Deliverable 1:
User Interface
Mockup

Customer App

Landing

Nearby Vans

Map

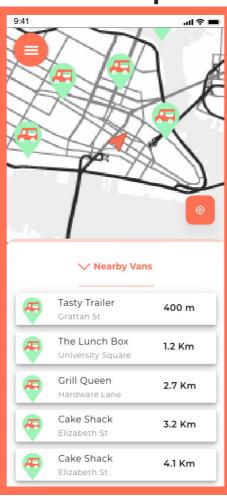
The vans are represented geographically as direction, not just distance, was defined as an important factor.

The overall design aims to be fresh but minimalist, and this landing page introduces the user to the feel of the app.

Expand Van List

By clicking on 'Nearby Vans', the user is able to see an expanded van list.

Van List - Expanded



Van List - Expanded

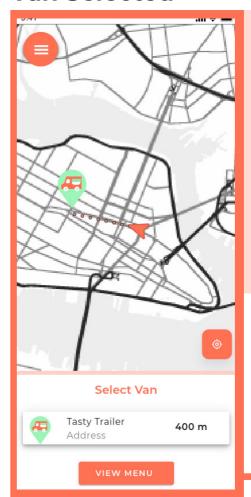
Users can either click straight on the van icon or open up the drawer to view a list sorted by distance.

These butttons the can be clicked to navigate to the van selection screen.

Select Van

Either the van icon on the map, or the van name can be selected.

Van Selected



Van Selection

Once the user has selected a van, they are then shown the route and direction to the van.

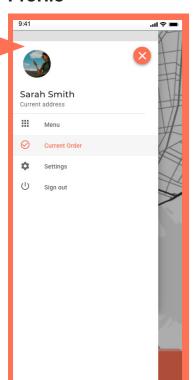
Although routing is not required in the specification, we've modelled it and will attempt to include it in some form.

Confirm Van

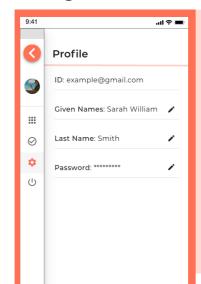
By viewing the menu, the user confirms the van that they will order from.

Open Profile Hamburger menu opens the profile subsection.

Profile



Settings



Profile & Settings

The profile page allows the user to manually log in and out, review order history and change their account details.

These options will only be available to the logged in user.

Register/ Sign in

When viewing the profile, the user can manually sign in/register.

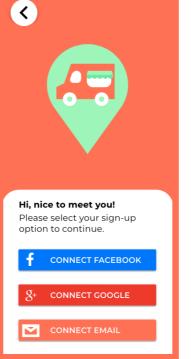
Sign-in/Register-Forced



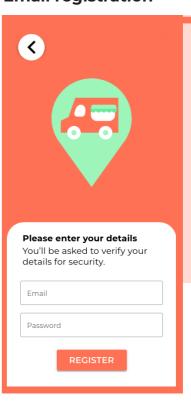
Sign-in/ Register



Register options



Email registration



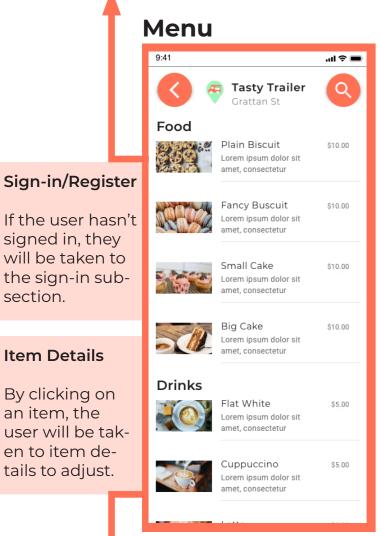
Sign-in & Registration

The following set of sign-in & registration screens follows conventions seen in other applications and offers two popular sign-up methods alongside the email.

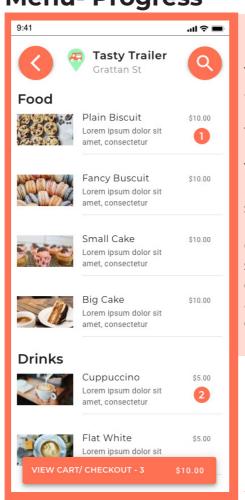
Once completed the user will be returned to the screen from which they accessed the signin options from.

Viewing Menu

If the user had to sign in/register to place an order, they will be returned to the menu screen to continue.



Menu-Progress



Menu

The user is presented with a list of food and drinks, displayed both visually and through text.

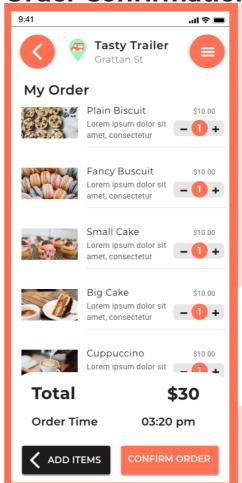
The screen is inspired by more conventional systems as seen in UberEats or MenuLog.

Once an item has been selected, the menu page changes to reflect this by adding quantity and the checkout button.

Confimation/Edit

The user is able to move back and forth between screen to edit.

Order Confirmation



Order Confirmation

Once the user completes their order, they're then taken to a screen where they can easily adjust their order before confirmation. They are also shown a total and the current time of order.

Other food options such as milk type will be viewable and editable from this page aswell.

Order Confirmed

Once the user confirms the order, it will then appear on the vendor side for preparation. It can be edited unless completed by the vendor or the specified time has elapsed.

Item Details

section.

Item Details

an item, the

tails to adjust.



Item Options



Return to menu

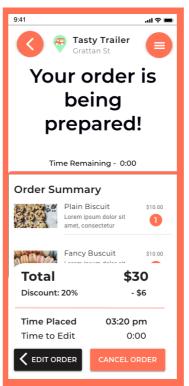
Once an item has been added, the user will return to the menu.

Item Options

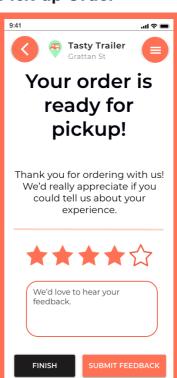
In this descriptions page, they are able to see the details of the item and are able to adjust the quantity added to the cart. This will be reflected in the running total.

The alternative version of this screen allows for options and variations of this item if they're available. This is where the user will be able to select diatry requirement or make notes to order.

Order Preparation



Pick-up Order



Order Preparation & Pickup

Once a user has confirmed their order, they are shown a progress screen from which they can edit or cancel their order.

Once the order is completed by the vendor, the screen will automatically change to the Pick-up Order screen. They are then given the option to review their experience.

Deliverable 1: User Interface Mockup

Vendor App

Landing login Van Name Password Sign in

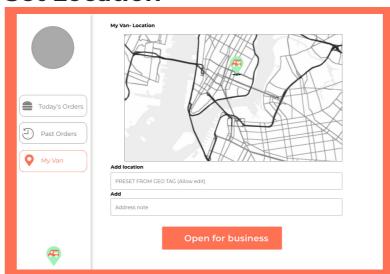
Sign-in

As the vans are franchised, a vendor should have pre-existing log in credentials, thus there is no option to register on the vendor authentication screen.

Signed-in

Once signed in, the vendor will be able to set their location.

Set Location



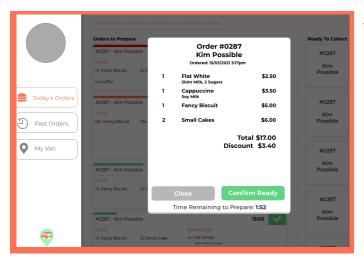
Location Setting

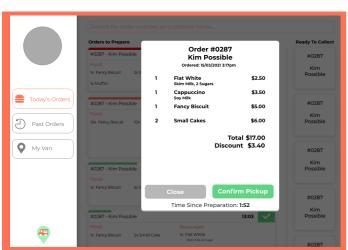
The vendor will have an oppurtunity to add a brief description of their location and adjust the location recorder by the geotag.

Open for business

Once their location is set, they're taken to the main menu page and listed on the apps maps to the users.

Confirmed/Collected Orders





Order Confirmation/ Collection.

These screens provide a summary of the order and are seen when an order is confirmed or collected to prevent errors and ensure the full completion of the order.

Confirm/ Collect order.

A error prevention system to prevent mis-confirmation or collection.

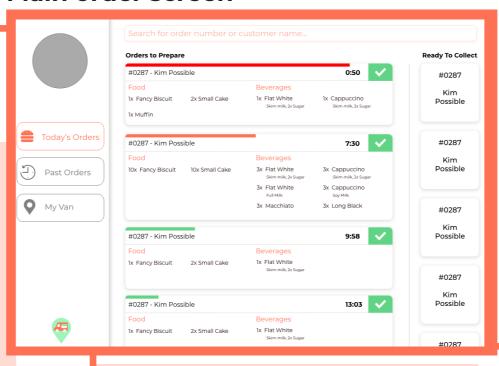
Main order screen

This order screen will be the main used for the vendor. A series of subsections are available on the left-hand side while the orders to prepare are seen in the middle. The bars indicate the time elapsed since confirmed. The green tick completes the order and moves it to the ready to collect column. Both of these columns are indepently scrollable. each order badge scales in size to fit all order items so that the staff can gauge the size of incoming orders at a glance.

Returning to the my van screen

Once a van is done at a location or for the day they can close intuitively in the reverse of the opening procedure. The app will show the vendor some analytics about their session including total time, orders produced, and total value of orders produced.

Main order screen



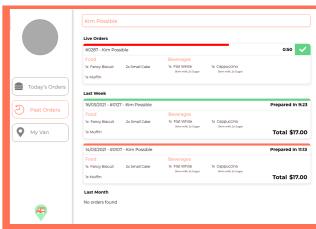
My Van Subsection

Allows the vendor to edit location and close.

My Van



Past Orders/ Search



Past Orders / Search

As per the business requirements previously placed orders can be viewed in the past orders tab. Other information is also captured.

Past orders / Search bar use

Will navigate to the past orders screen to see order information, time and number.

Close current location

