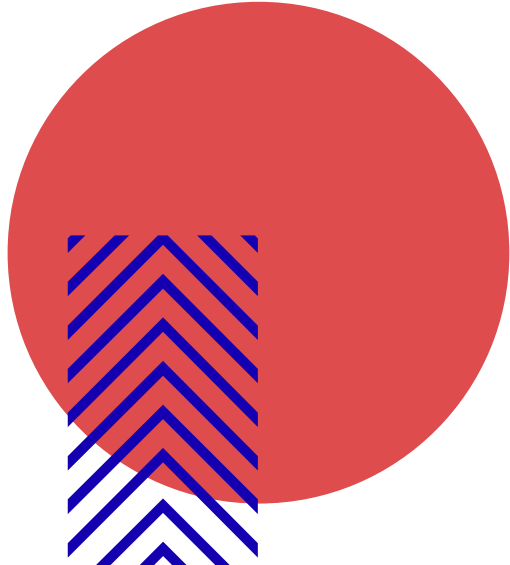# PRODUCT ANALYSIS AND KPI METRICS OF A FOOD DELIVERY APP

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INDEX:

ABOUT

- A FICTIONAL COMPANY WHO HAS FOOD DELIVERY APP WHERE YOU CAN SET OUT YOUR MEAL PREFERENCES AND CAN GET A RANDOM SANDWICH WITHIN 15 MIN.
- IT IS A START-UP WITH 15 EMPLOYEES AND HAS ESTABLISHED OVER 1 YEAR.
- THE STATEMENT IS TO DETERMINE WHICH FEATURE TO INVEST IN WITHOUT HAMPERING QUALITY OF SERVICE.
- DATA : HTTPS://GIST.GITHUB.COM/AK47/997OAB52EE55723FO5999BIEFIAOBC73
- THIS IS A JAVA-SCRIPT CODE CONTAINING KEYS AND VALUES (ATTRIBUTES) EACH OCCURRENCE HAS ITS OWN COMPLETE SET OF INFORMATION THAT IS INDEPENDENT OF OCCURRENCE THAT HAS COME BEFORE OR AFTER.
- THE ANALYSIS IS DONE USING MIX-PANEL.
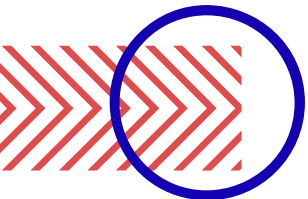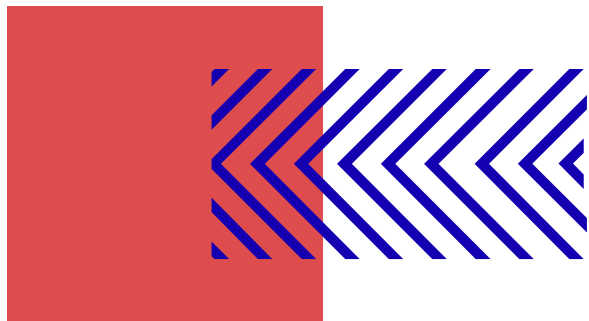
BEHAVIORAL METRICS

- Here we use behavioural data which is object data and event data joined together.
- Behavioral metrics are critical to product analytics; when we want to understand the "health" of our business, we need to examine end-user behaviors
- Here we will look at different metrics like DAU, number of sessions, user segmentation.

- DAU (Daily active users)
- Daily active users: A user is active on a particular day when he has done anything on that day. Here we will look at how many people did at least one event (we will view it as time series)
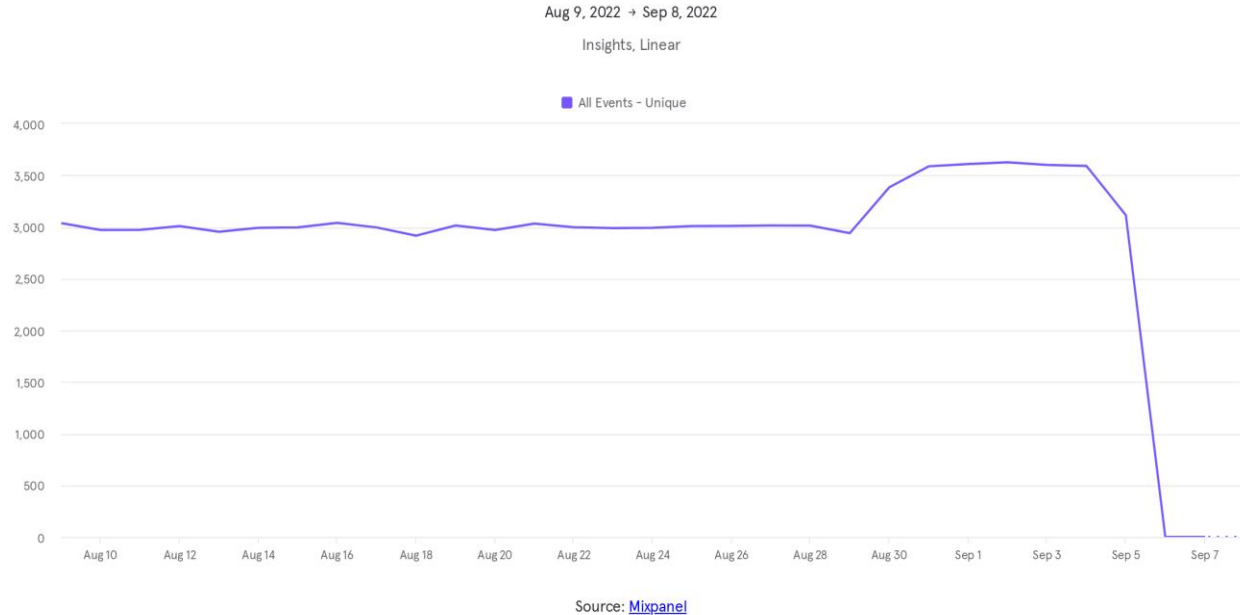
Source: Mixpanel

Insights, Linear

Sessions chart

| Event ⌄	Distribution ⌄	Value ⌄
Session Start – T... Overall 4,931	1 time	94
	2 times	110
	3 times	115
	4 times	107
	5 times	90
	6 times	112
	7 times	118
	8 times	107
	9 times	87
	10 times	60
	11 times	51
	12 times	46
	13 times	63
	14 times	56
	15 times	50
	16 times	57
	17 times	54
	18 times	67
	19 times	62
	20 times	64
	21 times	53
	22 times	38
	23 times	65
	24 times	56
	25 times	58
	26 times	57
	27 times	68
	28 times	68
	29 times	62
	30 times	63

Results have been truncated to the first 30 segments for download.

Source: Mixpanel
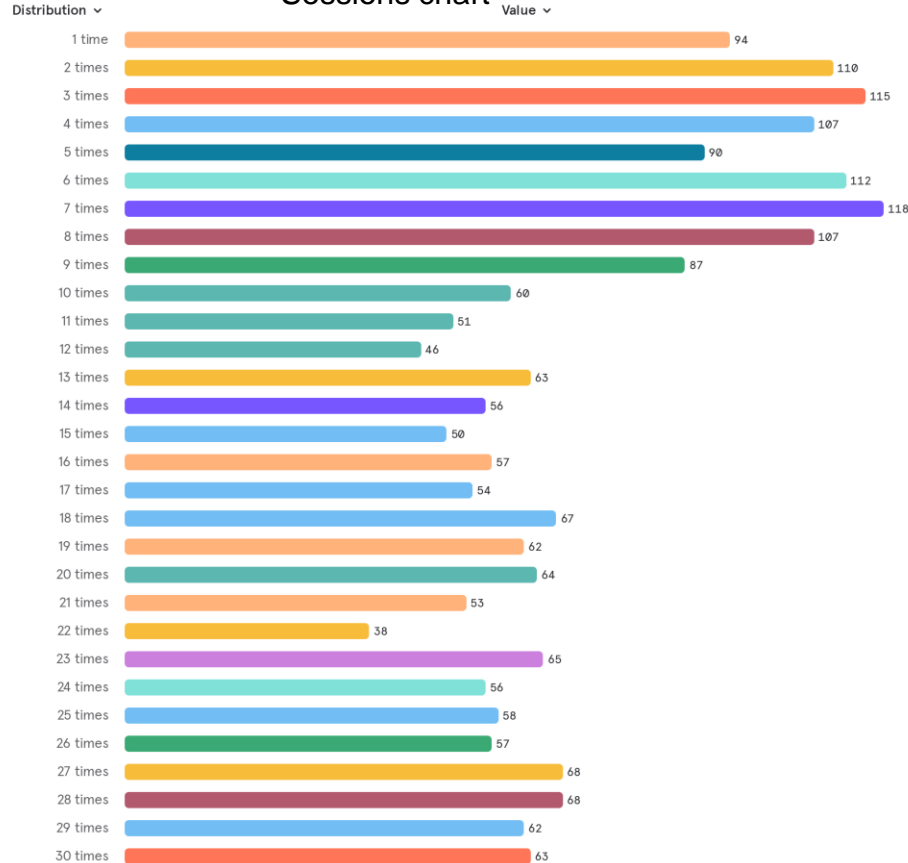
Session

- Each bar represents no. of users who did atleast one session in past month
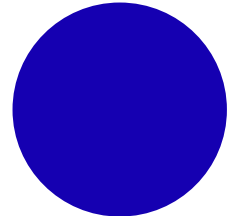
Engagement metrics

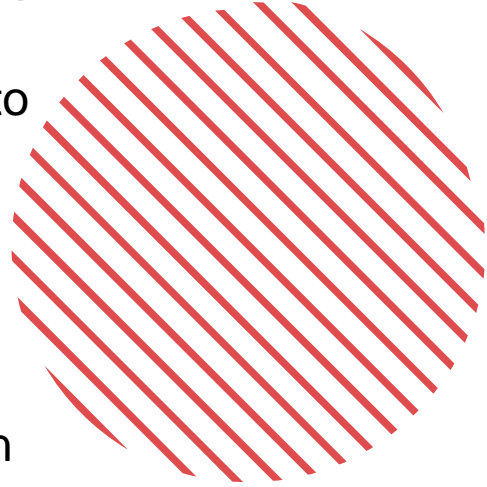- Here we will look only at the meaningful activities that the user has done. These events include ordering sandwich, setting meal preference, setting favourite sandwich, adjusting payment methods…and maybe more but we will look at all these events only.
- Here we look at what % of people having our app is engaging in our app.

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Insights, Linear

■ Engagement

Source: Mixpanel
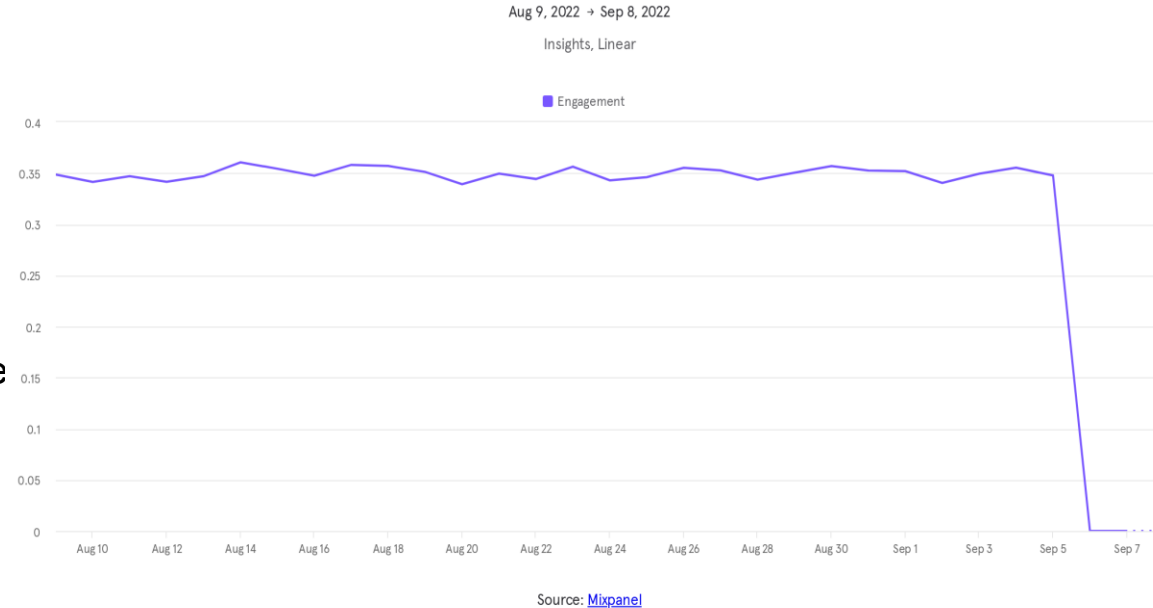
ACQUISITION METRICS

- Here we look at our marketing channels, those which lead to the largest number of sandwiches purchased and orders abandoned on both of our platforms.
- We need to look at first time purchases and repeat purchases.
- We will study the actions in series, where one action is performed after another action and we study the conversion rate of those all.
- In our case we will look at steps:

- We are interested in users who have completed the journey and users who haven't. Each step contains less users than the step before that this is what we call **funnel analysis**.

FUNNEL ANALYSIS

Funnels

Overall · 77.8%

100%
4,636

87.25%
4,045

89.17%
3,607

75%

50%

25%

0%

1 app open   2 order sandwich   3 receive sandwich

Source: Mixpanel

About 77% of people who completed step 1 also completed step 3.

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Funnels

iOS · 76.47%   Android · 76.31%
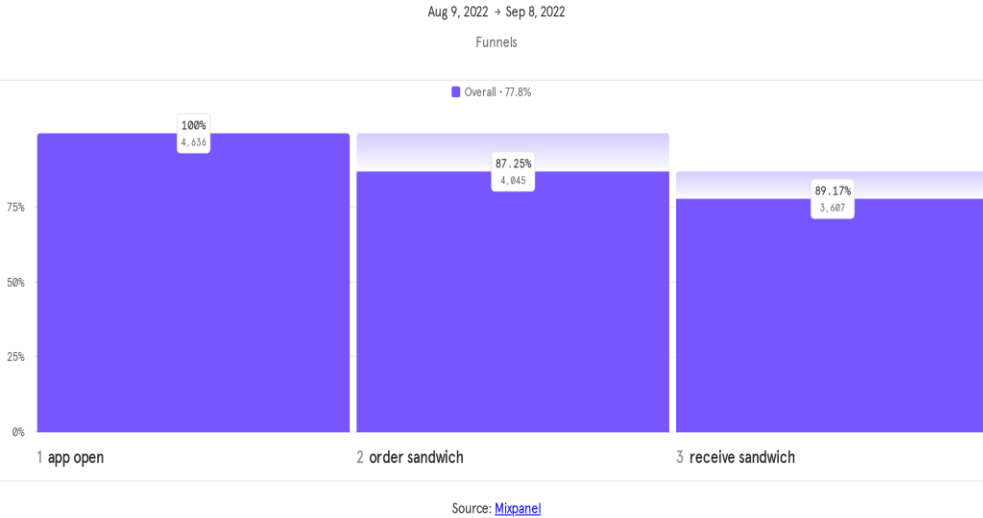
There are 1000 more people who receive sandwich after opening the app in IOS than android.

100%
4,007

100%
3,026

86.92%
3,483

87.44%
2,646

87.97%
3,064

87.26%
2,309

75%

50%

25%

0%

1 app open   2 order sandwich   3 receive sandwich

Source: Mixpanel

Aug 9, 2022 → Sep 8, 2022

Funnels

Legend: iOS / Instagram Post · 11.19% | iOS / Instagram Ads · 5.33% | iOS / Facebook Post · 6.85% | iOS / Youtube Ads · 7.59% | iOS / Google Ads · 8.57% | iOS / Facebook Ads · 4.62%
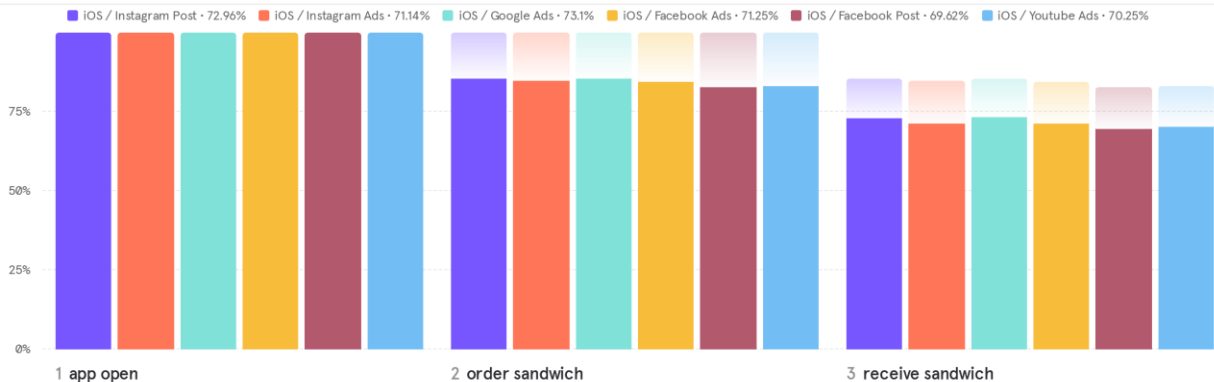
1 app open 2 order sandwich 3 receive sandwich

This chart represents the number of people who have completed all 3 steps via app IOS platform where they have opened the app for the first time, and their distribution according to different marketing channels.

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Funnels

Legend: iOS / Instagram Post · 72.96% | iOS / Instagram Ads · 71.14% | iOS / Google Ads · 73.1% | iOS / Facebook Ads · 71.25% | iOS / Facebook Post · 69.62% | iOS / Youtube Ads · 70.25%
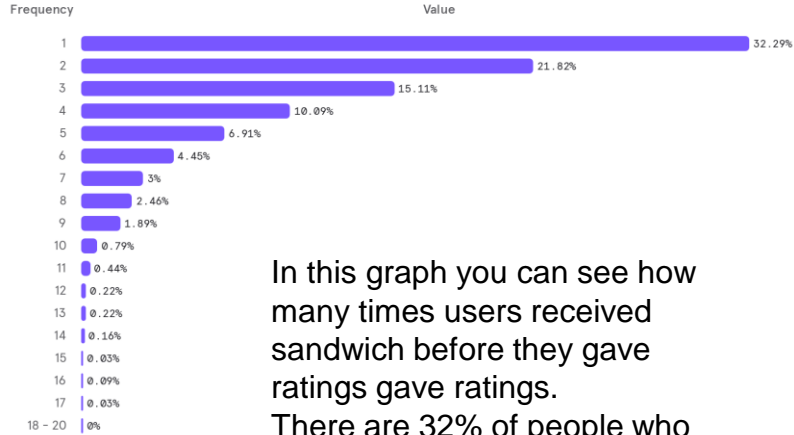
1 app open 2 order sandwich 3 receive sandwich

This chart represents the number of people who have completed all 3 steps via app IOS platform having made repeated purchases, and their distribution according to different marketing channels.

Source: Mixpanel

SPOTTING TRENDS:

Funnels

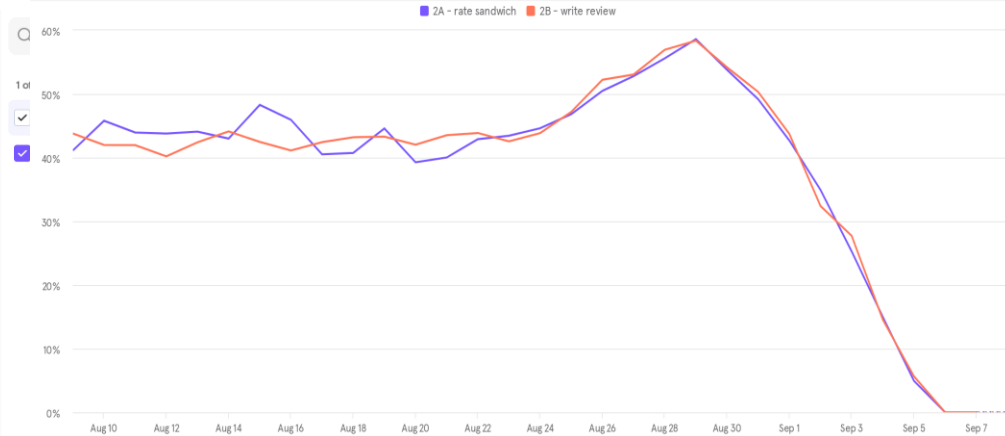| Frequency	Value
1	32.29%
2	21.82%
3	15.11%
4	10.09%
5	6.91%
6	4.45%
7	3%
8	2.46%
9	1.89%
10	0.79%
11	0.44%
12	0.22%
13	0.22%
14	0.16%
15	0.03%
16	0.09%
17	0.03%
18 - 20	0%

In this graph you can see how many times users received sandwich before they gave ratings gave ratings.
There are 32% of people who ordered 1 sandwich and gave rating.

Source: Mixpanel

Funnels

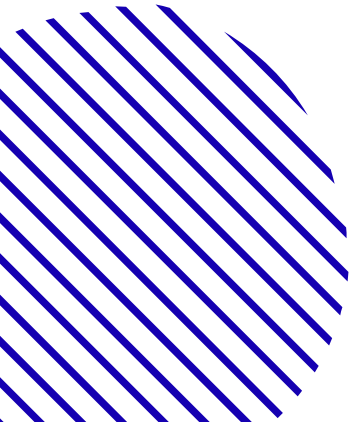■ 2A - rate sandwich   ■ 2B - write review

Days vs Rating/ Writing sandwich

RETENTION METRICS

WHAT SHOULD BE RETENTION STRATEGY ?

- We need to measure and look at each stage of our customers journey, for example when our customer is onboard and set up their dietary preferences, we should figure out how that affects their purchasing journey.

- At a high level, companies with strong customer retention tend towards profitability in the long-run, but that's a lagging indicator. Profitability and growth prove that the business model is viable, but they don't tell you what worked really well. They just tell you that something worked.

The customer retention is based on the statement that how may customers opened the app and did some meaningful activity.
This meaningful activity includes:
1. Ordering sandwich which cost more   than $5
2. Rating the sandwich (rating should be more than 3 stars)
3. Adding sandwich to favourites
4. Writing reviews

Customer retention

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Retention

■ Average Retention

The number of exact days later your users came back and did B.

Source: Mixpanel

The average retention is 20 % at any given day of the week. But the retention increases after day 21-22

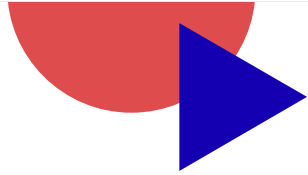**Customer retention**

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Retention · Customer retention in numbers

Android   iOS

The number of exact days later your users came back and did B.

Source: Mixpanel

The total no. of users using ios is greater than that of android

Around day 8, 41.64% users are retained on ios which is around 790 users.

And after day 12 android users overtake ios (in terms of %) with 42.48% which is 462 users. Still no. of users are still less than that of ios

Andriod users have better long time retention
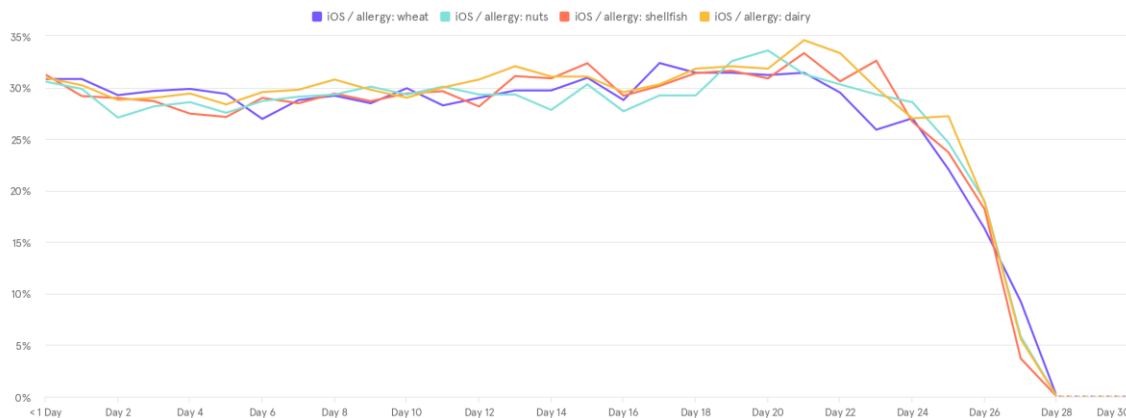
Customer retention

Aug 9, 2022 → Sep 8, 2022

Retention · Customer retention in %

Android   iOS

The number of exact days later your users came back and did B.

Source: Mixpanel

IOS users have a better long time retention

Customer retention

Aug 9, 2022 → Sep 8, 2022

Retention · Here we are looking at customers with allergy as how they are retained over time

■ iOS / allergy: wheat ■ iOS / allergy: nuts ■ iOS / allergy: shellfish ■ iOS / allergy: dairy

The number of exact days later your users came back and did B.

Source: Mixpanel

- Customers with food allergies are retained more than 30% of the time by around day 25.
- The spikes in the graph tells that there is around 2-3 days gap before they return on our app.

Down below is graph of Customer retention with respect to if they have allergies or not

- True: customer has allergy, False: customer doesn't have any allergy
- Here we can see that customer with allergies have been not retained as good as customer without allergies.
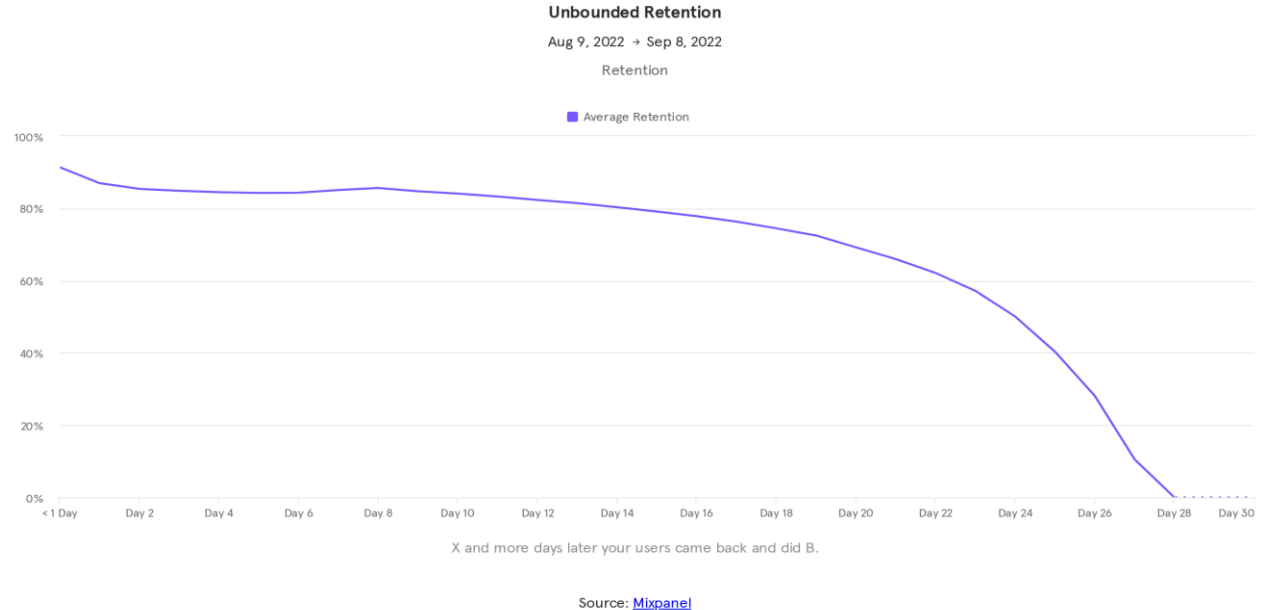- So, we need to address this problem properly.

UNBOUNDED RETENTION CURVE

- We used N day retention to see the activities within user lifecycles
- To look at churns abandonment or longer term retention trends we need to use unbounded retention.

Unbounded Retention

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Retention

■ Average Retention

X and more days later your users came back and did B.

Source: Mixpanel

EXPERIMENTATION:

HYPOTHESIS:

- After close analysis we found that we must deal with 2 things: End users food allergies and Payment/Checkout flows.
- The user must never get a sandwich he cant eat: we can rework on the "View sandwich ingredients" modal in the app and following the retention metrics.
- Optimize how users pay for the sandwiches that they order: we must find the right UX to make in-app payments as smooth and quick as possible.
- We have 3 designs: 1 click payment experience, an automatic billing experience, An apple pay experience.
- In our data set all the users are part of different experiment groups.
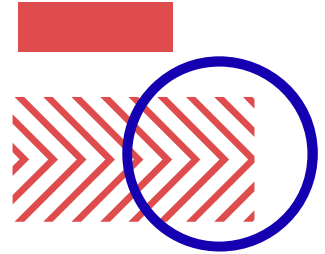
Experiment Groups

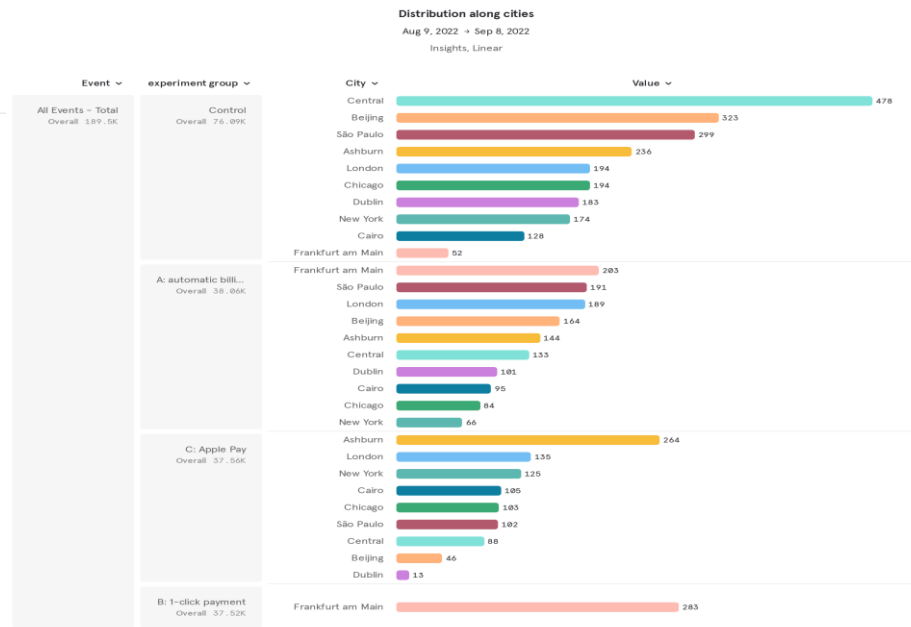Aug 9, 2022 → Sep 8, 2022

Insights, Linear · Distribution of people according to different distribution group

Event ⌄	experiment group ⌄	Value ⌄
All Events - Total Overall 189.5K	Control	76.09K
	A: automatic billing	38.06K
	C: Apple Pay	37.56K
	B: 1-click payment	37.52K
	undefined	327

Source: Mixpanel

Distribution along cities

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Insights, Linear

Event ⌄	experiment group ⌄	City ⌄	Value ⌄
All Events - Total Overall 189.5K	Control Overall 76.09K	Central	478
		Beijing	323
		São Paulo	299
		Ashburn	236
		London	194
		Chicago	194
		Dublin	183
		New York	174
		Cairo	128
		Frankfurt am Main	52
	A: automatic billi... Overall 38.06K	Frankfurt am Main	203
		São Paulo	191
		London	189
		Beijing	164
		Ashburn	144
		Central	133
		Dublin	101
		Cairo	95
		Chicago	84
		New York	66
	C: Apple Pay Overall 37.56K	Ashburn	264
		London	135
		New York	125
		Cairo	105
		Chicago	103
		São Paulo	102
		Central	88
		Beijing	46
		Dublin	13
	B: 1-click payment Overall 37.52K	Frankfurt am Main	283

Results have been truncated to the first 30 segments for download.

Source: Mixpanel

- **Dependent variables**: The metrics which would be influenced by our experiment. Key things about our hypothesis.
- **Independent Variables**: Attributes that has nothing to do with our testing. They are used to ensure that the data variance of experiment is well distributed and there is no faulty factors that affect our experiment.
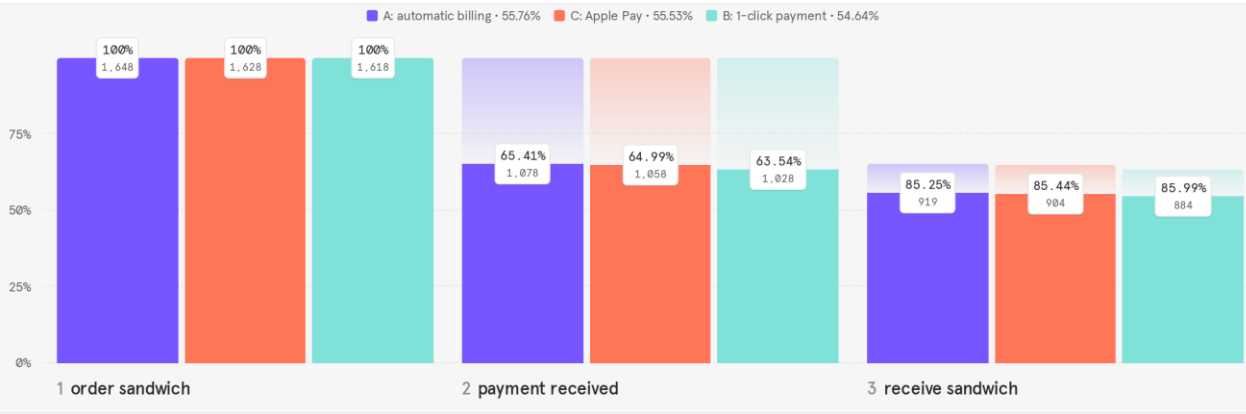
Conversion rate

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Funnels

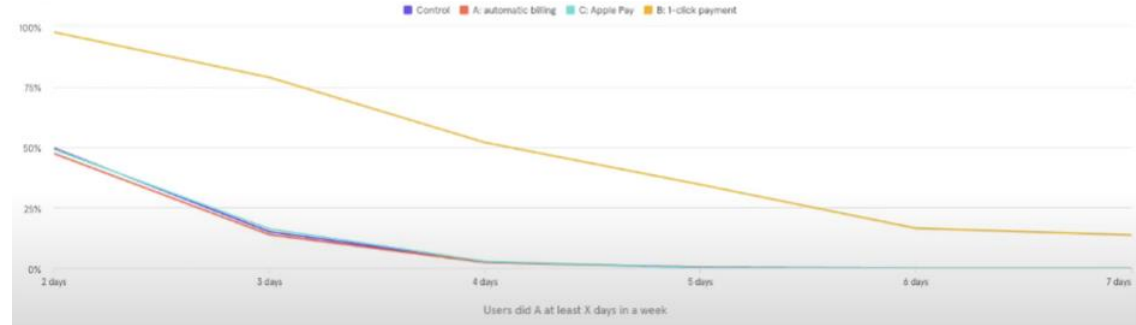A: automatic billing · 55.76%   C: Apple Pay · 55.53%   B: 1-click payment · 54.64%
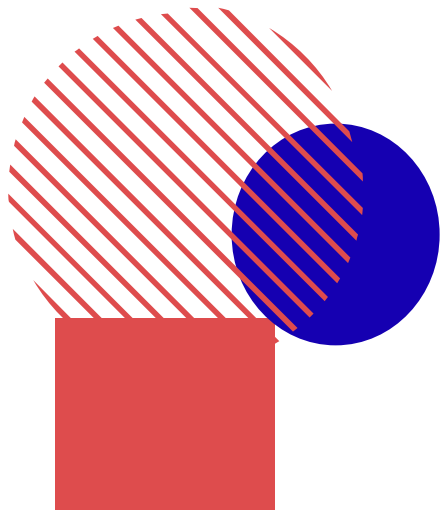
Source: Mixpanel

THE USERS WHO ARE USING AUTOMATIC BILLING IS MORE, BUT THE CONVERSION RATE OF 1-CLICK PAYMENT IS ALSO HIGH.

Here we look at which variant, within our payment flow experiment yields the highest frequency of sandwiches ordered on any given week. 1-click payment has yielded more no. of people who checked out.

Control   A: automatic billing   C: Apple Pay   B: 1-click payment

Users did A at least X days in a week

THANKYOU