CESI EATS

WEB MOCK-UP DOCUMENTATION

PROTOTYPE: **CESI Eats - Prototype**
FULL CANVAS: CESI Eats - Figma Canvas

Introduction

This document is about the mock-up for our webpage, **CESI Eats**. The main purpose of creating this mock-up is to make sure both the client, or any other stakeholder involved, and our team are on the same page before moving to the implementation phase.

It will cover:

- Our **approach** to creating it,
- The **tools** we used,
- Overview of the **prototype**, and
- How we applied some of the **best UI/UX practices.**

The detailed overview of the project is available in our general document, so if you're not familiar with it, we recommend reading that first before continuing with this document. However, in short, **CESI Eats** is a web-based platform that targets six types of users, with the main actors being the end-client, restaurant, and delivery person. Think of it like an *Uber Eats*-type app, where these actors work together to create, update, and deliver food orders from restaurants to clients.

The functionalities of the platform are too broad to fully cover in a mock-up. Instead, we decided to frame the mock-up within a specific story: *the full cycle of a successful order from start to finish*. This is what is displayed in the prototype we have included.

Our main goals were to apply best UI/UX practices, focusing on *accessibility*, *consistency*, and *ease of use*. We wanted to make the app usable for everyone, including people with disabilities, ensure a cohesive look and feel, and keep everything intuitive and simple to navigate for all types of users.

Regarding the tools employed to build the mock-up, we used **Figma** for designing the prototype, **Canva** as a supporting tool for visuals, **Coolors** to create cohesive color palettes, and free assets like icons and animations from **Flaticon** and **Undraw**.

You can access the full repository here: CESI Eats
(It includes all documentation and, soon–*very* soon–, the code).

The prototype

As mentioned before, the prototype we built tells a story. The main actors, also mentioned earlier, are the restaurant user, the delivery guy, and the end user. The other three users—third-party developer, business analyst, and technical analyst—are not included in this mock-up but are considered as a single group, represented by the fourth user visible on the welcome page.

Full cycle of a successful order:

[Role: **restaurant-user**]

1. The restaurant user is in his *welcome page*
2. The restaurant user logs in
3. The restaurant user sees its *home page*
4. The restaurant user clicks add a new item
5. The restaurant user fills the form to add a new item
6. The restaurant user confirms
7. The new item appears in items

[Role: **end-user**]

8. The end-user is in his *welcome page*
9. The end-user creates an account and logs in
10. The end-user is in its *home page*
11. The end-user clicks on an item to make an order
12. The end-user fills form to purchase the order
13. The end-user confirms the purchase
14. The payment is processed and accepted
15. The end-user receives confirmation that the order has been processed

[Role: **restaurant-user**]

16. The restaurant-user accepts this request
17. The restaurant starts to prepare the order

[Role: **delivery-guy**]

18. The delivery guy is already logged-in in *orders page*
19. The delivery guy accepts new incoming request
20. The delivery guy goes to the restaurant and waits until the order is ready
21. The restaurant-user scans the QR code of the delivery guy to verify the command
22. The verification scan is successful, the order is now on the way
23. The delivery guy goes to the end-user's address to deliver the order
24. The end-user receives a notification notifying that his order is outside
25. The end-user scans the QR code of the delivery guy to confirm reception
26. The end-user happily eats his hot meal because the delivery guy was super fast–he uses quantum teletransportation–.

Access the prototype through this link:

Functionalities:

Overview of the functionalities covered in this mock-up.

Color codes:

🟢 Supported | 🔵 Supported + Displayed in the Mock-Up | 🔴 Not Supported | 🟡 Undefined

FUNCTIONALITY	DESCRIPTION	Restaurant	Delivery	End-User	Others
Create Account					
Log In					
View Account					
Add a new Item					
Make an Order					
Update Order State					

Main components:

Overview of the components identified and implemented in this mock-up.

Pages:

1. Welcome Page: the entry point where users choose how to proceed.
2. Home Page: main dashboard showing relevant content based on user type.
3. Orders Page: displays both active and past orders with their statuses.
4. Profile Page: allows users to view and edit their account details.

Forms:

1. Log In: enables users to access their accounts
2. Create Account: lets new users register on the platform
3. Add New Item: allows restaurant users to add menu items
4. Make an Order: guides end users through the purchasing process

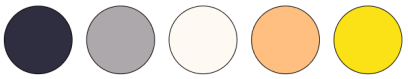
UI/UX Practices

In our design, we focused on implementing best UI/UX practices to ensure usability, clarity, and accessibility:

- **Feedback/Response:** Confirmation pages were added after each critical action, like adding a new item, making a purchase, or validating an order.

- **Intuitive Design:** We used big icons, clear illustrations, strong contrast, and a hierarchy of elements to guide users effectively, always prioritizing the most important actions.

- **Color Palette:** We used CESI's colors in a subtle, non-vibrant style to make the food's vibrant colors stand out as the main focus. The palette was chosen to be colorblind-friendly.

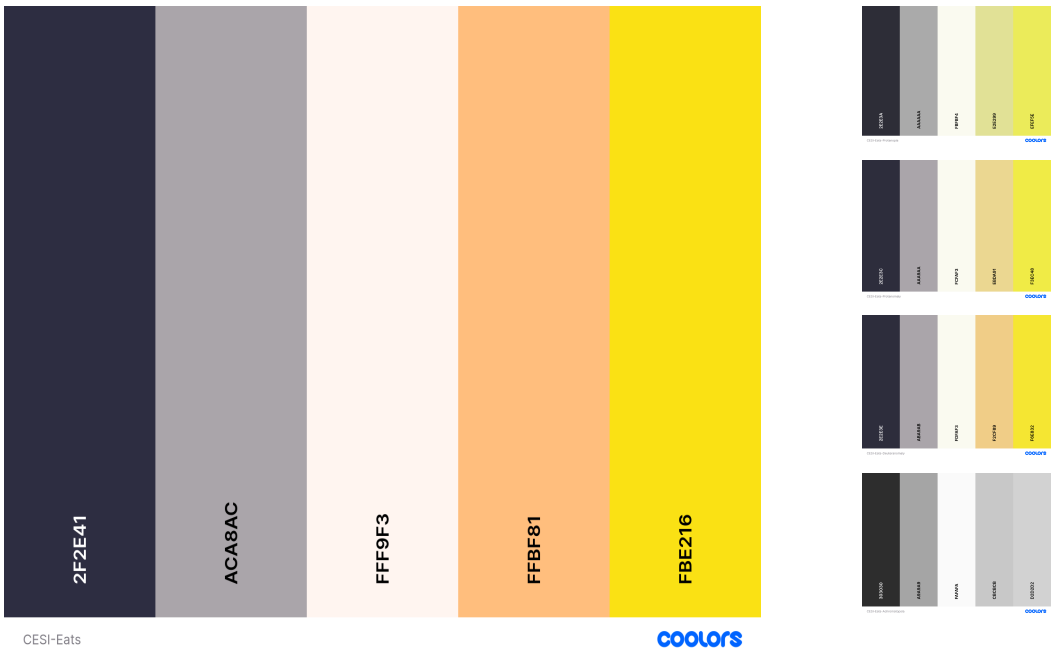


- **Accessibility:** The design includes high-contrast and large fonts for key information, as well as descriptive text on hover for better clarity.

- **Reusable Components:** Common elements like buttons and forms were designed to be consistent and reusable across the platform. All displayed pages share these components across all user types, enabling a more agile development phase and uniform results.

Images

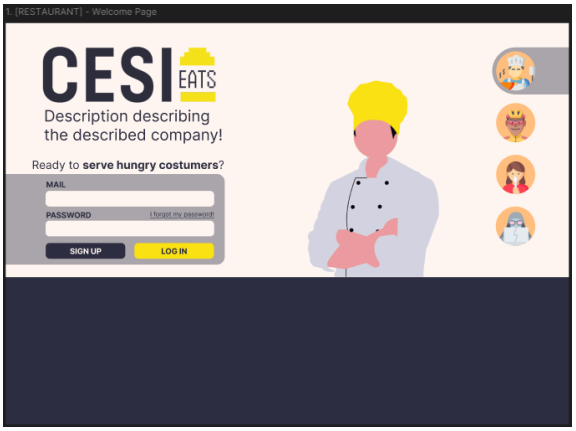
COLOR PALETTE:

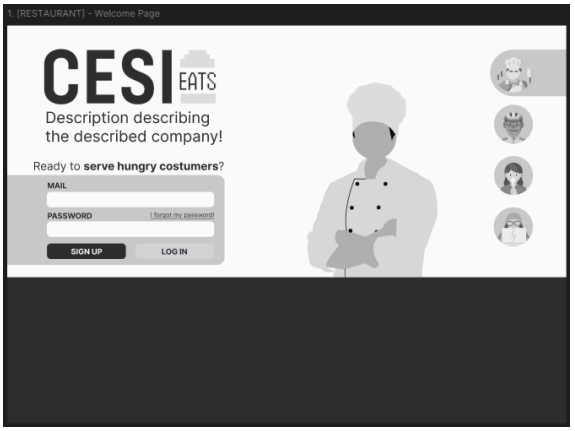


Displayed on left: original color palette.

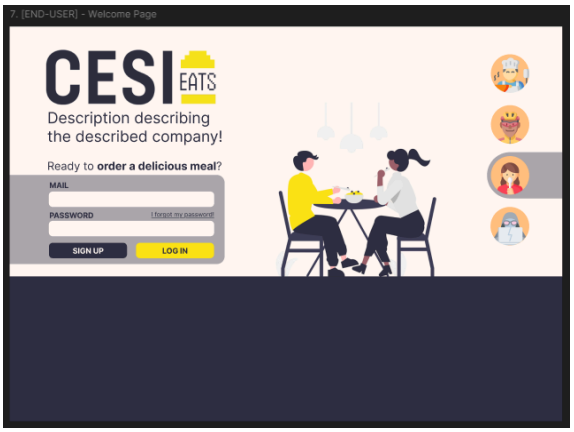
Displayed on right: transformed color palette according to several kinds of colorblindness (in order: Deuteranomaly, Protanomaly, Protanopia, Achromatopsia).

MAIN COMPONENTS: **Pages**

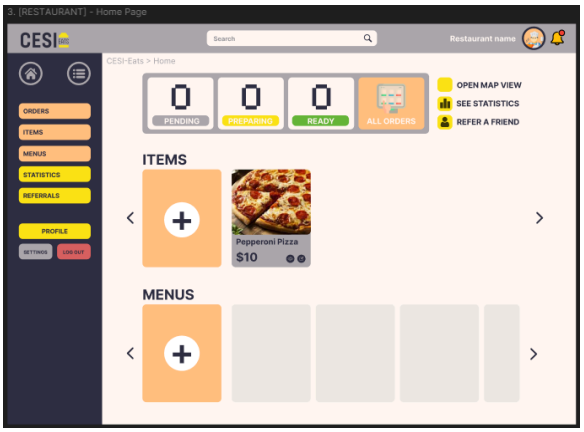




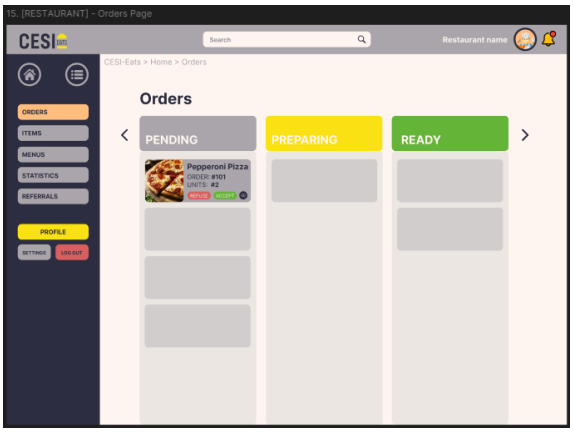
Non-colorblind person's view **vs.** Colorblind person's view (Achromatopsia)



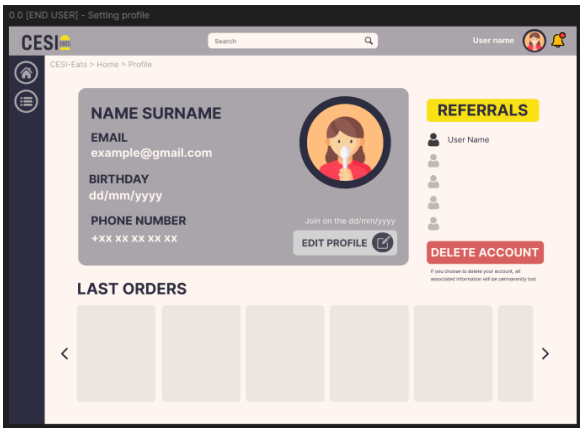
User's Welcome Page



Restaurant's Home Page



Restaurant's Order Page



User's Profile Page

MAIN COMPONENTS: **Forms and others**