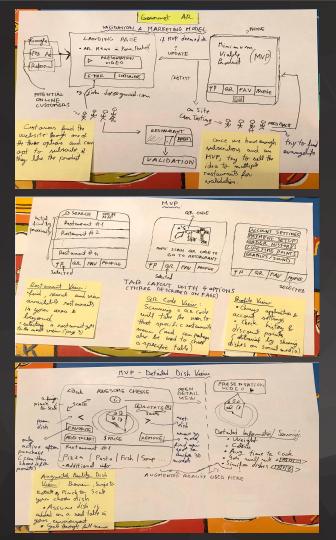
Design Sprint Foundations

Project 2: The Storyboard

DECIDER'S SELECTED CONCEPT



YOUR USER TEST FLOW

USER GOES TO LANDING PAGE AND READS INFO ABOUT HOW THE APP WORKS FOR THE END-USER, AS WELL AS HOW IT CAN BENEFIT RESTAURANTS.

DOWNLOAD THE APP.

PHYSICALLY NAVIGATE
SURROUNDINGS UNTIL
THE CAMERA SHOWS A
HORIZONTAL PLANE
(I.E: TABLE) - A
VIRTUAL MARKER
APPEARS - TAP TO
PLACE THE DISH ON THE
SURFACE.

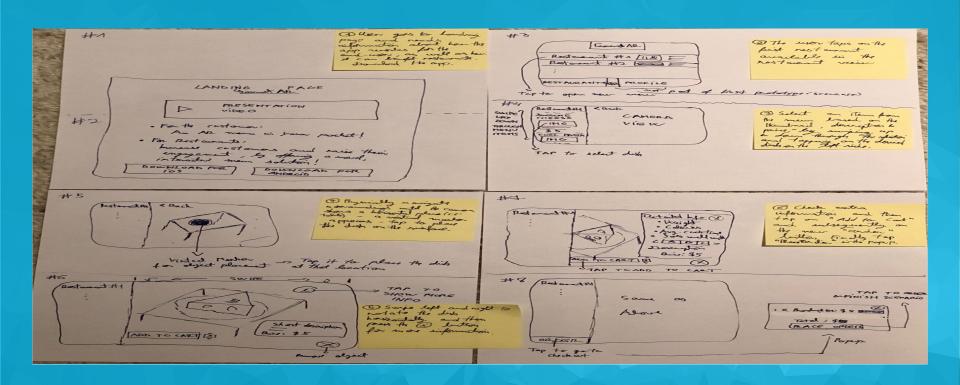
THE USER TAPS
ON THE FIRST
RESTAURANT
AVAILABLE IN
THE RESTAURANT
VIEW

SWIPE LEFT AND RIGHT TO ROTATE THE DISH HORIZONTALLY AND THEN PRESS INFO BUTTON FOR MORE INFORMATION. SELECT AN ITEM FROM
THE MENU, BASED ON
THE THUMBNAIL,
DESCRIPTION AND PRICE
- BY SWIPING UP +
DOWN THROUGH THE
MENU AND TAPPING ON
THE DESIRED DISH ON
THE LEFT SIDE.

CHECK EXTRA
INFORMATION AND THEN
TAP "ADD TO CART"
AND SUBSEQUENTLY ON
THE NEW "ORDER"
BUTTON. FINALLY, TAP
THE "PLACE ORDER"
BUTTON IN THE POPUP.

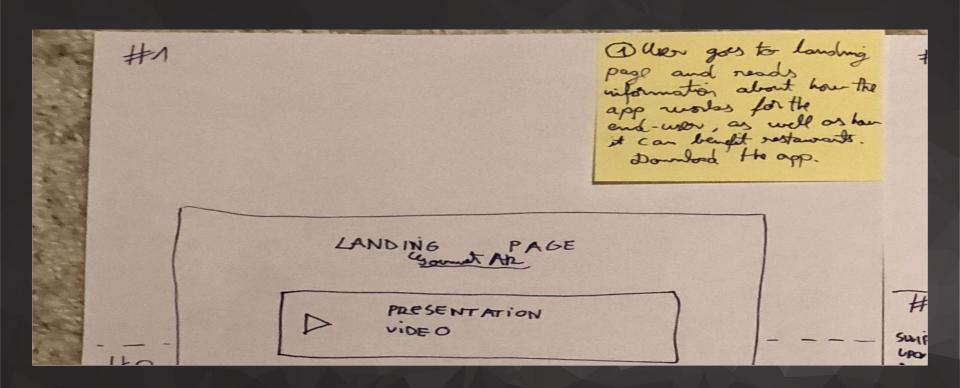


STORYBOARD: ENTIRE VIEW



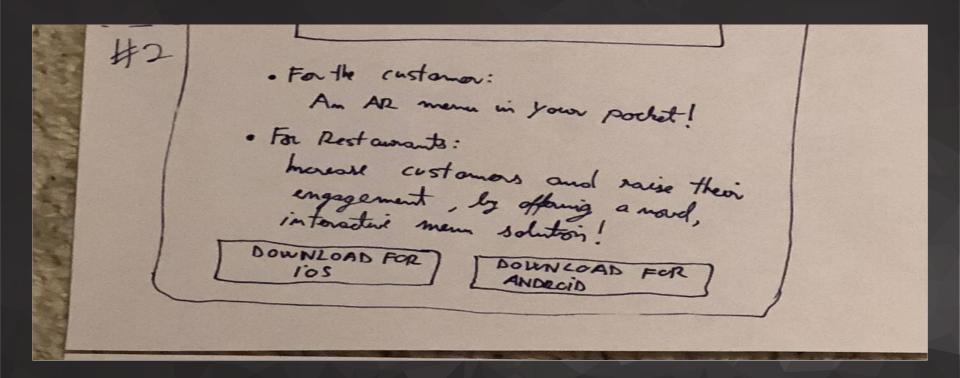


STORYBOARD: CELL 1 DETAIL



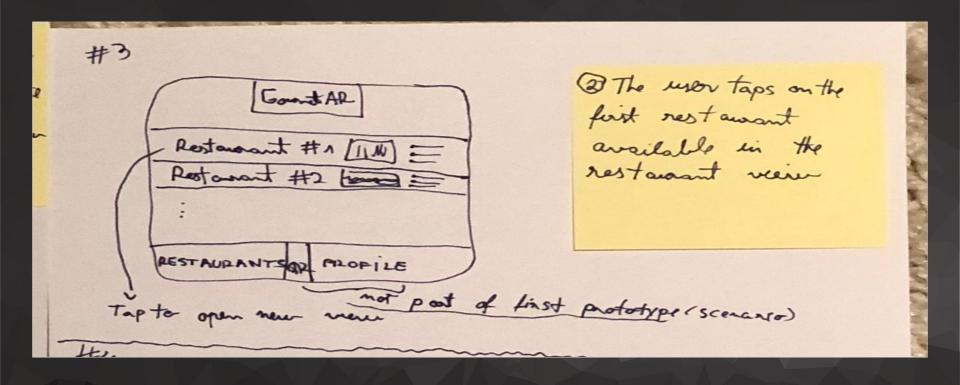


STORYBOARD: CELL 2 DETAIL



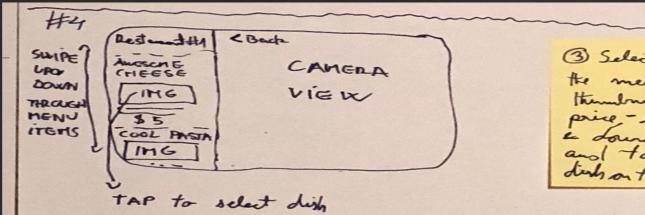


STORYBOARD: CELL 3 DETAIL





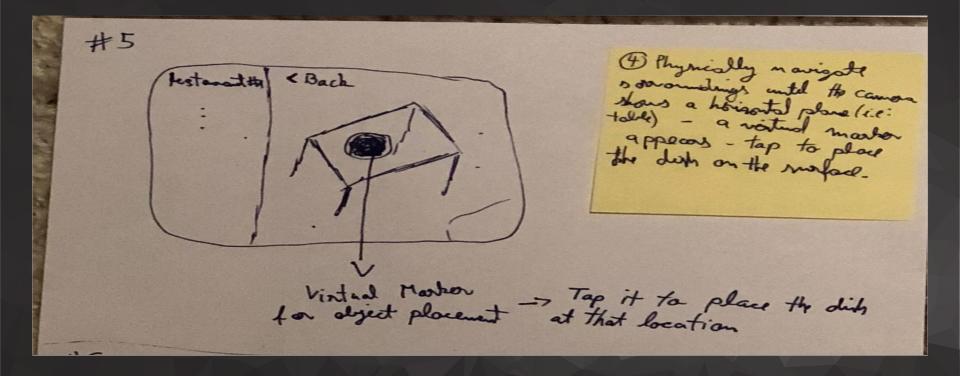
STORYBOARD: CELL 4 DETAIL



3 Select an item from the mem hared on the thembrail, description & price-by mining up a Lown through the relation and tapping on the desired dish on the Left riche.

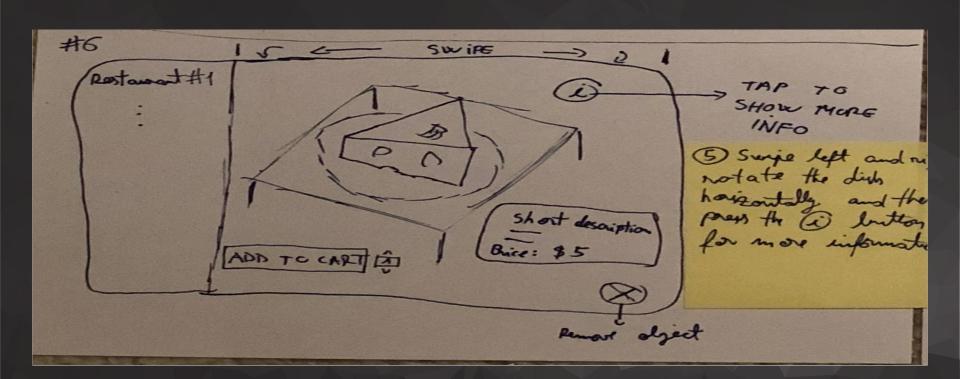


STORYBOARD: CELL 5 DETAIL



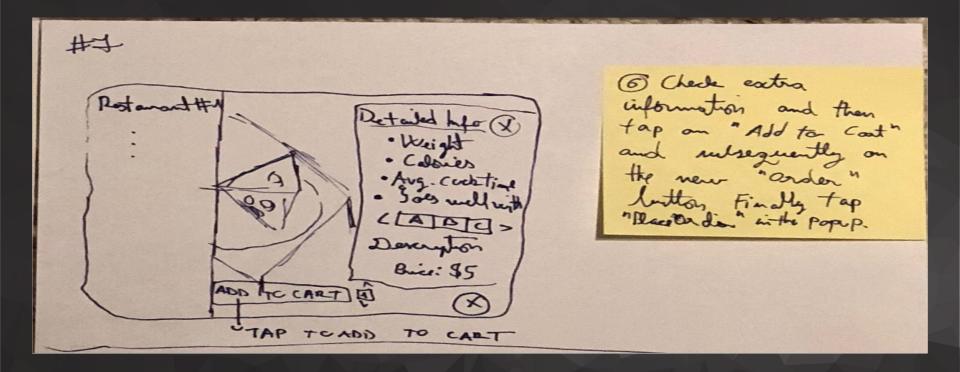


STORYBOARD: CELL 6 DETAIL





STORYBOARD: CELL 7 DETAIL





STORYBOARD: CELL 8 DETAIL (duplicate if you need more)

