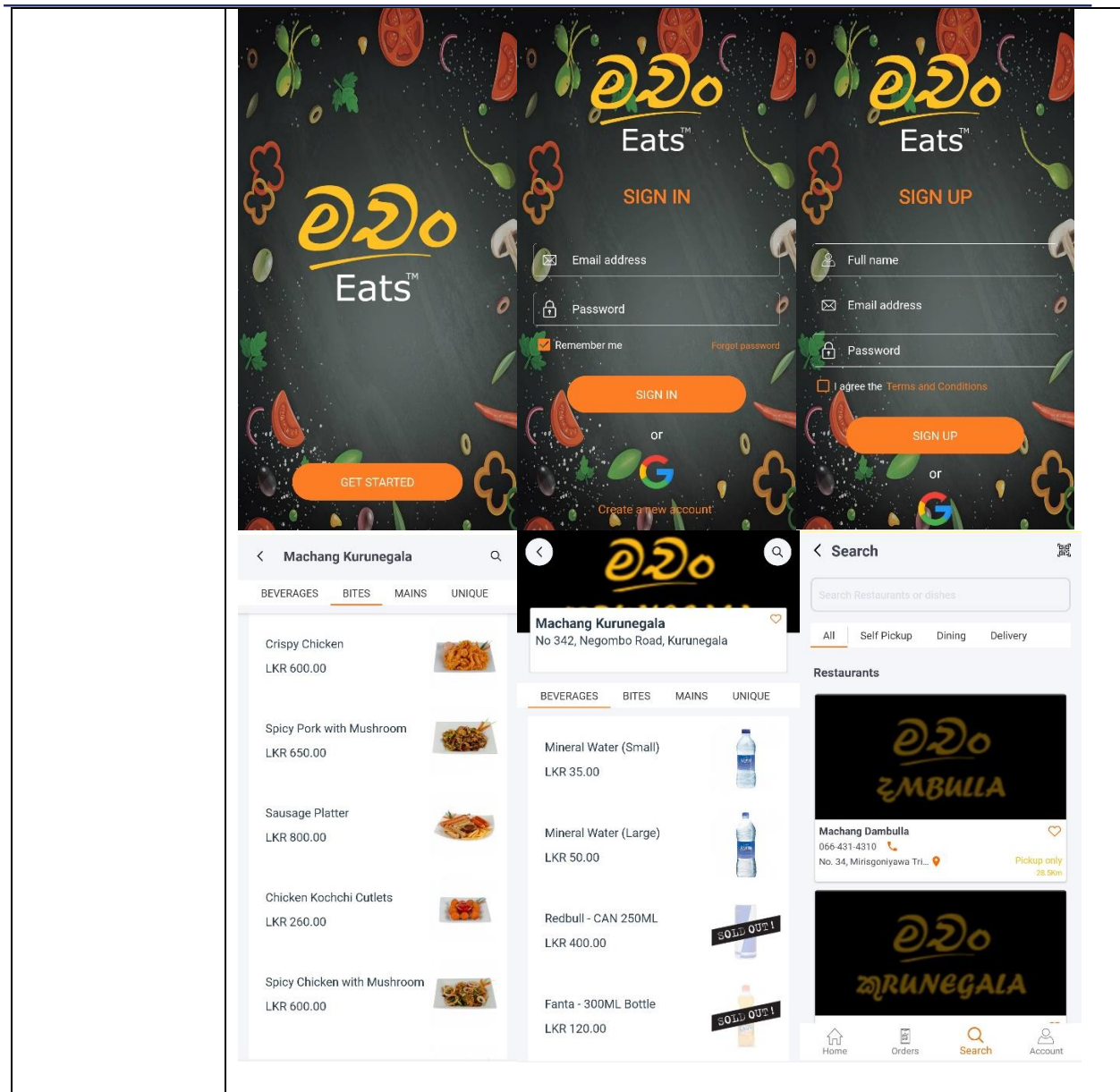


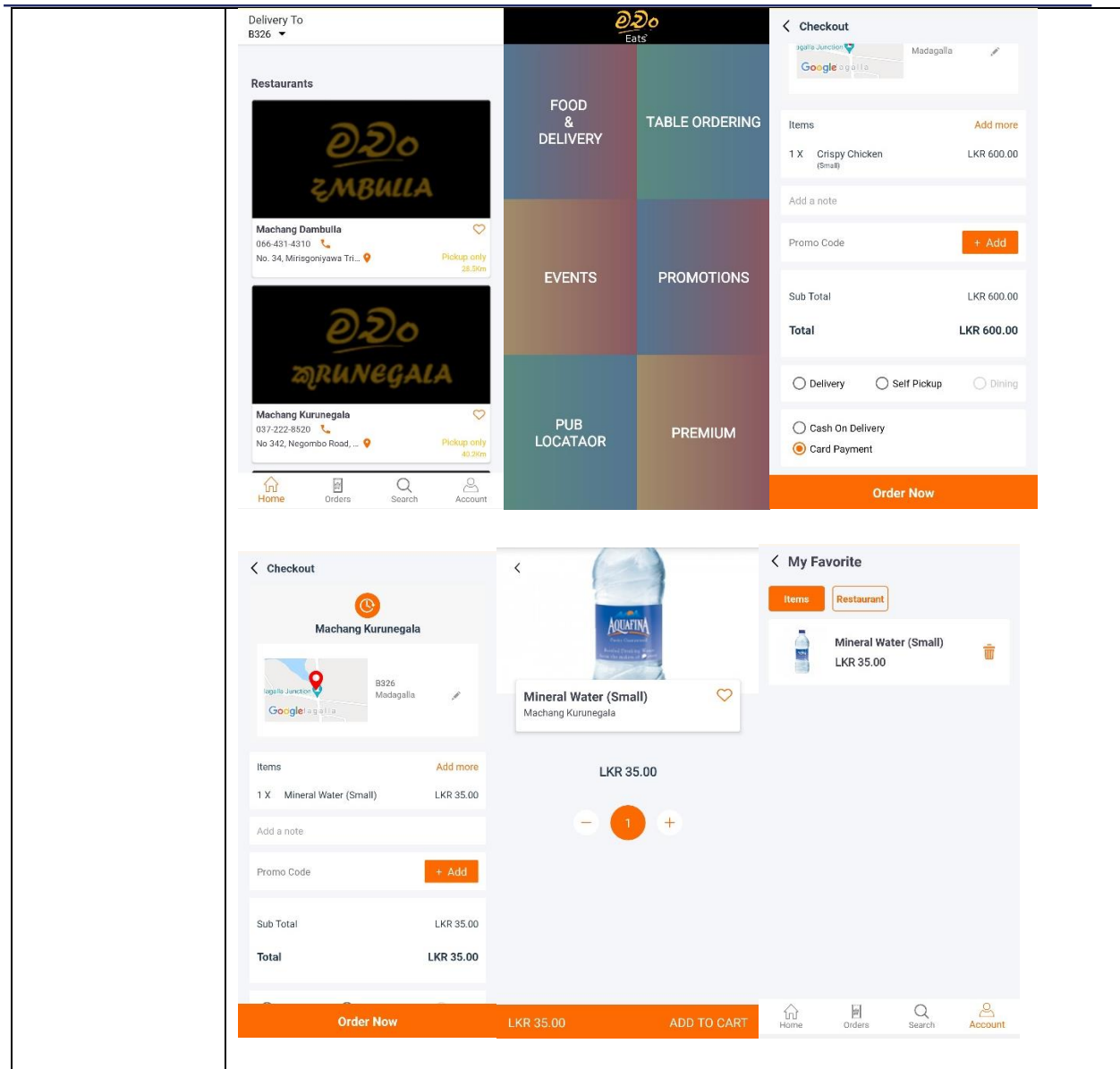
Lab Practical 02 – Project Selection & Supervisor feedback

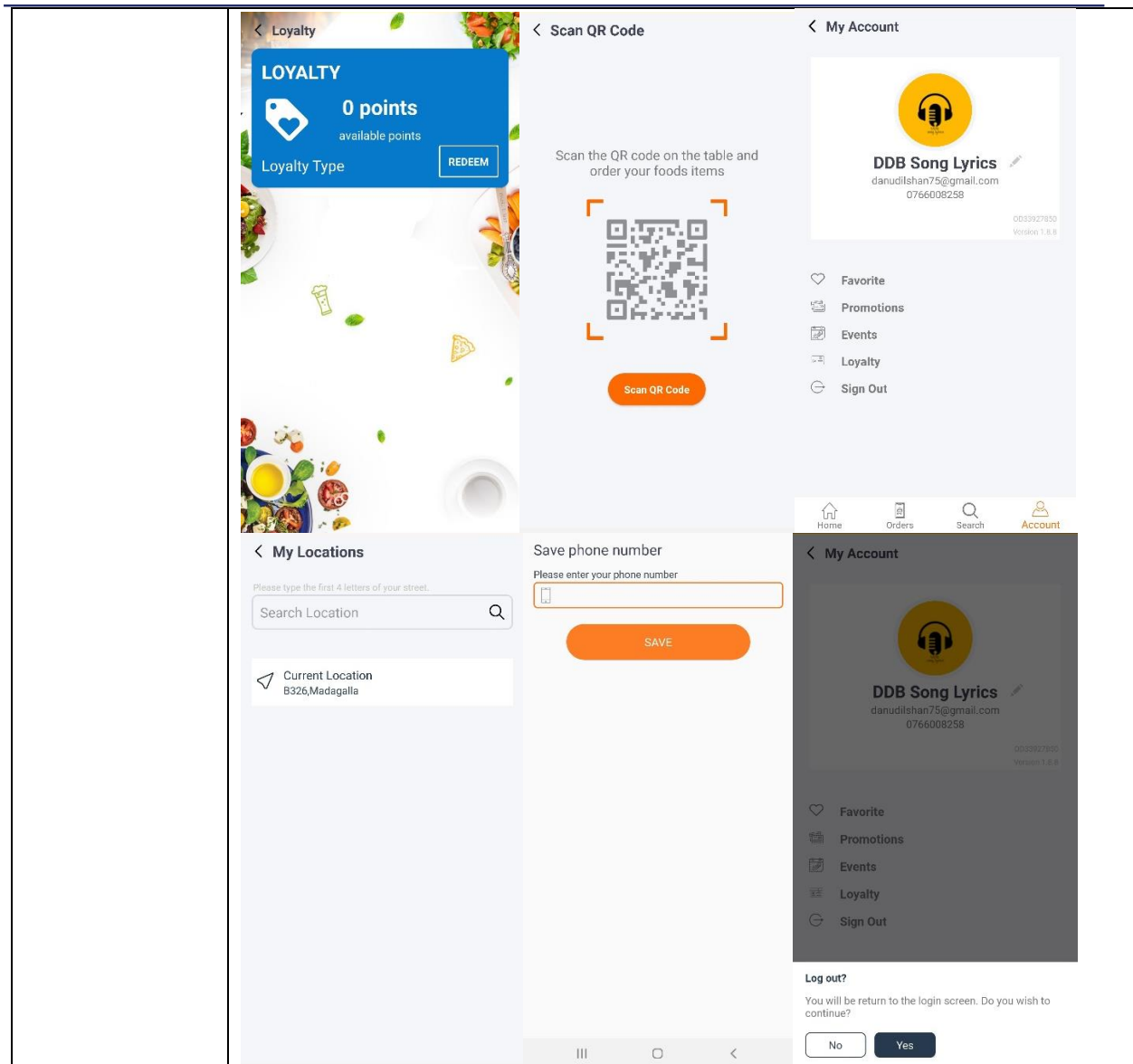
Each UX team should research and find a Mobile app

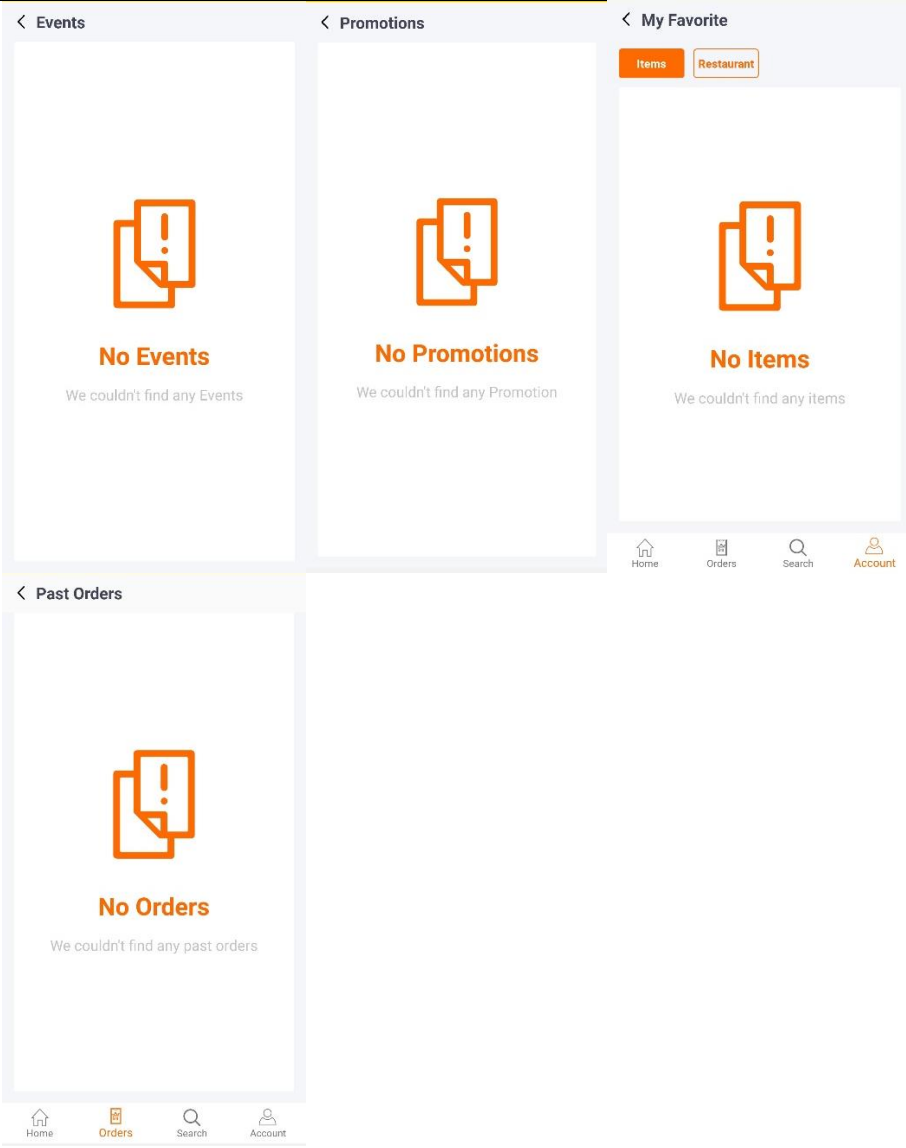
Fill the following table to show your findings

Mobile App	<ul style="list-style-type: none">• Machan Eats
Name:	<ul style="list-style-type: none">• 2021S2_REG_WE_10
Developer	<ul style="list-style-type: none">• Ribelz Digital
Purpose:	<ul style="list-style-type: none">• Machan Eats is a local Food Delivery Application. People can order food from Machan Restaurant chains and have it delivered right to their doorstep via this app. It also has a contactless table ordering feature which allows the user to reserve tables beforehand. So, what we are going to do here is redesign the App in a novel way to increase its usability, accuracy, and efficiency. The main goal is to make the user's interaction with the App, as efficient and smooth as possible.• When we redesign the app we intend to fulfill the user's needs with improved efficiency, hence provide an enhanced User Experience.
Screenshot:	







	
Competitor Mobile apps	<ul style="list-style-type: none"> • Uber Eats • Pizza huts • Pickme Foods • McDelivery Sri Lanka • Domino's Pizza Sri Lanka
Good design	<ol style="list-style-type: none"> 1. Already uses a synchronized color palette throughout the App. 2. The QR code scanning is implemented nicely in the contactless table ordering feature. 3. Uses meaningful background images which align with the App theme. 4. The sold-out indication in product UI is user-friendly and attractive.

Design issues	<ol style="list-style-type: none">1. The main selection page is not user interactive.2. The shop list looks as same and users have to read all detail to understand.3. Shop foods images are not loaded quickly.4. Most of the food contains food names and the price does not include ingredients.5. Check out page is complicated6. There is no separate cart page it directly goes to the checkout page
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