Project 1

RESTAURANT REDESIGN

Introduction

What is wrong with the website

- Poor layout which leads to a very poor user experience
- The website is a long page that can scroll down for what feels like eternity
- Low quality images
- There is no clear information how they help users order meals during the pandemic

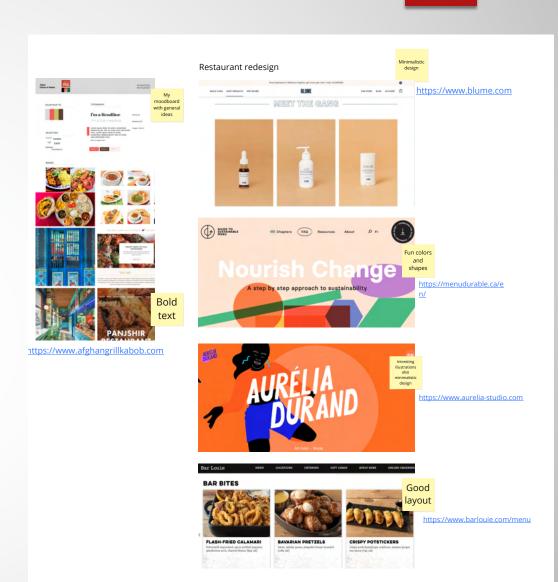
Solutions improving the website

- Design contrasting color for improved usability
- Help complete a task ordering food smoothly without any confusion
- Use high quality images
- Improve the layout

Moodboard

- Minimalist designs
- Fun colors and shapes
- Bold text
- Illustrations

Moodboard link

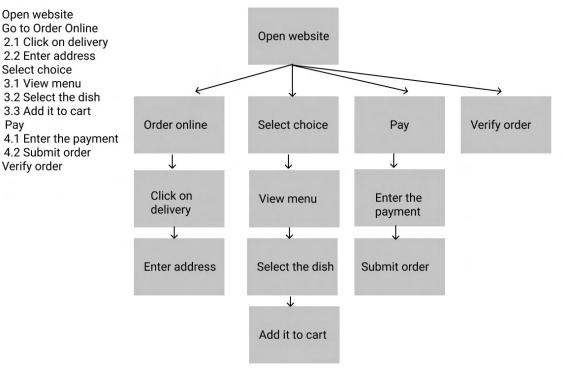


Task Diagram Order delivery

- 4: Consistency and standards
- Smooth experience ordering a delivery

Task Diagram link

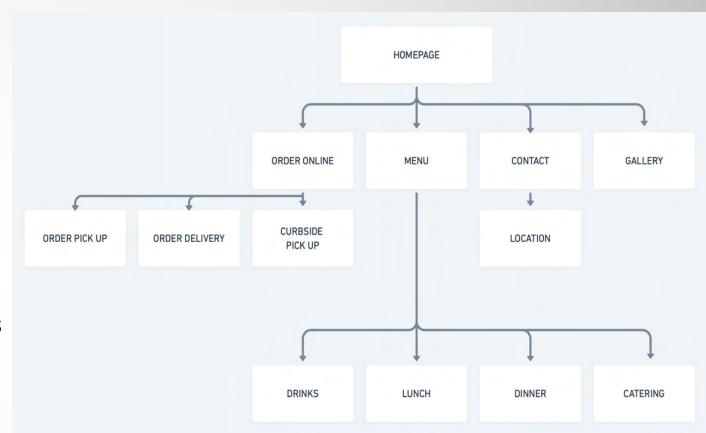
- 1. Open website 2. Go to Order Online 2.1 Click on delivery 2.2 Enter address
- 3. Select choice
 - 3.2 Select the dish
 - 3.3 Add it to cart
- 4. Pay
- 5. Verify order



Sitemap

- User centered process ensuring content is in places users would expect to find it
- Simplicity and not overwhelming the users is the key
- Relationship between the pages
- ordering food
- Trying to avoid extra steps completing a task
- Use familiar language to identify things

Link to sitemap



Sketches

- Brainstorming ideas
- Three variations for each page
- Keeping in mind the easy user experience ordering food
- Trying to avoid extra steps completing a task

Link to sketches

HOMEPAGE







ORDER ONLINE PAGE







MENU PAGE







Wireframes

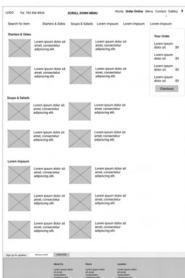
- Represents a clear overview of the page structure
- Wireframes helped to outline connections between the pages
- Plan transitions and interactions
- Organize general interface in order to help the user complete the task ordering delivery
- I kept in mind older users by adding a phone number on the top (some users might prefer order a meal by phone)











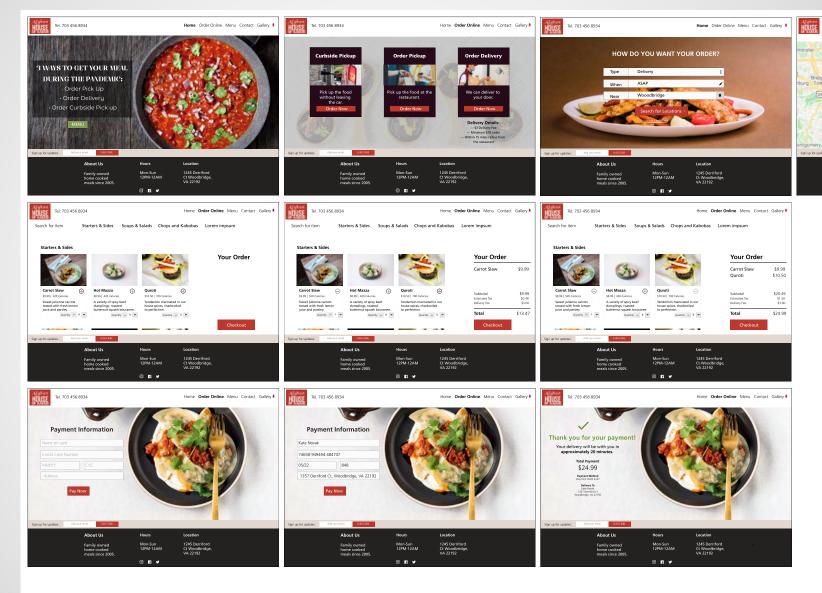




Low fidelity wireframe- prototype link

High-Fidelity Mockup

Mockup link



Home Order Online Menu Contact Gallery

Prototype

The focus of this prototype was to highlight:

- Searching for an order to get a delivery by simplifying the user experience and considering
 accessibility. Putting a phone number on the top of the website for some users to easily find it.
 Some users prefer order their delivery by phone (especially older users who might have some
 limited hand control and it would be hard for them to browse the website to order
 the delivery)
- Usability was a key to make sure the user would have an easy experience ordering food. Also,
 the user would complete the task without frustrations already being familiar with steps that is
 takes to order a meal from the restaurant

Prototype link

Thank you