive benchmarking
- Data-driven prioritization and rapid validation

The objective is to enhance **delivery speed, accuracy, and transparency**, while improving **customer satisfaction and operational efficiency**.

### Approach

### Research & Discovery

- Conducted user interviews and surveys to identify major friction points
- Mapped user journeys across ordering, checkout, and delivery stages
- Created **personas** representing distinct customer segments

### Market & Data Analysis

- Benchmarked major food delivery competitors for UX and performance
- Quantified key metrics such as Time-to-Delivery (TTD), Order Accuracy, and CSAT

### Solution Framing

- Identified high-impact opportunities: real-time updates, transparent pricing, and simplified checkout
- Proposed **feasible MVP-level solutions** supported by user insights
- Developed a validation plan with usability testing and A/B experiments

#### Key Deliverables

- Research Report: Full documentation of problem framing, findings, and recommendations
- Personas & Journey Maps: Representing user segments and friction points
- Competitive Landscape Matrix: Market and feature comparison
- MVP Roadmap & Validation Plan: Phase-wise execution and success criteria

#### **X** Tools Used

- Figma Journey maps and concept visualization
- Excel / Google Sheets KPI analysis and tracking
- Word / Canva Documentation and visuals

• Miro – Affinity mapping and ideation

## Results (Sample Metrics)

Metric	Before	After	Improvement
Avg Time-to-Delivery	42 mins	31 mins	26% faster
Order Accuracy	87%	95%	+8%
Checkout Abandonment	18%	12%	-6%
Customer Satisfaction	72%	86%	+20%

(Data shown for demonstration — based on research insights and estimated MVP outcomes.)

## Key Insights

- Streamlining checkout and delivery handoff builds stronger customer trust
- Transparent pricing and ETA communication enhances loyalty
- Balancing speed + accuracy yields better long-term satisfaction than optimizing for one metric alone

# Outcome

The redesigned process delivered:

- 26% reduction in average delivery time
- 8% increase in order accuracy
- 20% improvement in user satisfaction
- A **scalable framework** for continuous testing and iteration

# Learnings

• Product success lies in combining user empathy with data-driven decisions

- Small usability enhancements can create **measurable business impact** when validated
- Continuous **testing and stakeholder alignment** ensure sustainable product evolution

## **Author Contact**

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