FoodDelivery

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Final Application

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Summary of the App

That old habit of storing pamphlets from restaurants to order pizza over the weekend begins to be replaced. Instead, more and more consumers are looking for restaurant choices in mobile apps.

The day-to-day running, the lack of time to prepare meals and the convenience of ordering on the internet are some of the reasons that help to boost this channel. By concentrating orders on these marketplaces, the restaurants are able to expand their operations and receive more requests without having to scale up the staff, using platform traffic. In addition, they also help to publicize the establishments through Marketing actions.

Audience

Everyone that would like to buy food online and delivered it at home.

The Experience

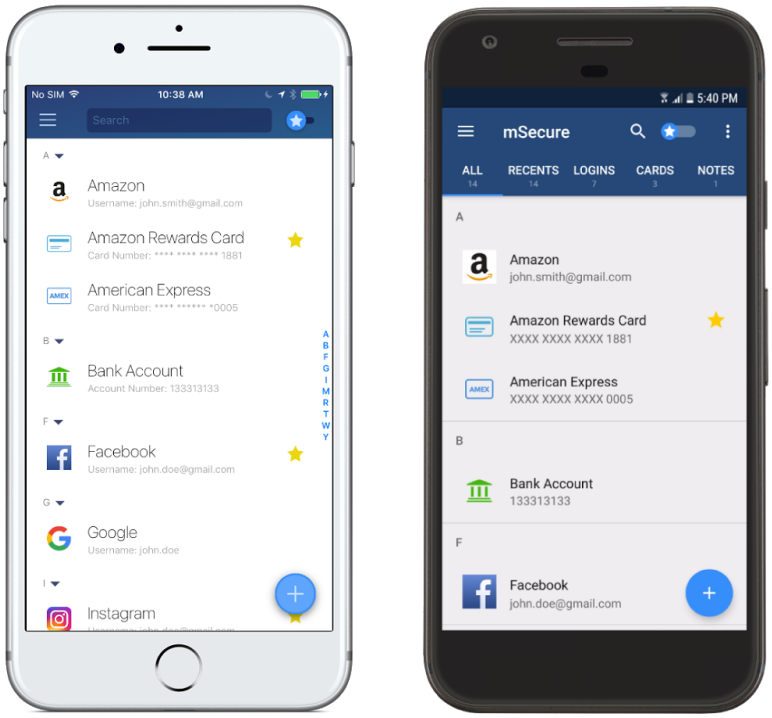
The application is very useful for those who have a very busy day and do not have time available to cook or go to a restaurant. It is very simple and quick to place an order online and be delivered in the comfort of your home.

Key elements that drove the increase in food delivery.

- Convenience: Save time for consumers and make their lives a little easier by taking the time wasted on preparing the meal and the headache to think about what to prepare.
- Think about food, not just the tech: The future is about food and how it will be delivered. The quality and price of the products will be decisive in the shopping space.

Target Device

The application will run in IOS and Android devices.



How the App will Be Used

I. Example 1

A user need to eat something after a busy day and it have to be very quickly. This will be simple if the user places the order online by the application.

II. Example 2

The user arrives at home and realizes that there is nothing to make a quick snack. He makes the order online and can make a meal in the warmth of his home.

Description of Features

FUNCTIONALITY	DESCRIPTION
Login	The login system, that will authenticate the user
Register	The user can create a new account and have access to the content of the application
Menu	This feature will display two categories, food and drink.
Checkout	The users finalized all orders and proceed to checkout.
Address and Payment method	The user enter their address to deliver and method of payment, to proceed the order placed.
Order	Display all orders after made a payment.
Favourites	Users can check the latest orders and make it easier for new orders.

Wireframes

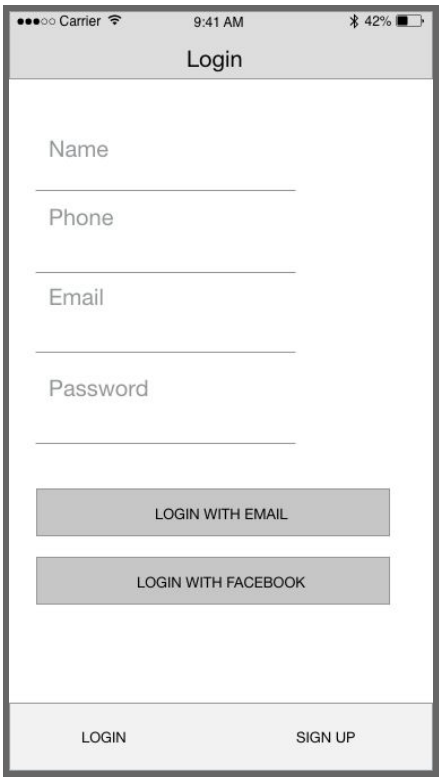


Image 1: Sign up Screen

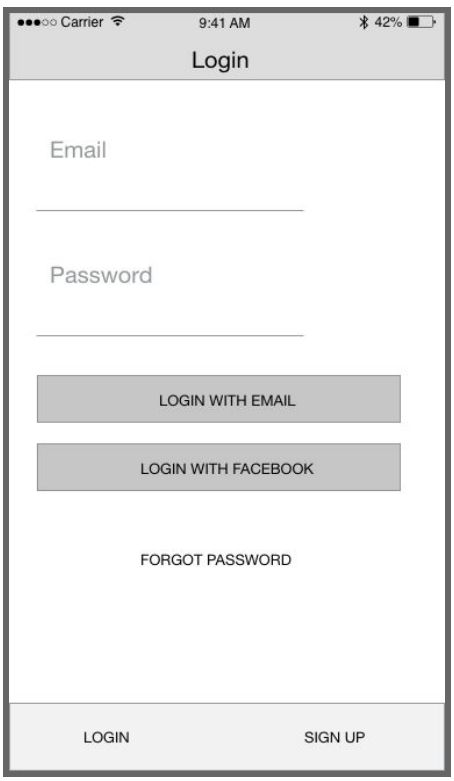


Image 2: Login Screen

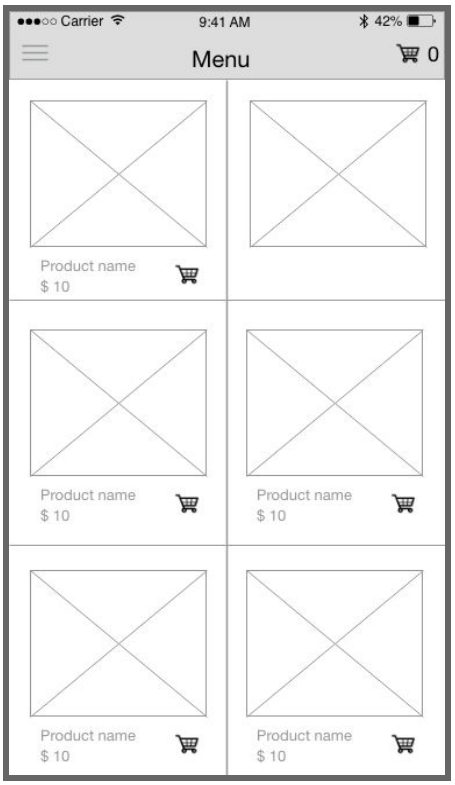


Image 3: Menu Screen

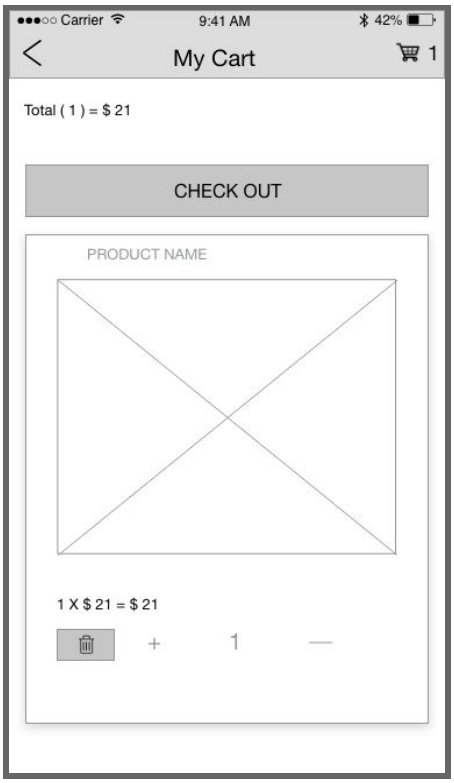
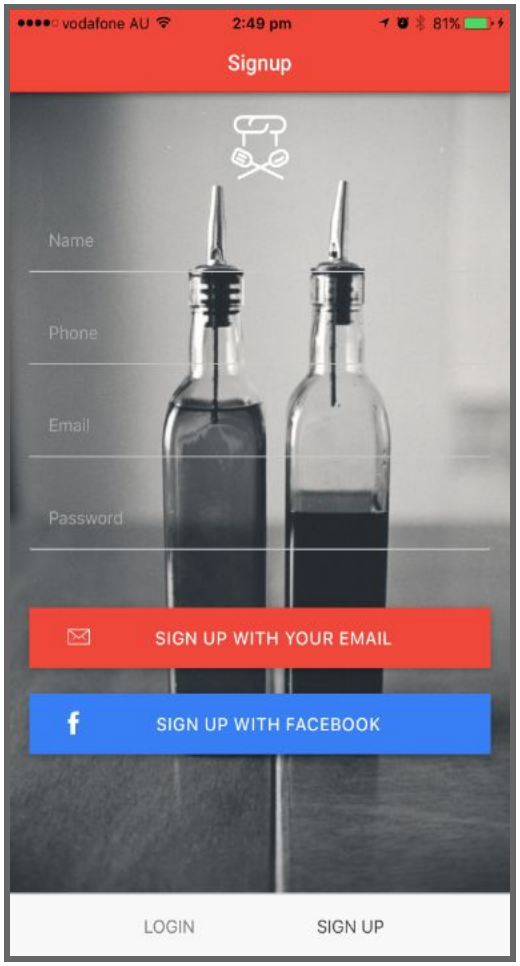
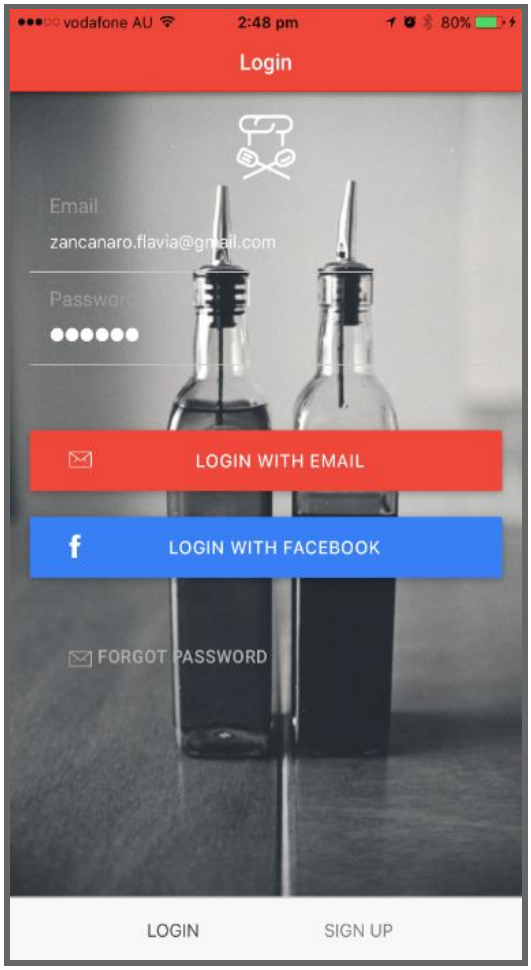


Image 4: Check Out Screen

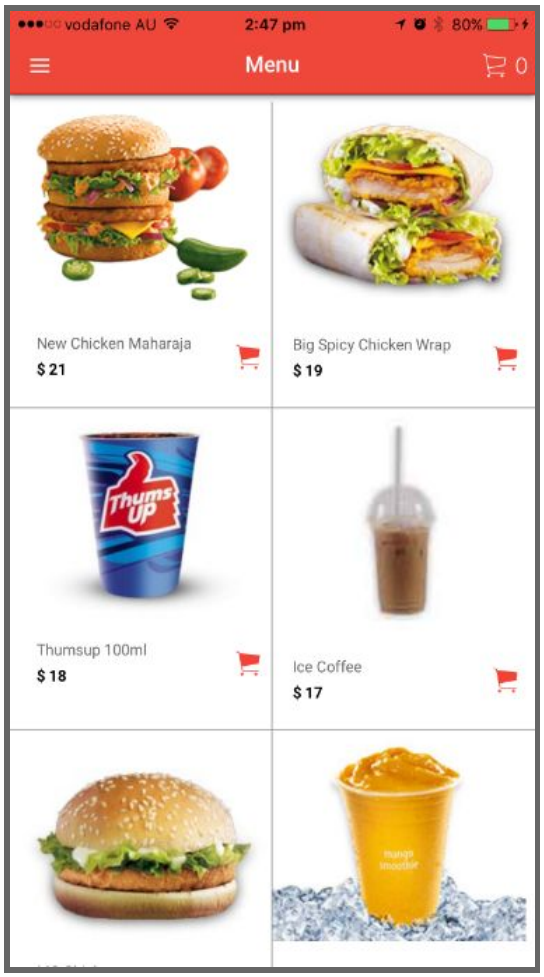
Image 5: Payment Screen

Image 6: Order Successfull

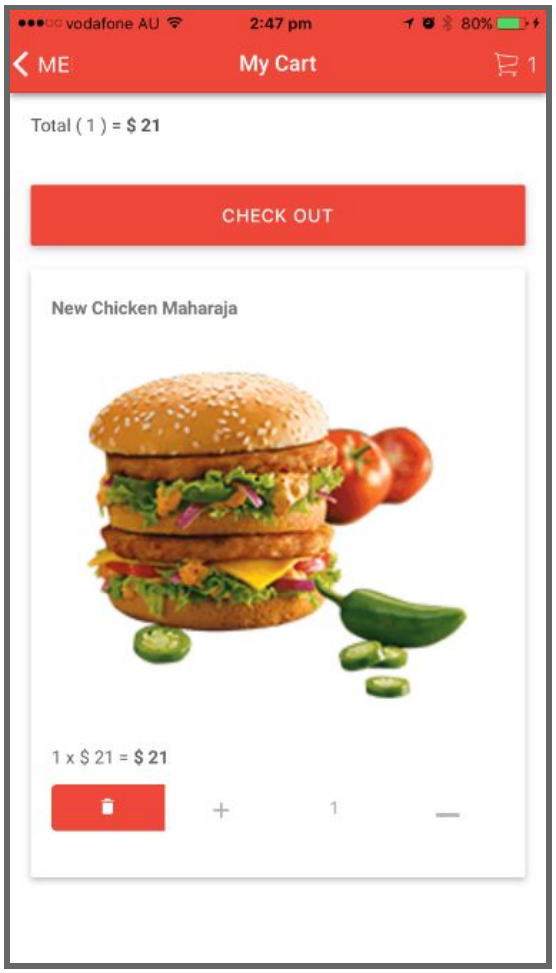
Mockups

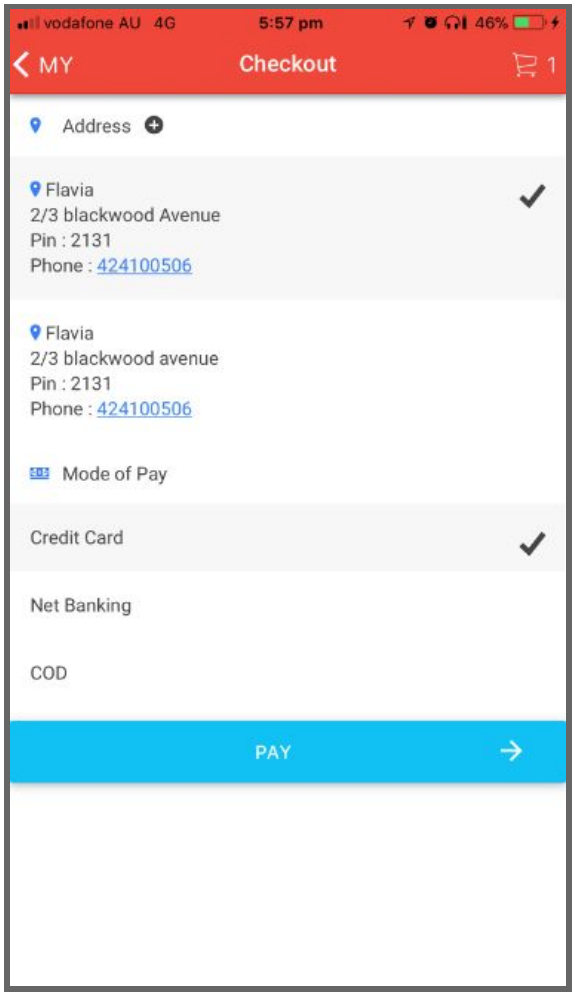
Screen 1 Signup with email or facebook	Screen 2 Login with email or facebook
	

Screen 3
Menu with food and drink

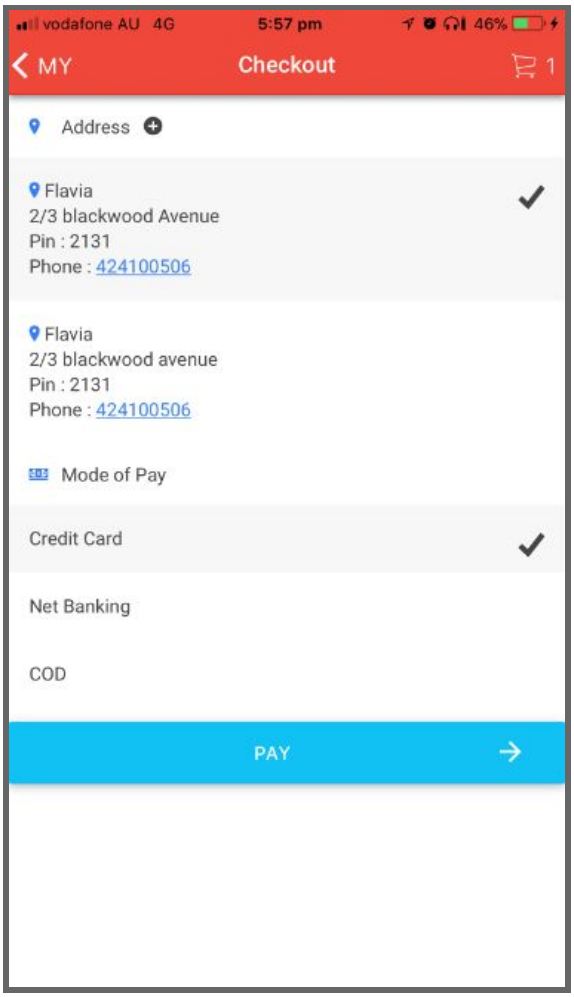


Screen 4
Check the basket and check out



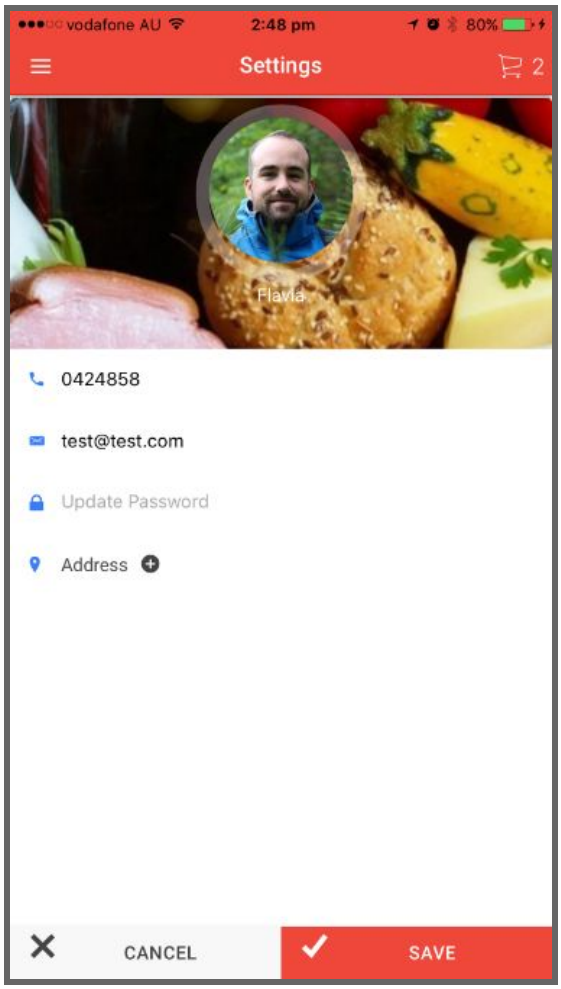
Screen 5 Add Address and mode of payment	Screen 6 After click in “Pay” it will show the message Order Successfull
	

Screen 5
Add Address and mode of payment

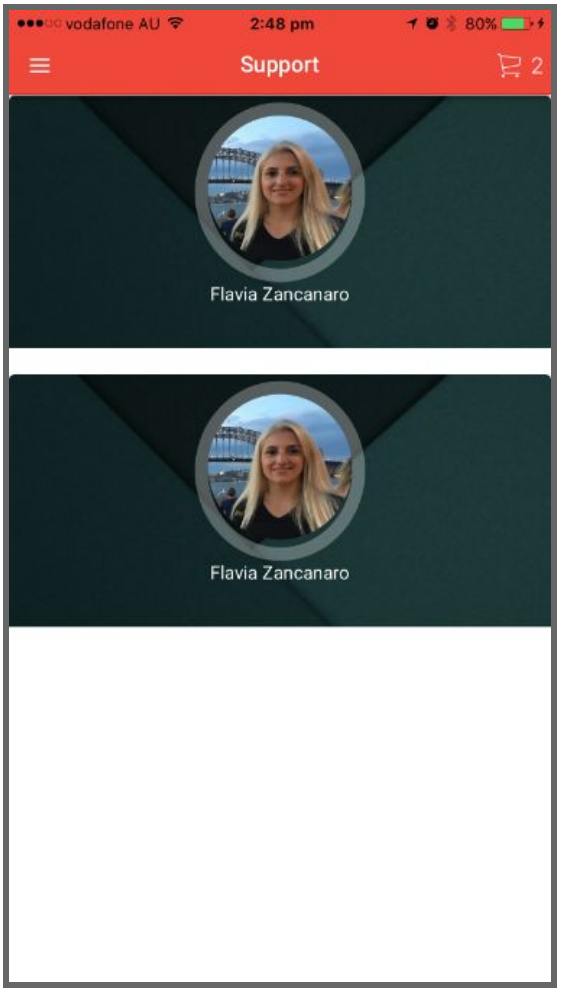


Screen 6
After click in “Pay” it will show the message Order Successfull

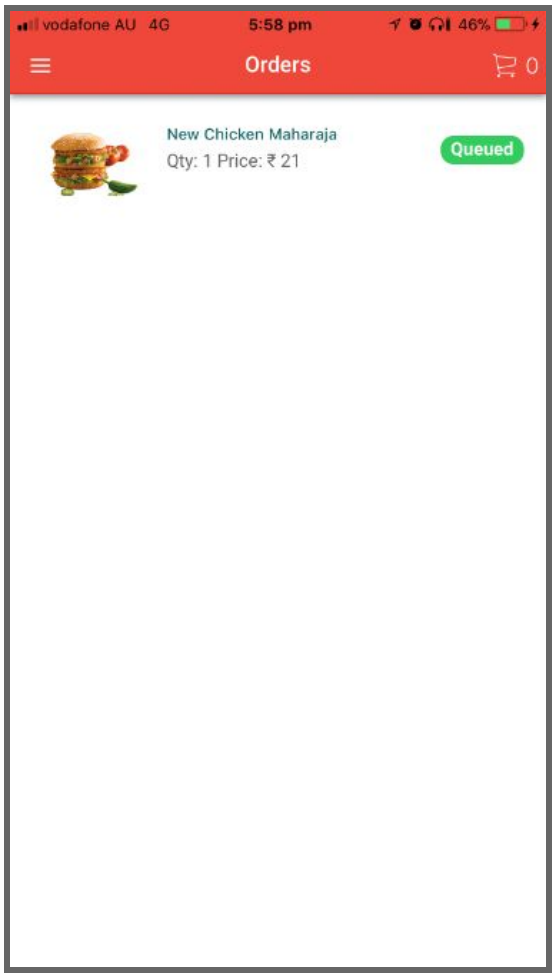
Screen 7
Settings to add or change information about the user.



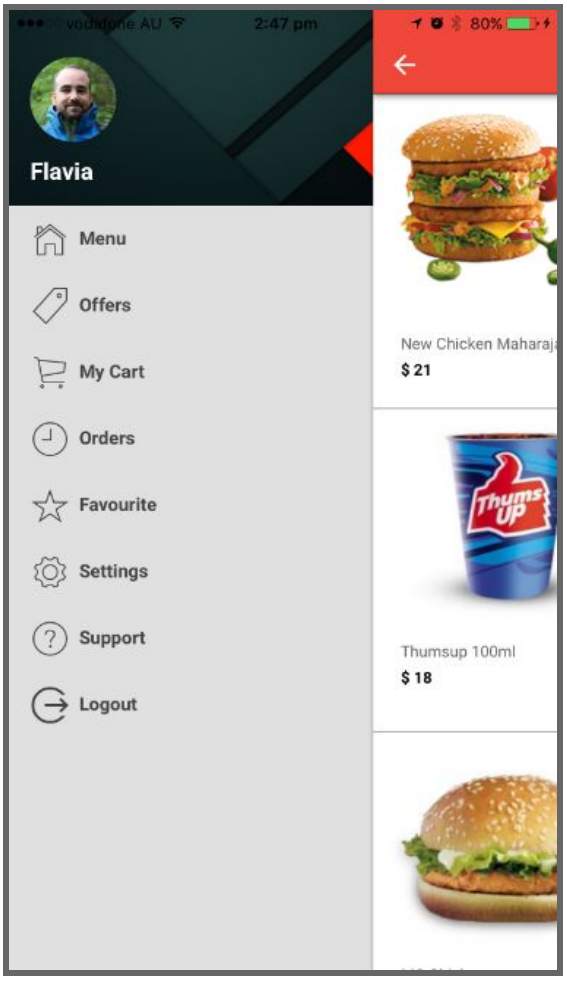
Screen 8
Support Section



Screen 7
After clicked in “ok”, the order will show with Status Order “Queued”.



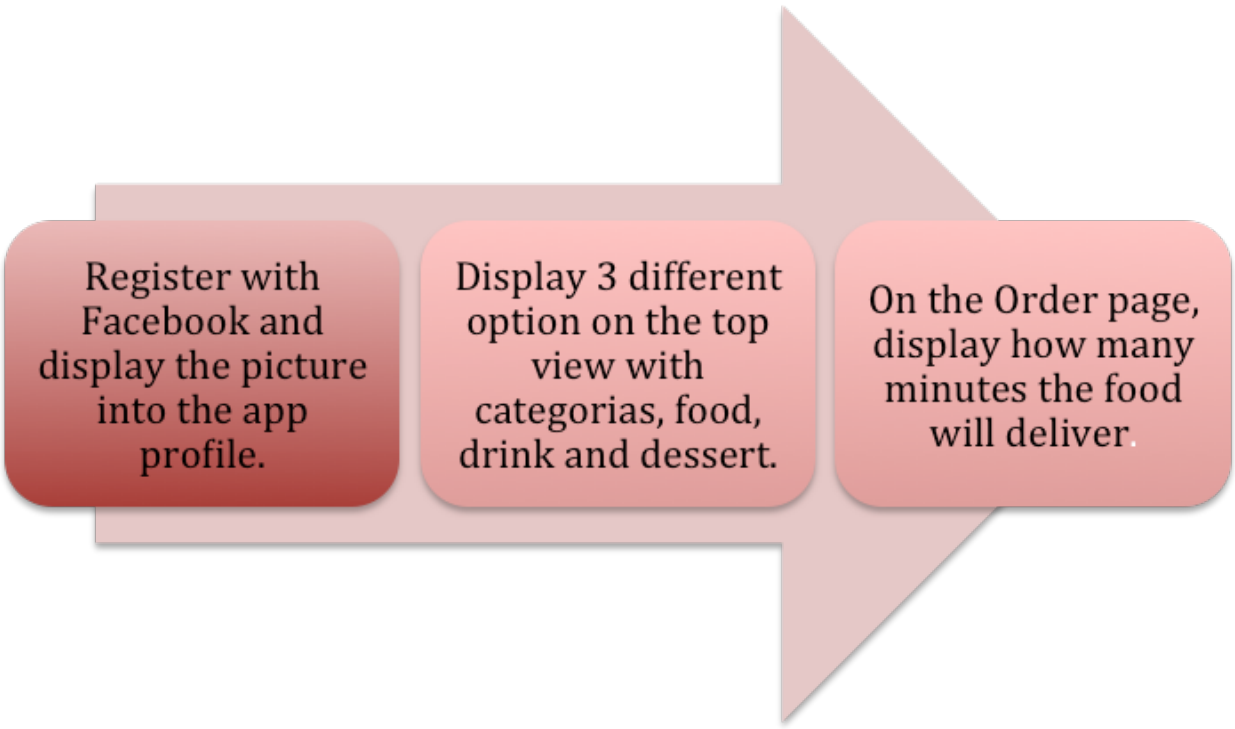
Screen 8
After click in “Pay” it will show the message



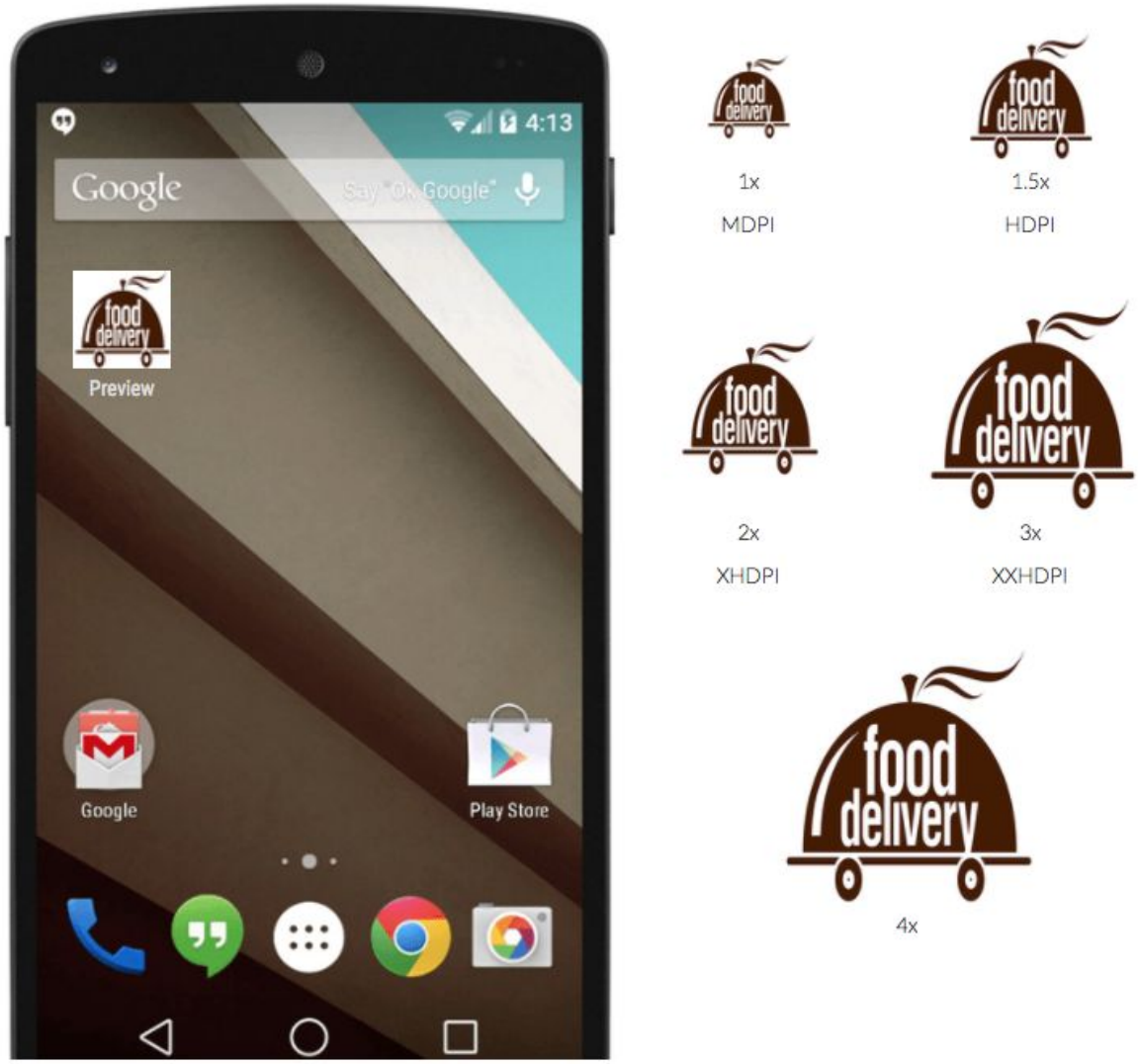
List of known problems

I faced some difficulties to do the authentication with Facebook account. Because of that, that functionality doesn't work.

Roadmap for future development

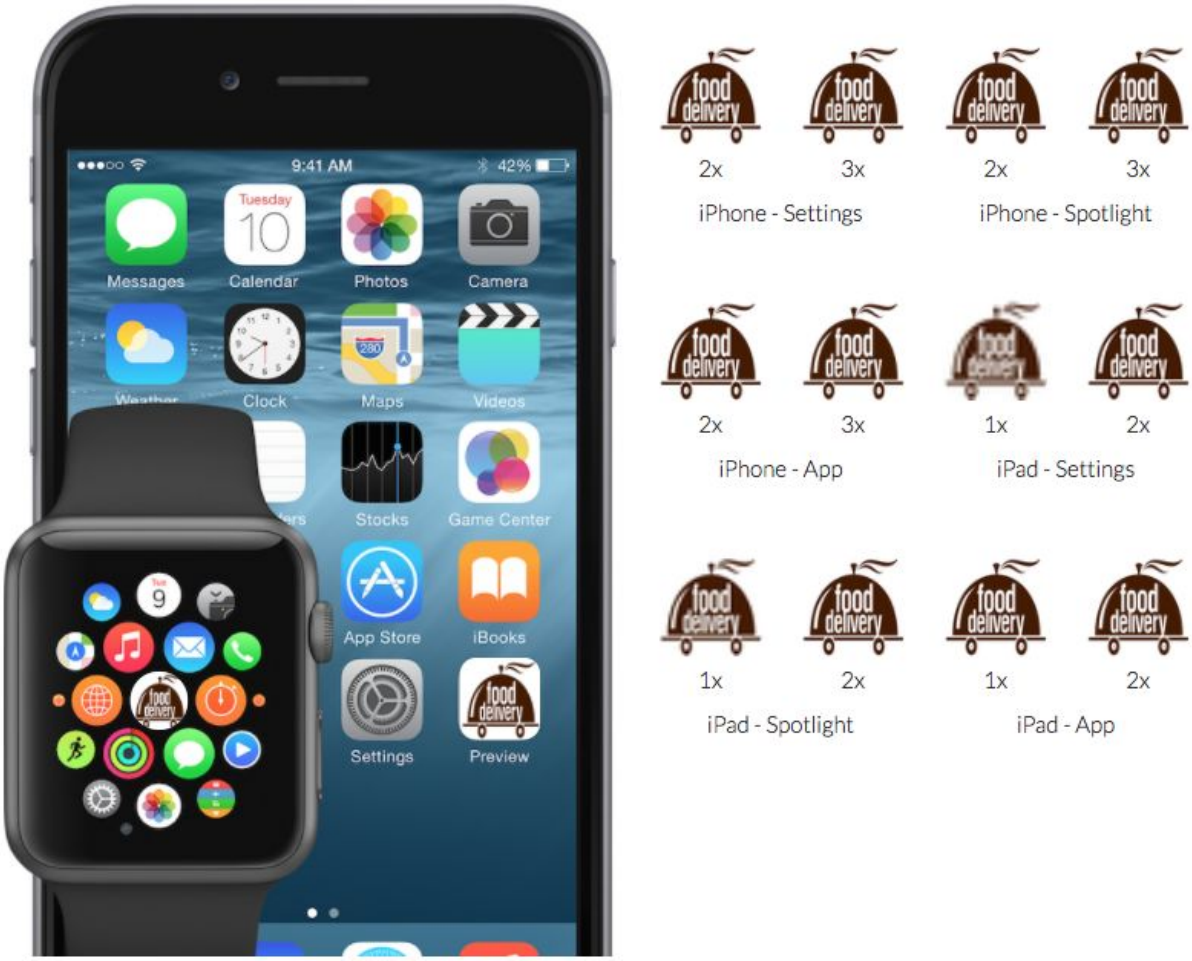


Icon Design

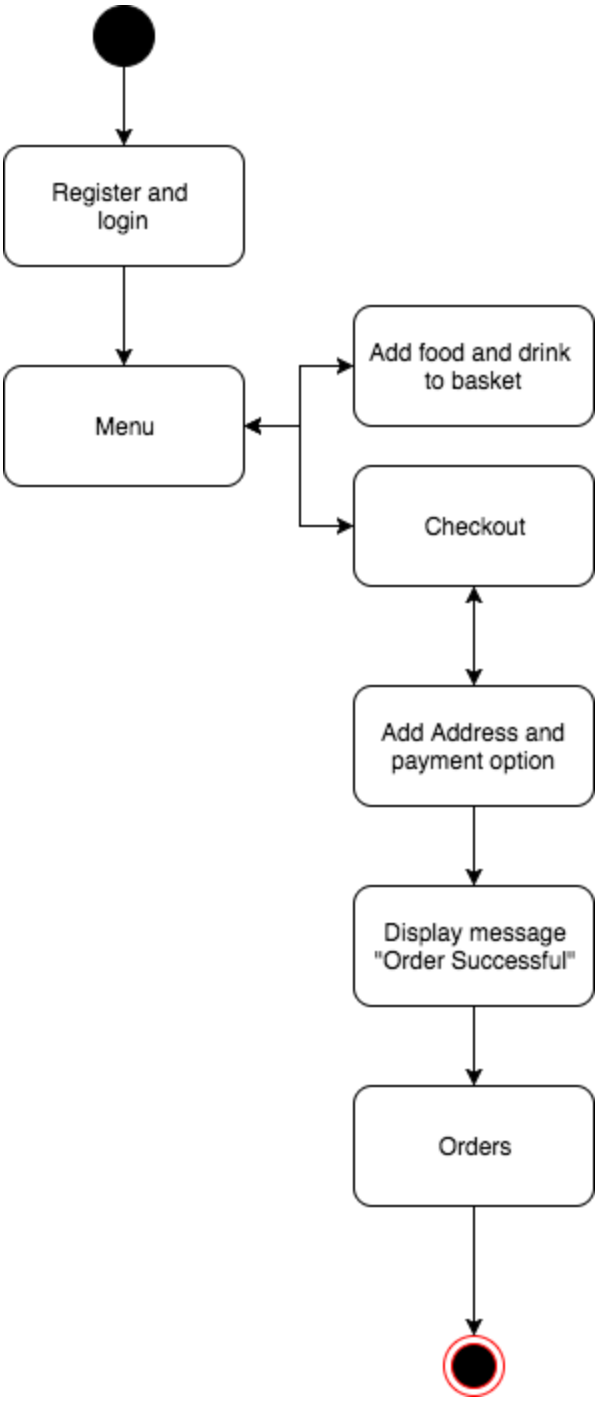


The image below display on Android device.

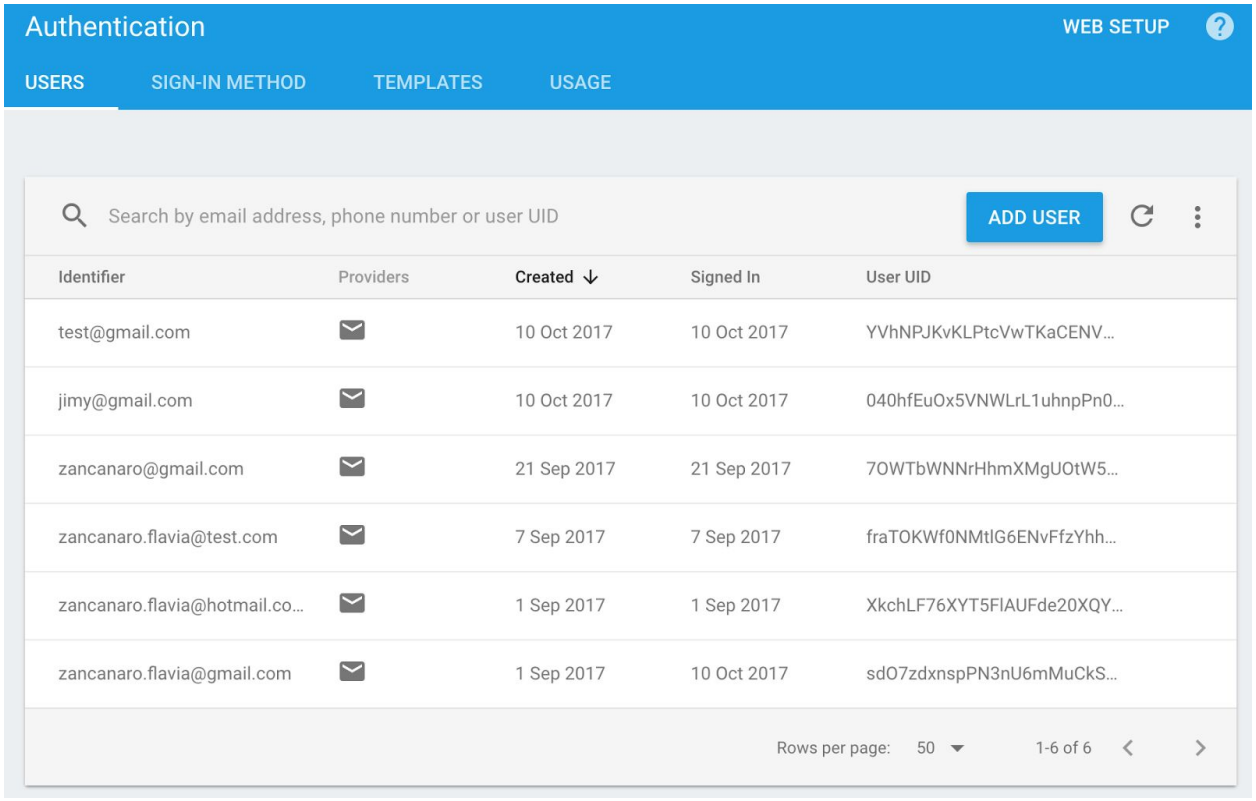
The image below display on IOS device.



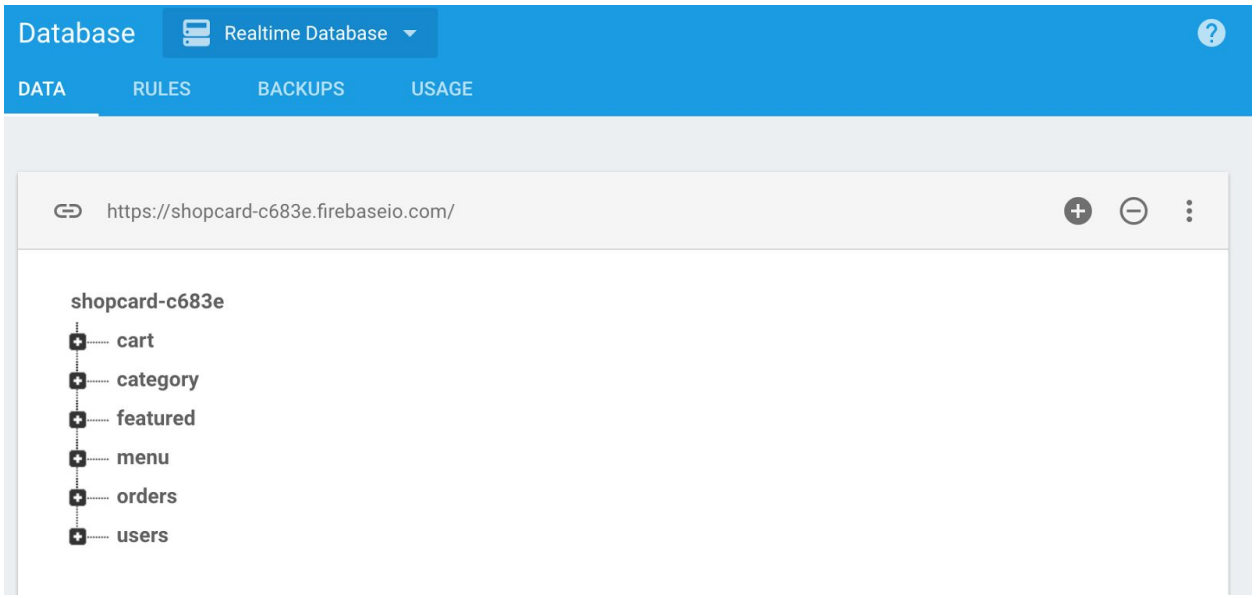
Workflow


Register and login
Menu
Add food and drink to basket
Checkout
Add Address and payment option
Display message "Order Successful"
Orders

Firebase Authentication



Firebase Database



Check the code on Github.

https://github.com/fzancanaro/ionic_firebase_shopping