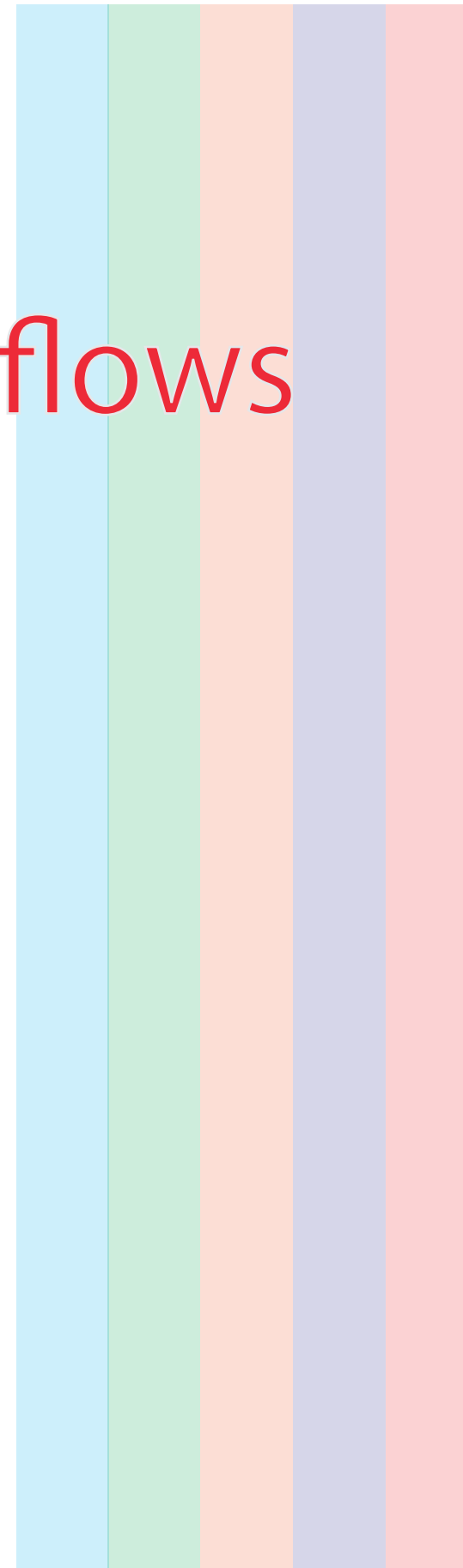


# Fast Bite UI Wireframes & Workflows V\_1.0

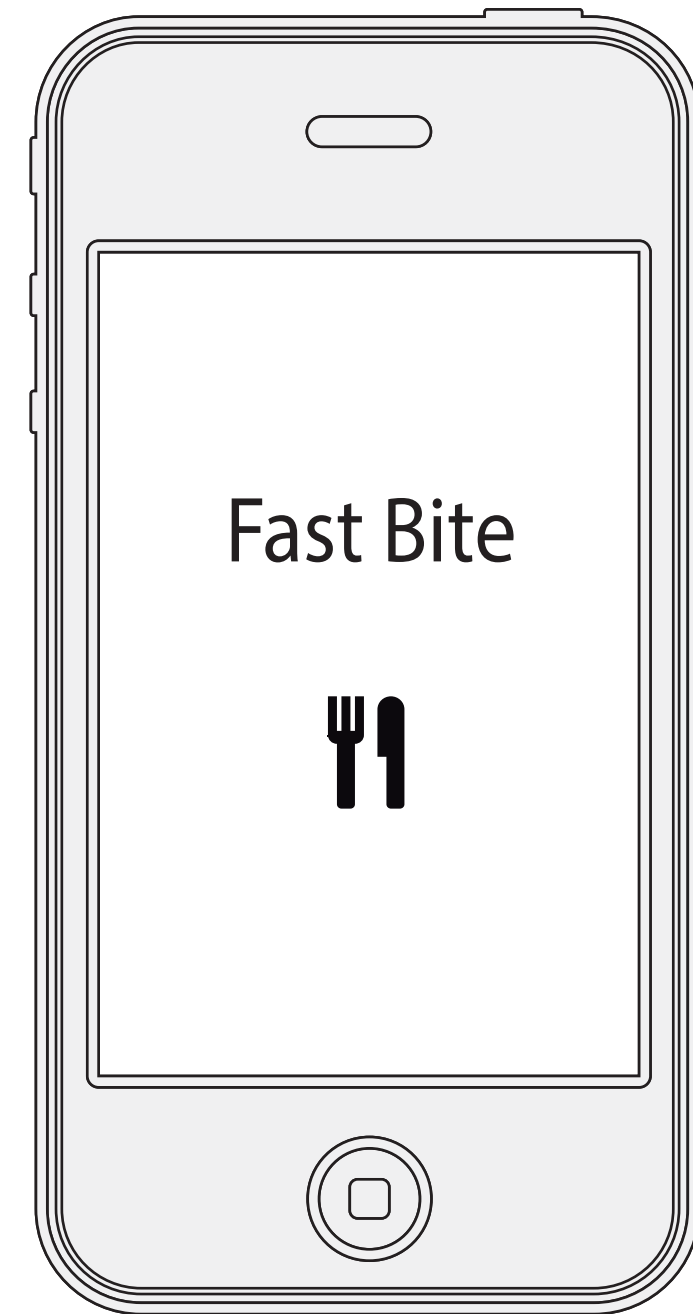
Usability Engineering  
v\_1.0 Wireframes and Workflows  
15 February 2013  
UI And IA Workflows



Workflows  
A - Out of box Experience  
B - Connectivity  
C - Basic Features

## INTRODUCTION

This document outlines the workflows and wireframes for the Fast Bite Application.



## Goals for the Application

- Improve the user experience of picking a dining location by minimizing wait time.
- Provide easy access to information about waiting times at RIT campus dining locations.
- Allow user to easily navigate to all RIT campus dining locations.

# Index

Icons	5
Interactions Keys	6
Out of box Experience	7
Connectivity	12
Basic Features	16

# List of all the icons used in this document



Restaurants



Map View



Annotations



User Location



Settings



GPS









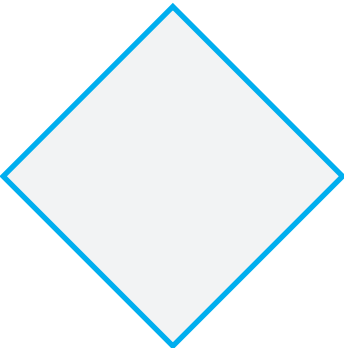
Battery



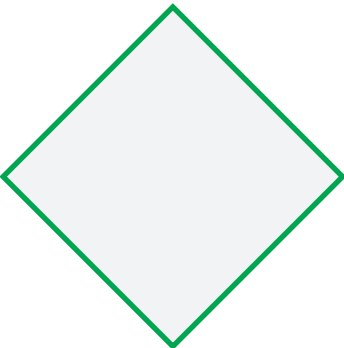
WiFi

INTERACTION KEYS

-  Tap
-  Double Tap
-  Zoom in
-  Zoom out
-  Swipe Up
-  Swipe Down



Shows logical decisions



Shows a timing delay

# OUT OF BOX EXPERIENCE

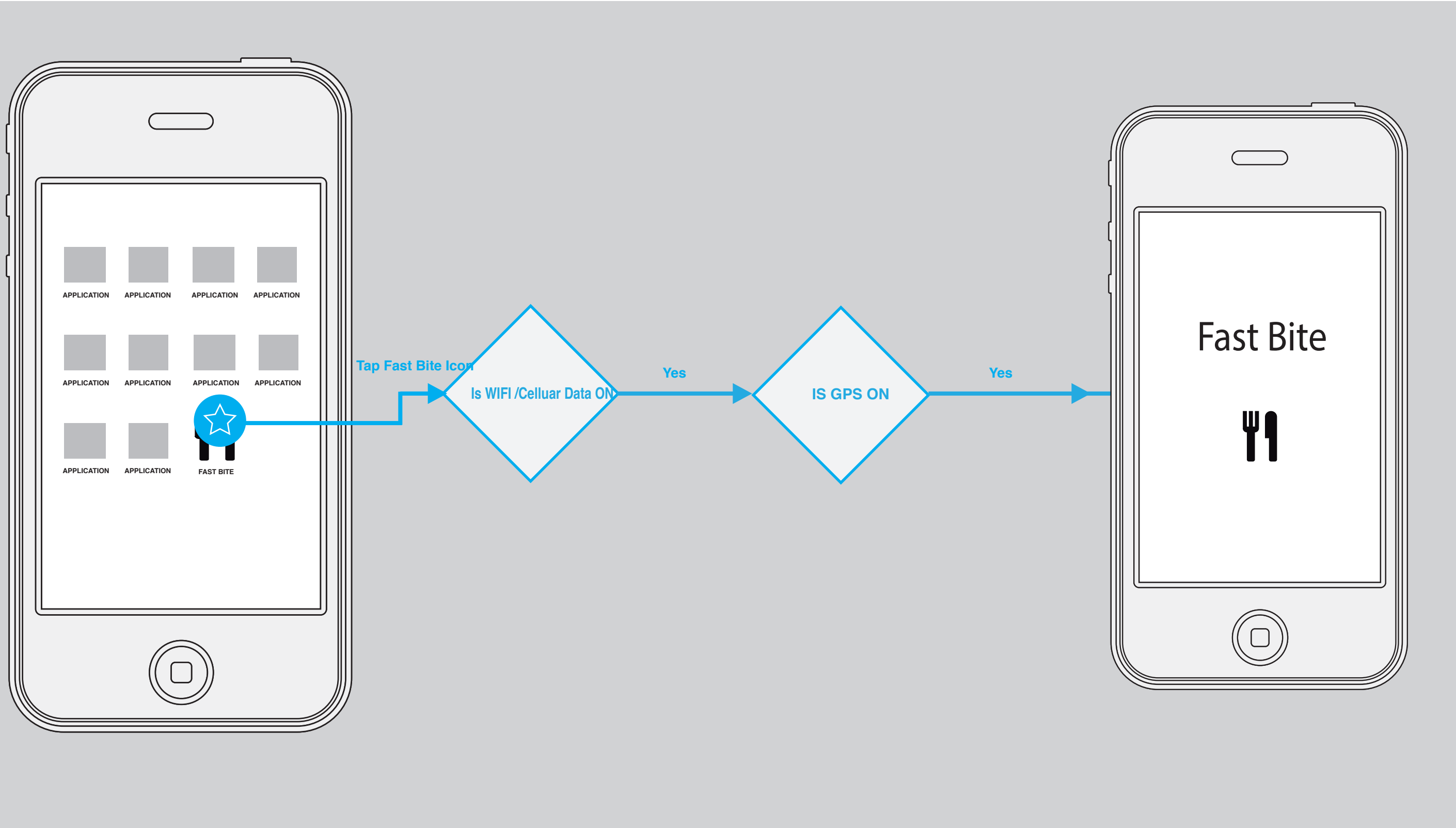
## OPENING THE APPLICATION

- CELLULAR DATA AND GPS ENABLED
- CELLULAR DATA ENABLED, GPS DISABLED
- CELLULAR DATA DISABLED

## LOADING THE APPLICATION

- GPS ENABLED
- GPS DISABLED

CONCEPTV\_1.0- OPENING THE APPLICATION (CELLULAR DATA AND GPS ENABLED)

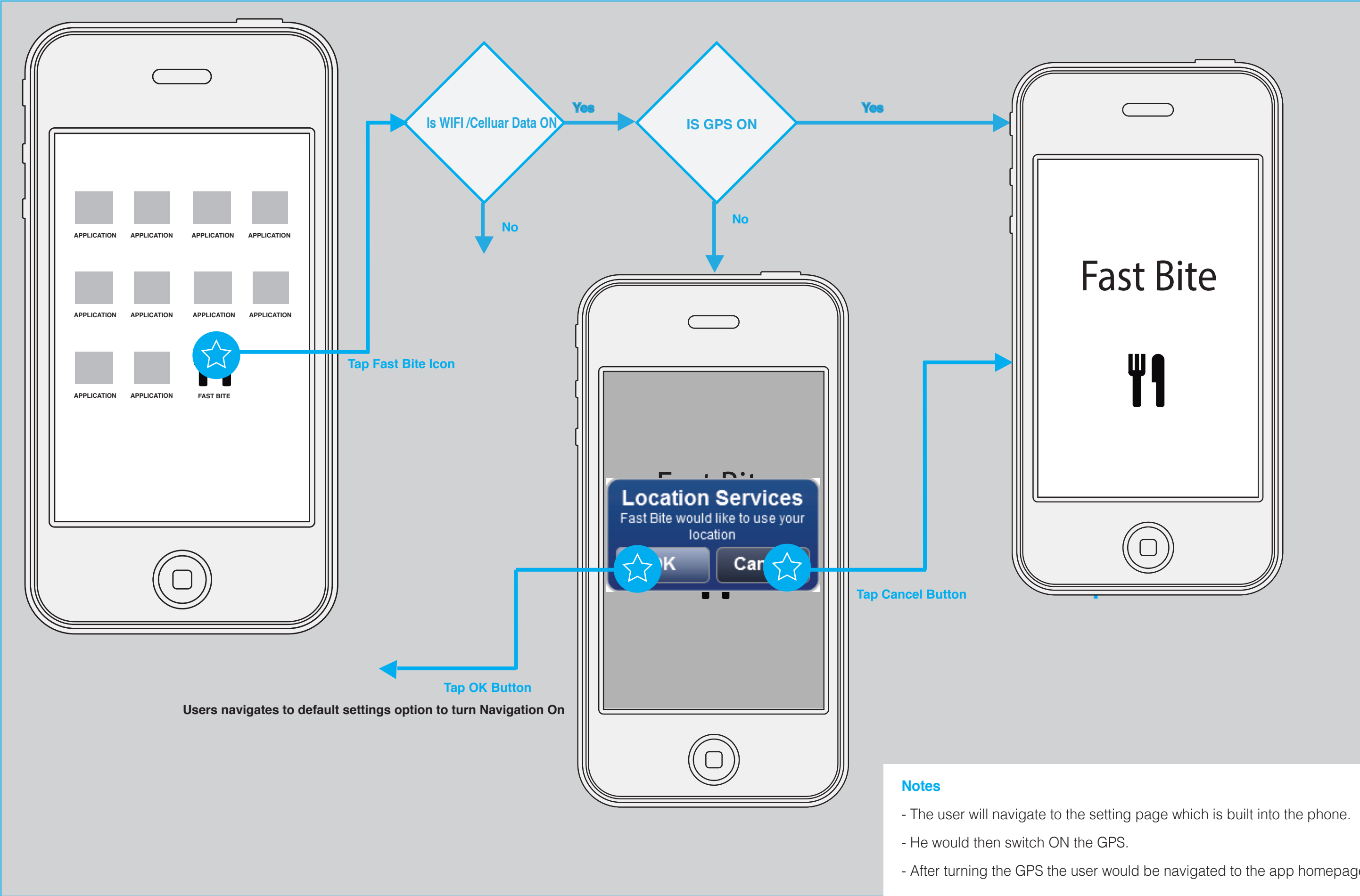


Notes

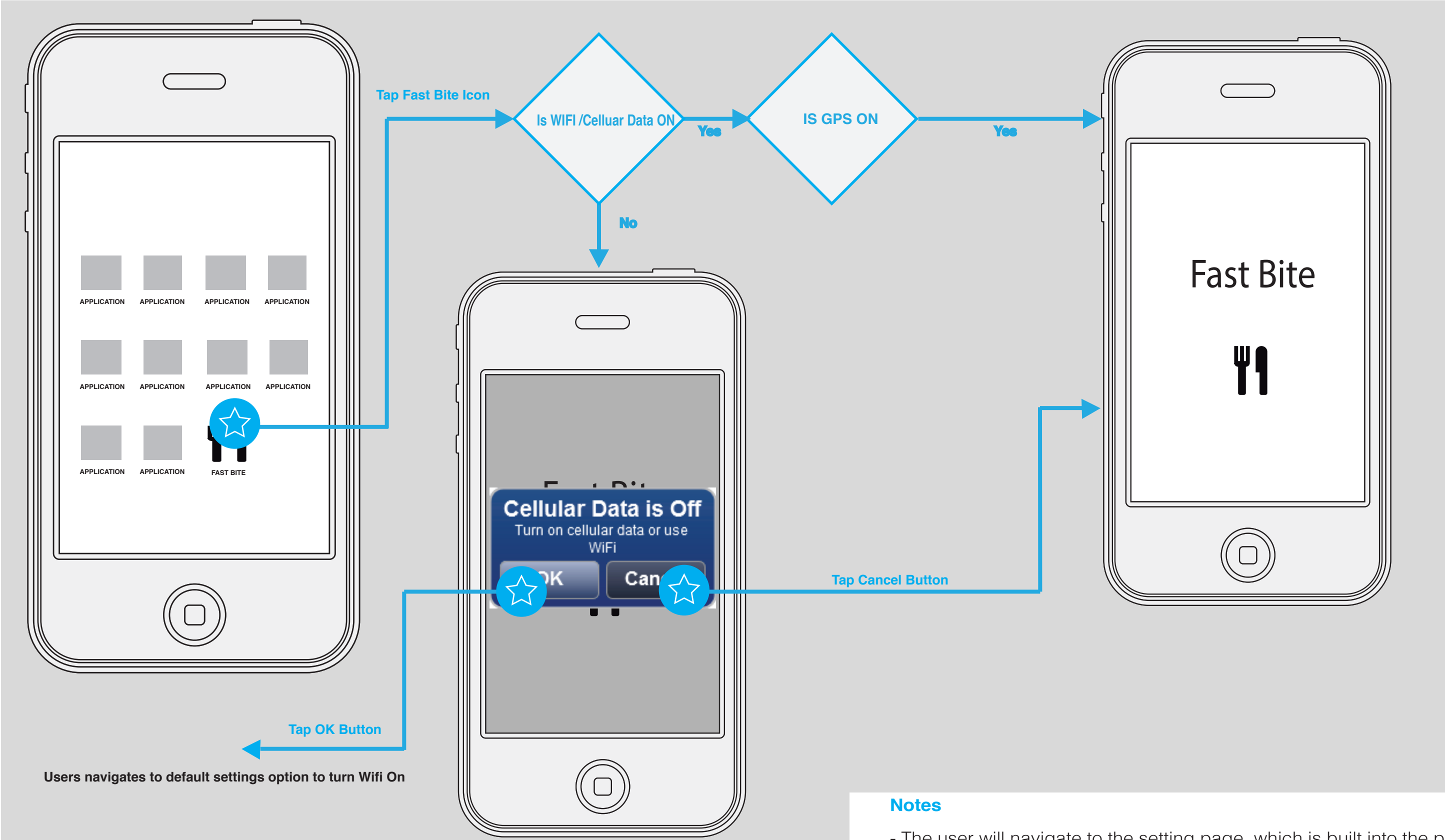
- When application is started with GPS option on and Data is on



CONCEPTV\_1.0- OPENING THE APPLICATION (CELLULAR DATA ENABLED, GPS DISABLED)



CONCEPTV\_1.0- OPENING THE APPLICATION (CELLULAR DATA DISABLED)



Notes

- The user will navigate to the setting page, which is built into the phone.
- He would then switch ON the WIFI.
- If GPS is ON user will get to application home.
- if GPS is OFF user will get the notification screen for GPS ON.



Notes

- Splash screen shows for 3 seconds then fades out.
- Default location shown when user login is waiting time of places nearby him.
- When application is started with GPS option ON.

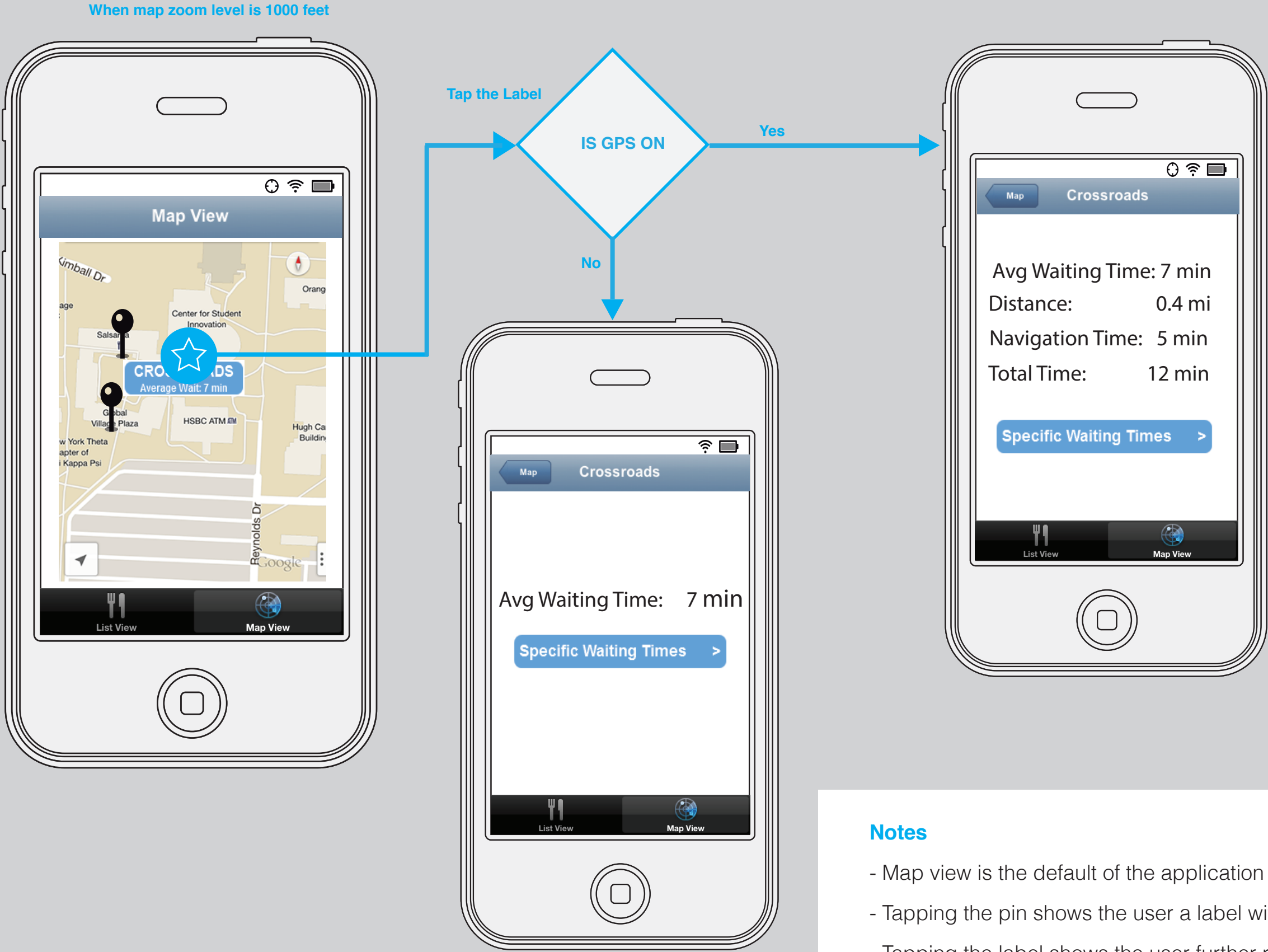
# CONNECTIVITY

GETTING WAITING TIME

- FROM MAP VIEW
- FROM LIST VIEW

GETTING SPECIFIC DETAILS FROM WAITING TIME

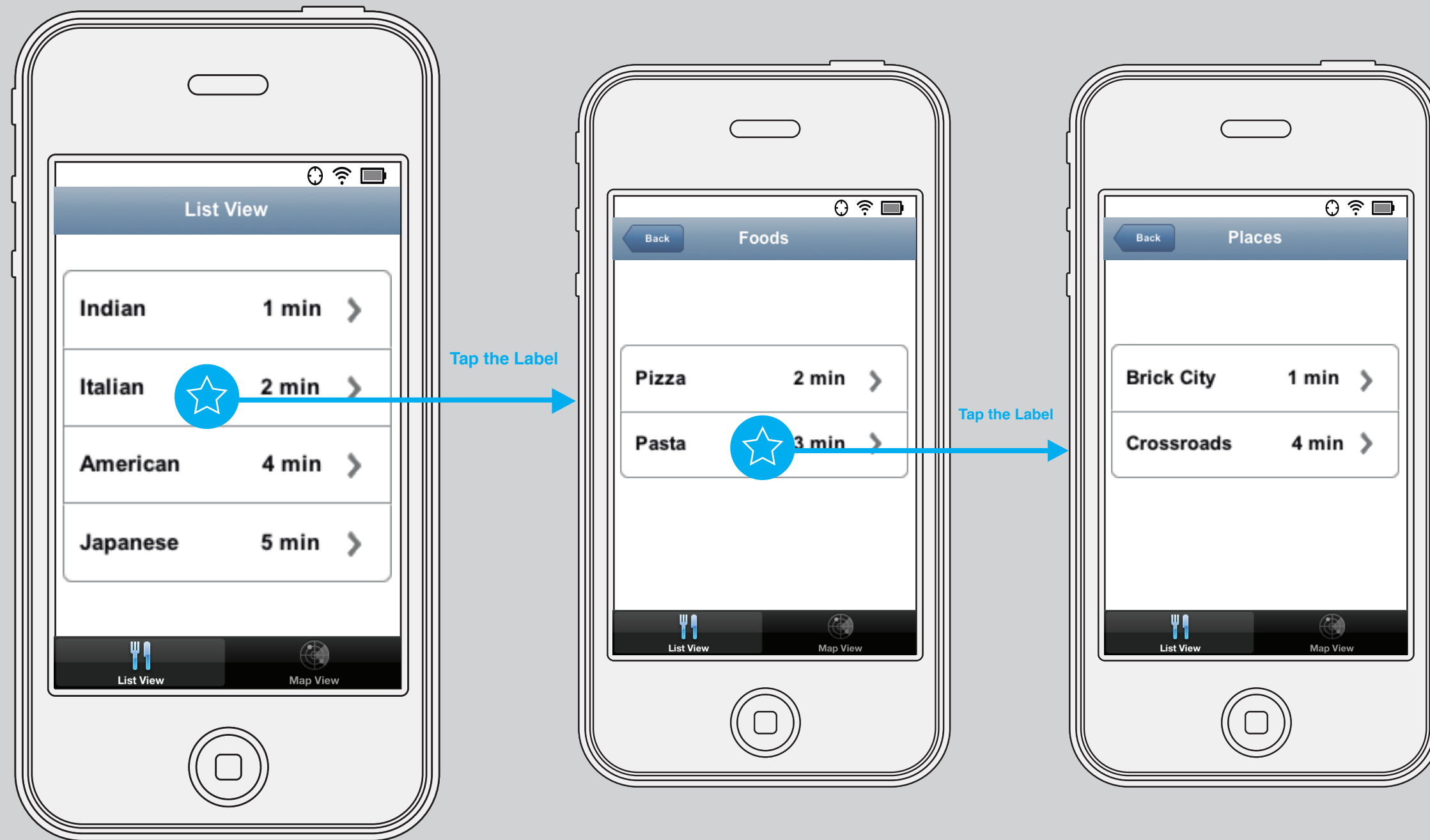
CONCEPTV\_1.0- GETTING WAITING TIME FROM MAP VIEW



Notes

- Map view is the default of the application when the GPS is turned on.
- Tapping the pin shows the user a label with restaurant name.
- Tapping the label shows the user further restaurant details.

## CONCEPTV\_1.0- GETTING WAITING TIME FROM LIST VIEW



### Notes

- List view allows user to select a cuisine
- Selecting a particular cuisine allows user to select a specific food item
- Selecting a food item shows the user restaurants where the food is available
- Selecting a restaurant shows the user waiting time and location based details.

CONCEPTV\_1.0- GETTING SPECIFIC DETAILS FROM WAITING TIME



Notes

- Tapping the label shows the user specific waiting times for each station.

## CONCEPTV\_1.0- TOGGLING BETWEEN MAP AND LIST VIEW



### Notes

- Tapping the button below navigates the user from mapview to list view and vice-versa.



# BASIC FEATURES

ZOOMING IN USING MAP VIEW  
ZOOMING OUT USING MAP VIEW  
TOGGLING BETWEEN MAP AND LIST VIEW  
TAPPING A PIN

## CONCEPTV\_1.0- ZOOMING IN USING MAP VIEW



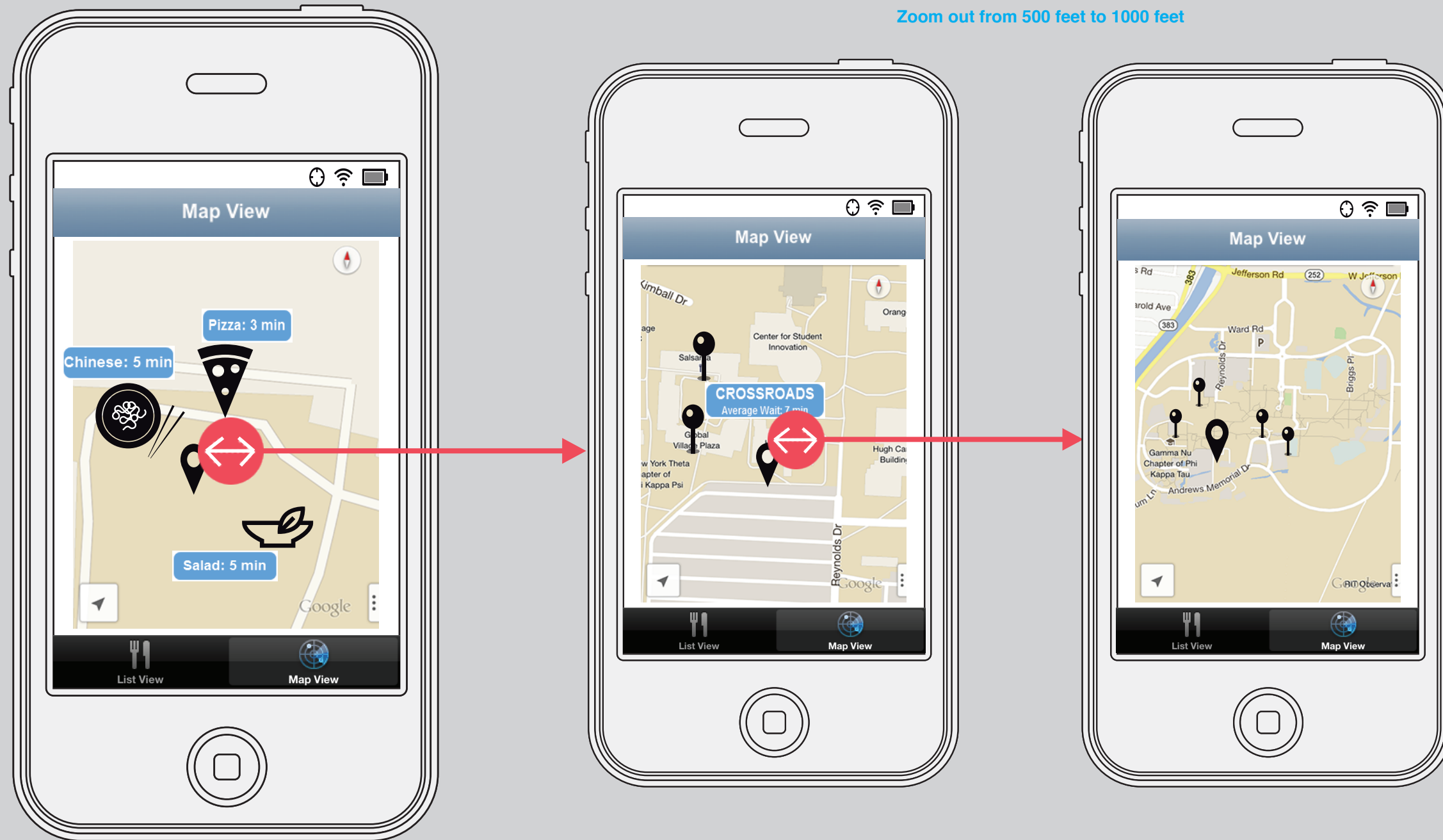
## Notes

- User cannot zoom in more than 100 feet.
- In the map view user zooms to specific eating joint
- Then he sees the average waiting time at the restaurants
- On zooming more then he sees the waiting time at specific station

# CONCEPTV\_1.0- ZOOMING OUT USING MAP VIEW

Zoom out from 100 feet to 500 feet

Zoom out from 500 feet to 1000 feet



## Notes

- Zooming out from specific station gives user back to on whole average waiting time of restaurant
- Zooming out more will give user back to overall view of campus.

## CONCEPTV\_1.0- TAPPING A PIN



### Notes

- Tapping the pin shows the user a label with restaurant name and average waiting time.

