

1. Project Planning & Management

- **Project Proposal:**

- **Project Overview:** A mobile application designed to reduce restaurants, bakeries & markets food waste by empowering users to manage their food inventory, save money, and utilize available resources effectively.
- **Objectives:**
 - Reduce food waste.
 - Increase user awareness of food waste issues.
 - Provide a user-friendly and engaging platform for food management.
 - Save money.
 - Develop a functional prototype of the app.
- **Scope:** The project will encompass the design & prototype. It will focus on core features like inventory tracking, donating food and recipe suggestions.

Team members:

- Ahmed Khaled Khamees
- Alaa Mohamed Ibrahim
- Rana saied Mohamed
- Eman Mohamed ismail
- Marina saleh fayez

- **Project Plan:**

- **Phase 1:** Requirements Gathering (Weeks 1-2): Stakeholder meetings, user surveys, competitive analysis.
Deliverable: Requirements Documents
- **Phase 2:** Design (Weeks 3-7): Style Guide, UI/UX design, wireframing, prototyping. Deliverable: App Prototype (Figma, Adobe XD, etc.)
- **Phase 3:** Testing & Evaluation (Week 8): User testing, bug fixing, performance testing.
Deliverable: Test Report
- **Phase 4:** Documentation & Presentation (Week 9): Final report, presentation preparation.
Deliverable: Project Documentation, Presentation Slides

- **Task Assignment & Roles:**

Week 1: Research & Discovery (Feb 1 - Feb 7)

(Team Focus: Research & Analysis)

✓ **Feb 1 - 2:** Competitor Analysis (All members)

- Identify direct & indirect competitors
- Analyze UI/UX, pricing, and unique features
- Summarize findings in a report

✓ **Feb 3 - 4:** User Surveys (Rana Saied & Eman Mohamed)

- Define survey questions (Google Forms or Typeform)
- Conduct user interviews (4 people)
- Analyze survey results

✓ **Feb 5:** User Persona Creation (Alaa Mohamed)

- Define personas
- Include goals, pain points, and behaviors

✓ **Feb 6:** Empathy Map (Alaa Mohamed)

- Capture users' thoughts, feelings, pain points, and motivations

✓ **Feb 7:** User Journey Mapping (before & after) (Eman Mohamed)

- Map steps from awareness to purchase

Week 2: UX Strategy & Structure for Web (Feb 8 - Feb 13)

(Team Focus: Flows & Structure)

✓ **Feb 8 - 9:** User Flow Design (Ahmed Khaled)

- Define key user flows (ordering, payment, tracking)

✓ **Feb 10 - 11:** Information Architecture (Marina Saleh)

- Define sitemap & navigation structure

✓ **Feb 12 - 13:** Low-Fidelity Wireframes (All team members)

- Sketch initial wireframes for main pages

Week 3: Design System & High –Fidelity Wireframes for Web (Feb 14 - Feb 21)

(Team Focus:Design)

✓ **Feb 14- 17:** High –Fidelity Wireframes (All members)

- Sketch high-fidelity wireframes for main pages

✓ **Feb 17 - 21:** Style Guide (All members)

- Define Colors, Components, Text, and Icons (still in work)

Week 4: Design Website & Prototyping (Feb 22 – Mar 1)

(Team Focus:Design)

✓ **Feb 22- Feb 26:** UI design (All members)

- Design user interface for main pages

✓ **Feb 27- Mar 1:** Prototype (All members)

- Prototyping main pages

Week 5: UX Strategy & Structure for Mobile App(Mar 1 – Mar 8)

(Team Focus: Flows & Structure)

✓ **Mar 1 - 3:** User Flow Design (-----)

- Define key user flows (ordering, payment, tracking)

✓ **Mar 4 - 6:** Information Architecture (-----)

- Define sitemap & navigation structure

✓ **Mar 7- 8:** Low-Fidelity Wireframes (All team members)

- Sketch initial wireframes for main pages

Week 6: Design System & High –Fidelity Wireframes for Mobile App(Mar 9 – Mar 16)

(Team Focus: Design)

✓ **Mar 9- 13: High –Fidelity Wireframes (All members)**

- Sketch high-fidelity wireframes for main pages

✓ **Mar 14- 16: Style Guide (All members)**

- Define Colors, Components, Text, and Icons (still in work)

Week 7: Design Mobile App & Prototyping (Mar 17 – Mar 24)

(Team Focus:Design)

✓ **Mar 17- 21: UI design (All members)**

- Design user interface for main pages

✓ **Mar 22- 24: Prototype (All members)**

- Prototyping main pages

Week 8 & 9: Final Presentation & Testing (Mar 25 – Apr 11)

(Team Focus: Presentation & Testing)

✓ **Mar 25- 28: Testing (All members)**

- Test Website & mobile App

✓ **Apr 4- 11: Presentation (All members)**

- Present our work

Project Links :

Figjam:

www.figma.com/board/VCEkoo8UfGsMXvm1udBR7v/UX-case-study?node-id=0-1&t=kK6Wm9flSdw1xh8o-1

Figma Design:

www.figma.com/design/MMqHkiT9JmLfDh3BrYuFmn/Food-Hero?node-id=0-1&t=bHV8W5K89bPXIsxW-1