

Group Case Analysis Activity

Designing and Prototyping a Food Delivery App

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1. Case Analysis

Scenario Summary:

Our team developed a mobile-based food delivery application named **Nom'Nom Express**.

Users can log in via Facebook or Email, browse different fast food chains around the world including our own restaurant (**Nom'Nom**), view menus, select items, choose payment methods, and manage their profile information.

2. Detailed Design Specification

System Requirements

Functional Requirements:

- Customers can log in using Facebook or Email.
- Customers can browse restaurants and their menus.
- Customers can place food orders and choose payment options.

Non-Functional Requirements:

- The app should have a mobile-friendly and responsive design.

- The login process must complete within 3 seconds.
- The system must ensure secure storage of user credentials.

System Architecture

We propose a **Client-Server Architecture**:

- The mobile app acts as a **client**.
- A backend server handles restaurant data, user authentication, orders, and payment processing.

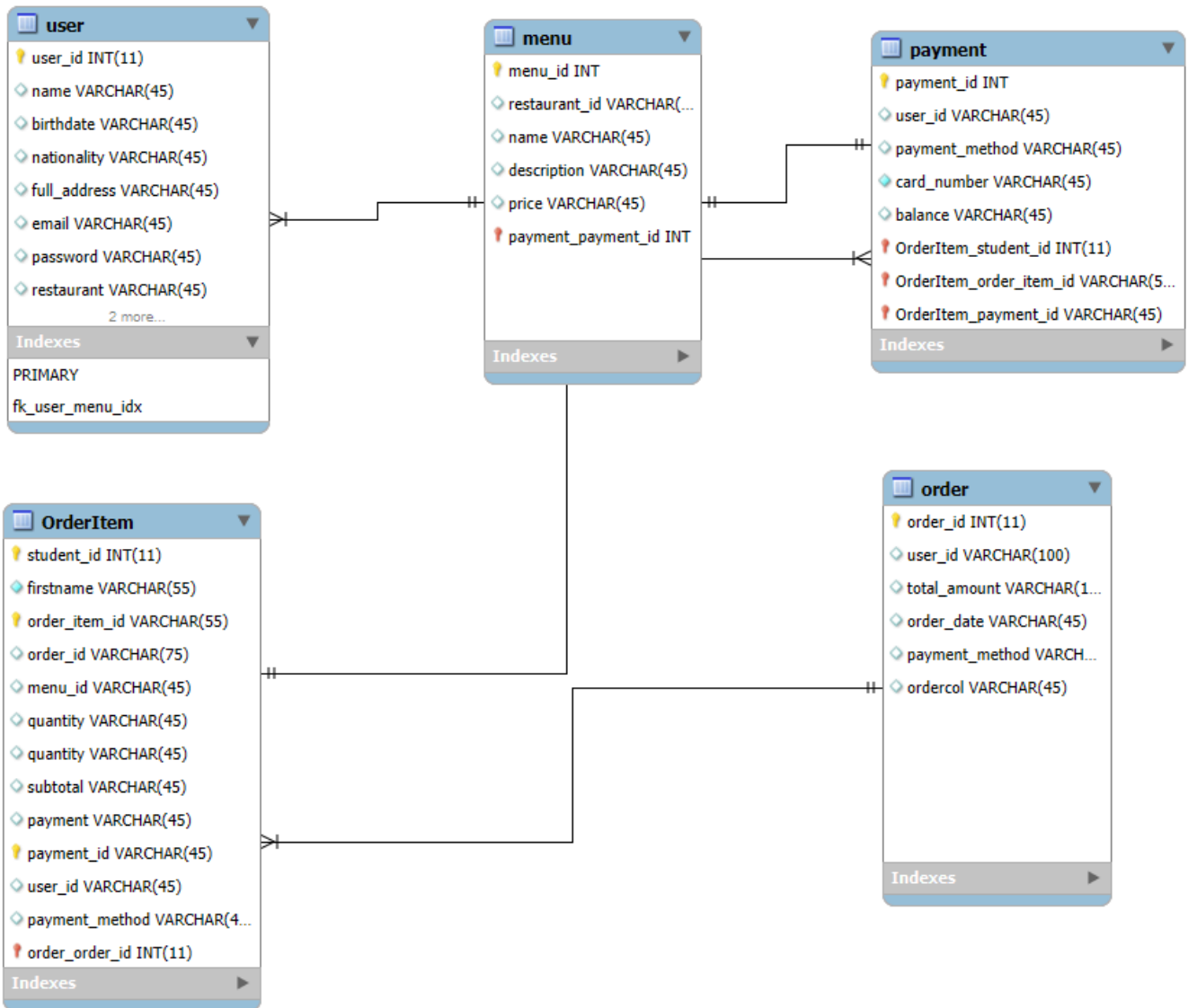
Component Interaction

- The mobile app communicates with the backend server through **RESTful APIs**.
- APIs handle functions like login authentication, menu fetching, order placement, and payment processing.

Data Design (ERD Overview)

Entities:

- **User** (UserID, Name, Email, Password, Profile Info)
- **Restaurant** (RestaurantID, Name, Address, Description)
- **Menu Item** (ItemID, RestaurantID, Name, Price, Description)
- **Order** (OrderID, UserID, RestaurantID, OrderDate, TotalAmount, Status)
- **Payment** (PaymentID, OrderID, PaymentMethod, PaymentStatus)



UI Design (Wireframes)

Screens designed:

- **Landing Page:** Shows available restaurants including Nom'Nom.
 - **Menu Page:** Displays menu items with options to select food.
 - **Login Page:** Facebook or Email login.
 - **Profile Page:** Displays customer profile information.
 - **Payment Method Selection:** Choose preferred payment option.
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3. Prototyping Plan

- **Chosen Prototyping Method: Evolutionary Prototyping**

Justification:

We chose Evolutionary Prototyping to continuously improve and refine our app based on user feedback. As food delivery apps need to be highly intuitive, building a working prototype early allows us to adapt and enhance features as needed.

Prototyping Benefits:

- Allows rapid feedback from users regarding the UI/UX.
- Helps identify missing or confusing features early in the process.

Feedback Gathering Approach:

- Conduct informal user testing sessions with classmates and friends.
 - Gather feedback through observation and short surveys after interacting with the prototype.
 - Apply improvements based on feedback to evolve the prototype iteratively.
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4. Presentation Plan

We will present:

- A summary of our system design and component interaction.
- Our prototyping plan and why we selected Evolutionary Prototyping.
- Screenshots of our Figma prototype, including the login page, landing page, menu screen, and payment selection page.