StrongMind Pizza Exercise- Ashley Williams

User Needs:

1. Business owner
   a. Manage inventory
      i. Be able to add remove or update
   b. Easy to navigate
   c. Visually appealing and user friendly
   d. Have error messages if inventory is repeated
   e. Needs a report button
      i. See which toppings are more popular
      ii. Understand cost analysis on the products
2. Chef
   a. Needs a visual on the pizza
      i. Viewing window of the selected pizza
      ii. Break down of each pizza and its ingredients
      iii. Ability to create a new pizza
      iv. Ability to edit a current recipe
      v. Have error message for duplicate recipes or products
      vi. (Adjustable for this page or even for a possible POS page) Be able to integrate with the inventory in order to adjust for product usage.
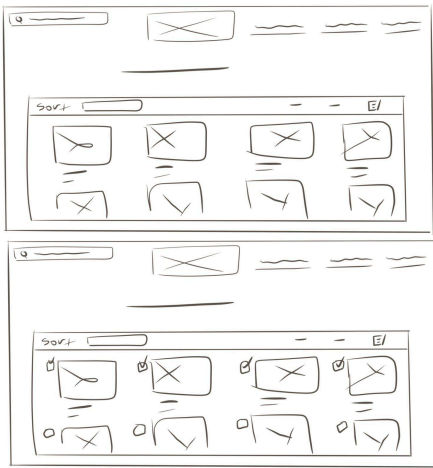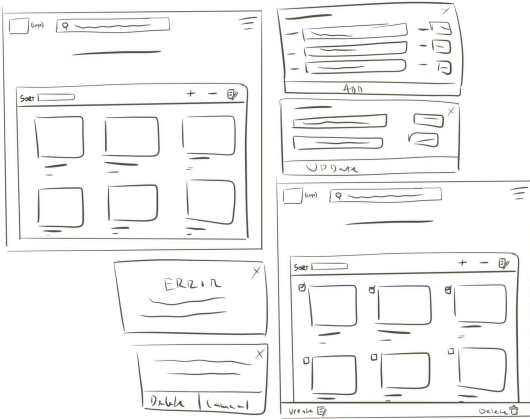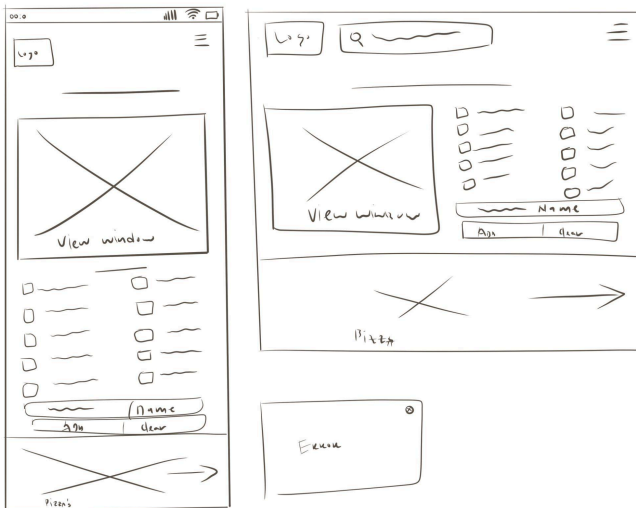
THE DESIGN:

Low fidelity wireframes

NOTE: There are some things that changed from my low fidelity wireframe to my Figma prototypes. The reason is because once I saw it more visually on a device some of the choices did not have a good user flow to them so just be aware that these designs did shift. These will be included in the folder for larger inspection.
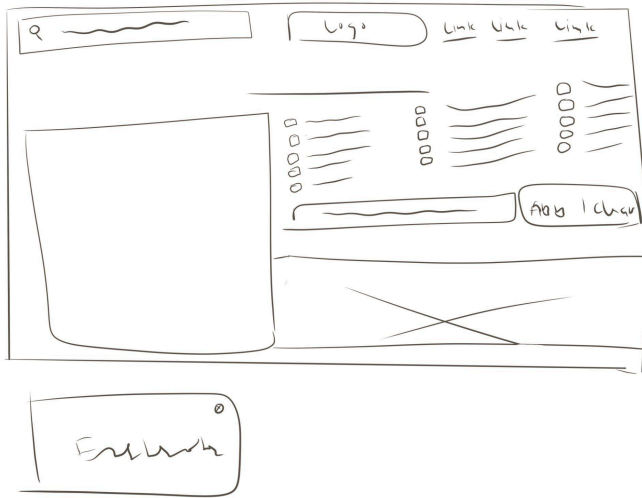
User 1:
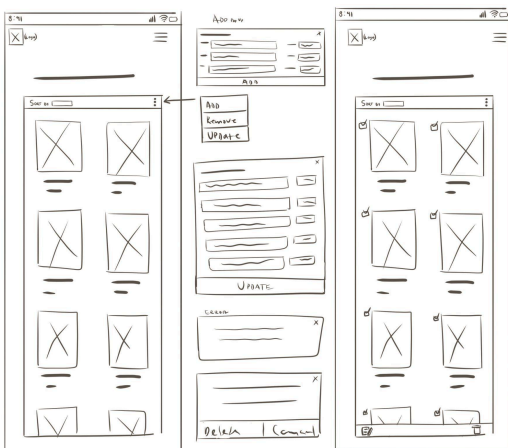
User 2

Prototypes (Figma):

User1 Mobile -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=6-3&node-type=canvas&t=aY6BvaKNbPESTvV0-1&scaling=min-zoom&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=6%3A3

User1 Tablet -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=72-700&node-type=canvas&t=7BEMbSiExwV3cPXY-1&scaling=min-zoom&content-scaling=fixed&page-id=72%3A698&starting-point-node-id=72%3A700

User1 Webpage -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=72-900&node-type=canvas&t=NdtMwybuqvvR5l8n-1&scaling=min-zoom&content-scaling=fixed&page-id=72%3A699&starting-point-node-id=72%3A900

User 1

The design is similar to how a consumer shopping page is set up because the majority of people shop online and it makes it easy to understand for the user. In mobile the header will include the logo and then a menu design to pop out with any other relevant links on the website. If this is switched to an app then i recommend using a fixed bar on the bottom with icons to pop through the pages. The page will also have a title(header). The next portion that is for the "toppings" i included a sort button to easily sort from a to z or vise versa. And a button to add

new "toppings". The toppings themselves will be displayed using a name and a photo. I also added a quantity because someone keeping track of toppings as a business owner would probably want to know how many they had.

When the new button is clicked a pop up will appear in the middle of the screen that has a name and quantity text entry area. Right below that is an add more button so that the user can add multiple to make it fast and efficient. If the user enters the same "topping" twice an error message will come up informing them of the duplicated item and which item it is. For the sake of the prototype if you click add an error message does pop up so that the engineer have a visual representation.

Right under the picture of the topping is a commonly used icon that stands for edit. This will let the user adjust both name and quantity. For efficiency finding a way for them to update multiple would be better especially if they are using this to keep track of inventory. Maybe using the check boxes and then placing the edit button up where next to the new button is. On mobile it could look a bit crowded that way so that would have to be thought about.

The second a checkbox is clicked a bar across the bottom pops up asking the user if they want to delete, once they click delete another pop up happens to confirm that they want to delete said items. The second pop up should also have the number of the items being deleted so that the user can confirm and doesn't accidentally delete something.

Other things that could be helpful is a way to recover something deleted or a way to put some "toppings" as a draft-like state. For instance if the quantity goes down to 0 it will draft a topping but not delete it that way the user does not have to type the same item many times. This will require finding a way to have access to drafts or letting the drafts be lighter faded out color.

 The tablet and web view are set up the same though pop ups were adjusted to deal with size differences and also the number of visible "toppings was increased"

User2 Mobile -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=117-1219&node-type=canvas&t=Yd4dgCUiRUneUJnA-1&scaling=min-zoom&content-scaling=fixed&page-id=117%3A1213&starting-point-node-id=117%3A1219

User2 Tablet -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=152-1719&node-type=canvas&t=xu5eZBoo7JEIC1ch-1&scaling=min-zoom&content-scaling=fixed&page-id=152%3A1615&starting-point-node-id=152%3A1719

User2 Webpage -

User 2

Because the two stories were related I treated it like it could be one website. User 1 could be the owner of the shop and User 2 their chef so the design will reflect that.

Again in mobile view the top will have the logo and then a pop out menu. Next will be the title (header)

The next is what I called a pizza viewing window. The idea is when a topping is added or crust or sauce you will be able to visually see it on the pizza.
Below that is the information listed on how you would build a pizza crust, sauce, then toppings. Then we have an area for the name to be imputed that way the chef can name each pizza before it is saved. There is an add button which will then move the pizza into the pizza recipes section. The clear button is so that if the user wants to start over they can click the clear button and it will clear all inputs including the check boxes and the name.

At the very button with a scroll that works horizontally there will be all the saved pizza next to name will be the same edit icon that when clicked the pizza will return to the original viewing window and all the subsequent boxes will be checked and then the chef can edit it by unchecking the boxes or changing the name as needed.

There could be a few things that are made slightly more user friendly like the way to edit but that would require more pages or pop up. I know from experience and from having small business friends that sometimes more pop ups can be frustrating so for this page I tried to keep the pop ups as simple as possible.

NOTE: My figma was erroring and the second pop up from the delete button was not responding even though it is set up in prototype so it is just like user 1.

NOTE: When i was designing on my laptop the screen is bigger then the one I chose on figma so the website display is set up slightly differently in my github code than in the wireframe.

Other pages that would be relevant to this software:

If this was going to be employed just for the seller, a POS page would also be good. It could be integrated in the pizza design page so that each customer could respectively design their own pizza by telling the cashier/waiter what they wanted. Even a separate page could be coded to

track inventory based on each pizza that is made. If this was only going to be used by the chef then integrating for inventory is not necessarily important.

If the software was being scaled for other companies there would need to be a portion only the consumer can see (Product page, cart page, check out pages ect).

Potential users:

This software could be scaled in order to work for multiple types of restaurants or small business food vendors like food trucks. It can also be shifted away from food and work for small businesses with more customizable products and also be shifted more for the consumer instead of the seller. User 1's page could be adjusted to hold more information and either be used as an inventory page or a consumer sales page. User 2's page could be used on a website that makes customizable t-shirts. Or for something like Build-a-bear. The viewing window could be used to display or customize many different types of items.

Responsiveness and Accessibility

I did adjust each design to be able to be used in mobile, tablet, or website sizes. I did code the "Pizza Recipes" page to be in all three as well but as the page shifts there is mild overlapping. I did check on my phone and my ipad and the design does look good on those sizes but I know some device sizes can shift. So that is something that would need to be addressed using more devices to make sure that the errors are only in the small margin in which no devices use.

The html is coded to be as accessible as possible for the DOM reader for those who have disabilities.

Things to consider. The color palette I chose is not the most Disability accessible. Two of the colors might be hard to see with color blindness. I chose the palette I did because it is not a common pizza shop color palette. If I was helping a company brand I would suggest they design a color and a logo that is unique and simple. Colors can really impact a design along with fonts and icons. The best logos are more simple and are iconic because they are recognizable and scale really well. The color scheme I chose does have enough contrast in order to rank well in SEO. When designing a website making sure that the website is accessible will help it rank better in search engines.

Github Link:

https://github.com/ashwillcode/StrongMindPizza

Github Hosted Page Link:

https://ashwillcode.github.io/StrongMindPizza/

FIGMA LINKS:

User1 Mobile -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=6-3&node-type=canvas&t=aY6BvaKNbPESTvV0-1&scaling=min-zoom&content-scaling=fixed&page-id=0%3A1&starting-point-node-id=6%3A3

User1 Tablet -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=72-700&node-type=canvas&t=7BEMbSiExwV3cPXY-1&scaling=min-zoom&content-scaling=fixed&page-id=72%3A698&starting-point-node-id=72%3A700

User1 Webpage -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=72-900&node-type=canvas&t=NdtMwybuqvvR5l8n-1&scaling=min-zoom&content-scaling=fixed&page-id=72%3A699&starting-point-node-id=72%3A900

User2 Mobile -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=117-1219&node-type=canvas&t=Yd4dgCUiRUneUJnA-1&scaling=min-zoom&content-scaling=fixed&page-id=117%3A1213&starting-point-node-id=117%3A1219

User2 Tablet -

https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=152-1719&node-type=canvas&t=xu5eZBoo7JEIC1ch-1&scaling=min-zoom&content-scaling=fixed&page-id=152%3A1615&starting-point-node-id=152%3A1719

User2 Webpage -
https://www.figma.com/proto/YoudbgBZwmng0u1SYiLSoa/StrongMind-PizzaExercise?node-id=224-624&node-type=canvas&t=NMZhkqWcE5tBmskJ-1&scaling=min-zoom&content-scaling=fixed&page-id=224%3A621&starting-point-node-id=224%3A624