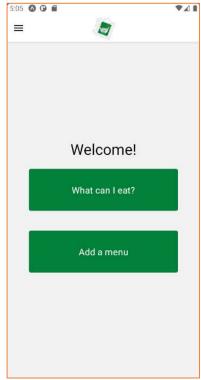
## **APPENDIX**

Note that the orange border has been added to delimit the screenshots of the screens, users will <u>not</u> experience them while using the app.



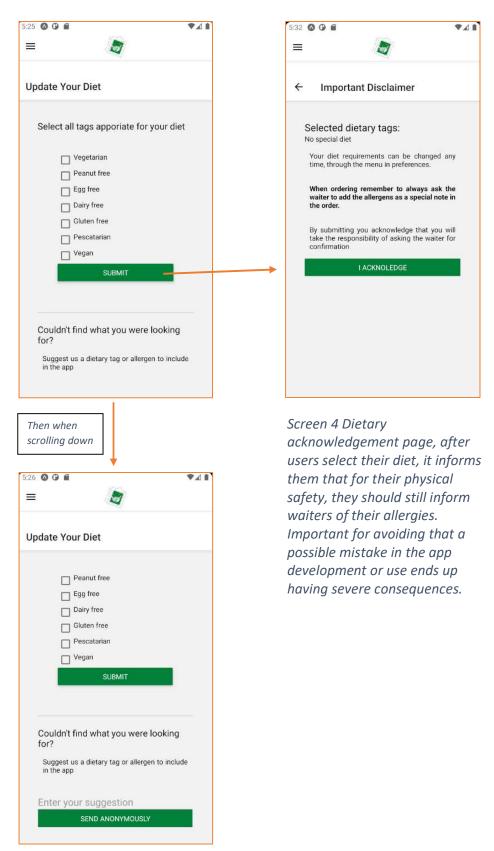




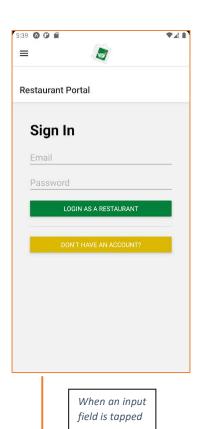
Screen 3 Splash screen, displays the app logo while mobile operating system loads the app. This is used to make the app more recognizable. Especially in a context where restaurants might start using the app's logo to advertise that their menu is available here.

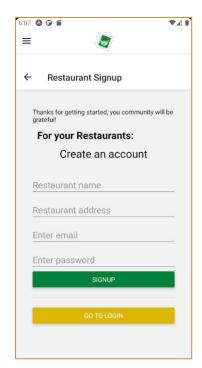
Screen 1 Page welcoming the user and proposing to go through one of the two main paths in which you can use the app: as a restaurant's customer or owner. Hence helping users to jump immediately where they most likely want to go.

Screen 2 Drawer menu, this is accessible throughout the app by hamburger menu icon. It provides an overview of the main sections of the app as well as allowing user to navigate through them.



Screen 5 Preferences page, allows users to update their dietary requirements and suggest some new dietary tags to add. It has a simple checkbox look so users will know that they can click more than one option.

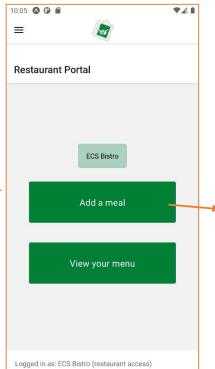




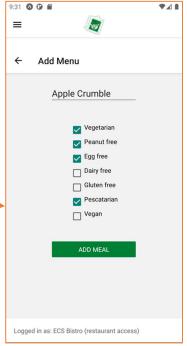
Screen 9 Sign up page, it allows restaurant to register their business on the app and create an account to edit their menu in the future. It is styled identically to the login page to be consistent.



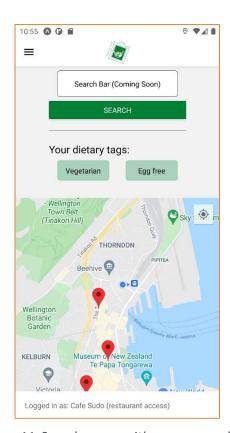
Screen 7 Login page, it allows restaurant owner to access their portal. The design is simple and consistent with common login screen. So that it is immediately familiar to the users.



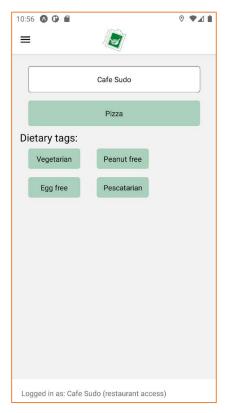
Screen 8 Restaurant portal, list the options to manage a menu. This is visible only after signing in. Note that at the bottom of the screen a banner appeared to remember the owner that is logged in as a restaurant.



Screen 6 Add menu page, shows what a restaurant owner will need to enter to add a meal to its menu. The checkbox is styled as the one used by user to enter their diet. This is to prevent mistakes being done by having the two parties made different assumptions of how the meals are described.



Screen 11 Search page with a map used to show where restaurants which have adopted this service are. This is indicated through the markers and if they are clicked, they highlight the name of the restaurant. Then if clicked again they will redirect to the customized menu of that restaurant



Screen 10 Show the meals that user can have based on their dietary requirements. This is styled using simple boxes which are used throughout the add to make the user more familiar.

For more details on the design of the screens reported in this appendix check out the <u>mobile user experience report</u> for this app. The overall design followed closely what was planned before starting to write the source code of the app. Hence those discussions are still relevant and explain why certain stylistic choices were made. In fact, the wireframes constructed for that report have been particularly useful to guide the development of this app.