# **Lab Practical 02 – Project Selection & Supervisor feedback**

Each UX team should research and find a Mobile app

Fill the following table to show your findings

|  |  |
| --- | --- |
| Mobile App |  |
| Name: | **Cargills Online** |
| Developer: | **Cargills Online** |
| Purpose: | **Provide online grocery shopping in an efficient manner.** |
| Screenshots: | |
| Competitor Mobile apps | Keels online, Esher food city, Uber eats, Pickme |
| **Good design**   1. Simple user interfaces with major functions. 2. Functions are easily accessible and well connected. 3. Interfaces allows users to finish tasks in a timely manner. 4. Home page includes a wide variety of categories and latest offers. 5. A bottom and side navigation bars with necessary features. 6. Provided FAQs with clear instruction for app users. | |
| **Design issues:**   1. Outdated user interface and form designs. 2. Gray colored text in the white background makes them hard to read for users. 3. UI design lacks of contrast: bottom navigation bar is not clearly visible to users. 4. Inconsistent home page design and it doesn’t contain enough information. 5. Payment and delivery processes are complicated and poorly designed. 6. User profile is in basic development, doesn’t contain enough information. 7. Connected payment gateway takes a long time to respond. 8. Edit delete buttons on delivery address are very small it’s hard to click on them. 9. There are some unnecessary required fields in the delivery address form ex: landmark | |