



Ghulam Ishaq Khan Institute of Engineering Sciences & Technology

Faculty of Computer Science & Engineering

Human Computer Interaction-HCI

Project Milestone 2: GIKI Food Ordering System

Course Code: CS-372

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1. Persona

1.1. Persona 1: Primary Persona

Fatima Ijaz: Undergraduate Student

1. Short Summary

A tech savvy student who frequently orders food between classes and wants fast, reliable, and trackable delivery without calling vendors.

2. Demographics

- **Age:** 20
- **Role:** Undergraduate student
- **Education:** 5th semester, FME, GIKI
- **Location:** Hostel 07
- **Tech Literacy:**

3. Background/ Biography

Hamza is a resident student who manages a packed schedule filled with classes, labs, society meetings, and late night study sessions. Due to the long distance to Topi city and limited eateries within GIKI, he frequently relies on campus hotels and nearby vendors for meals. However, calling vendors every time frustrates him, he often faces network issues in his hostel room and receives wrong or late orders. He prefers using digital systems like Foodpanda and wants similar convenience inside GIKI.

4. Goals

- Order food quickly with minimal effort
- View real-time menu availability
- Avoid wrong orders
- Track rider location and delivery time
- Use online/card payment

5. Motivation

- Saving time during busy academic routines
- Avoiding unnecessary phone calls
- Convenience and predictability
- Trustworthy order status and delivery tracking

6. Pain Points

- Weak mobile signals in hostels
- Vendors often misunderstand phone orders
- No visibility of today's desi menu or sold-out items
- No delivery tracking uncertain arrival times
- Cash payment dependency

7. Behaviors

- Frequently uses mobile apps (Foodpanda, WhatsApp, Gmail)
- Makes quick decisions; dislikes long processes

- Prefers apps over phone calls
- Orders 1–2 meals daily during peak hours

8. Quote

1.2. Persona 2: Secondary Persona

Ms. Laraib Afzal: Faculty Member

1. Short Summary

A working professional who wants a reliable meal ordering system that doesn't interrupt her teaching schedule.

2. Demographics

- **Age:** 32
- **Role:** Faculty Member, FSCE
- **Location:** Office in ACB
- **Tech Literacy:** High

3. Background/ Biography

Ms. Laraib teaches multiple courses and spends most of her time preparing lectures, grading assignments, and attending departmental meetings. She struggles to order food during short breaks and avoids calling vendors due to time constraints. She prefers pre-ordering meals in advance and expects punctuality and professionalism. She wants a Foodpanda-like app that works inside GIKI.

4. Goals

- Order food without interrupting work
- Pre-schedule or plan meals
- Receive fast, predictable delivery
- Avoid long phone calls

5. Motivation

- Saving time during busy lecture hours
- Ensuring smooth workday without sudden disruptions

6. Pain Points

- Late deliveries during peak hours
- Manual phone-based ordering wastes time
- No option to pre-order meals
- No real-time updates

7. Behaviors

- Uses laptop/mobile for professional work
- Prefers simple, predictable workflows
- Uses Foodpanda occasionally
- Orders during lunch break but avoids delays

8. Quote

"I need a system that works reliably so I don't have to call anyone during my lectures."

1.3. Persona 3: Supporting Persona

Ayan Lala: The Overworked Vendor

1. Short Summary

A hotel owner who struggles with managing multiple phone orders, updating daily menus, and coordinating riders.

2. Demographics

- **Age:** 44
- **Role:** Owner of Ayan Hotel
- **Education:** Intermediate
- **Location:** GIKI Tuc
- **Tech Literacy:** Low-Moderate

3. Background/ Biography

Ayan runs one of the busiest food hotels inside GIKI. Every lunch and dinner, he receives dozens of calls from students and faculty asking about menu items, availability, and delivery time. His staff often forgets or mishears orders. Manual coordination with multiple riders creates confusion about who delivered what and who collected payment especially when online payment is involved.

4. Goals

- Receive orders in a clear, organized system
- Stop repeating menu details all day
- Manage rider shifts and payments easily
- Reduce wrong orders during peak rush

5. Motivation

- Increase efficiency
- Reduce staff workload
- Improve customer satisfaction
- Manage peak hours smoothly

6. Pain Points

- Too many simultaneous phone calls
- High chance of wrong orders
- No record of rider payments for online orders
- Menu changes daily difficult to communicate every time

7. Behaviors

- Comfortable with mobile basics
- Relies on staff to communicate orders
- Handles multiple tasks at once (kitchen + phone + riders)
- Values simple UIs

8. Quote

"I can't pick up every call during rush hours. I need one clean system for all orders."

2. Scenario

This scenario includes **all three tasks**:

Task 1 (Browse & Order), Task 2 (Vendor Management), Task 3 (Delivery & Rider Tracking)

Scenario

Fatima Ijaz (Primary Persona), a student in Hostel 7, wants to order food during the lunch break. He opens the "GIKI Eats" app at 1:15 PM. The app automatically detects weak network and loads a simplified low-bandwidth menu. Fatima sees that "Chicken Karahi" at Ayan Hotel is marked "*Available*" and "Daal Chawal" at Raju is "*Sold Out*."

Fatima selects Ayan Hotel → adds *Chicken Karahi + Roti* → chooses **online card payment** → enters his hostel and room number → and confirms the order.

At Ayan Hotel, **Vendor Ayan** sees the new order in his dashboard. The dashboard shows: *Order #241 – Prep Time: 12 minutes – Payment: Paid Online*. He accepts the order and assigns it to Rider Shahid, who is on shift.

Shahid gets a notification on his rider app: "Pickup from Ayan Hotel → Deliver to Hostel 7". He follows the map navigation to the hostel. Fatima tracks Shahid's movement in real time through the **order tracker**: "*Rider is 2 minutes away*."

Shahid reaches the hostel, taps "*Arrived*", Fatima receives the delivery notification, meets him at the gate, and completes the order without needing any calls.

3. Sketching & Wireframes

3.1. Design 1: Card-Based Navigation Interface

1. Concept:

A simple UI using **large cards** for vendors, categories, and menu items. Optimized for usability and clarity.

2. Storyboard

- **Home Screen:** Cards for "Raju," "Ayan," "Hot & Spicy," "Nearby Vendors," "Stores," "Baker."
- **Vendor Screen:** Large menu cards with "Available / Sold Out" badges.
- **Item Details:** Tap to add items → quantity selector appears.
- **Checkout:** Address entry + payment method + order summary.
- **Order Status Screen:** Card showing order progress (Accepted → Cooking → Out for Delivery).
- **Rider Tracking:** Live map under the status card.
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3. Analysis

Criteria	Analysis
Learnability	Very easy due to large, familiar card layouts.
Visibility	High — availability and prices visible on each card.
Efficiency	Fewer clicks; good for quick lunchtime orders.
Error Prevention	Availability flags prevent ordering unavailable items.
Weakness	Card layout may feel “too simple” for power users.

3.2. Design 2: Bottom Navigation Bar Interface

1. Concept:

A modern mobile-app layout with fixed bottom navigation: *Home – Search – Orders – Profile*

2. Storyboard

- **Home:** Vendor list + recommended items.
- **Search:** Filter by cuisine/price/availability.
- **Menu:** Tapping a vendor opens detailed list.
- **Cart:** Separate screen showing items + delivery address.
- **Orders :** Real-time updates + rider map.

3. Analysis

Criteria	Analysis
Learnability	Familiar to modern apps (Foodpanda, Cheetay), easy adoption.
Visibility	Bottom nav increases visibility of key features
Efficiency	Faster navigation between tasks but requires more screens
Error Prevention	Search reduces wrong ordering; filters prevent mismatches
Weakness	More complex for vendors or riders with low digital literacy

3.3. Design 3: Single-Screen Workflow Interface

1. Concept:

A **compact all-in-one screen**, scroll-based interface that includes vendor selection, menu, cart, and checkout all on a single continuous page.

2. Storyboard

Single Screen:

- Top: Vendor tabs
- Middle: Menu sections
- Bottom (collapsible): Cart

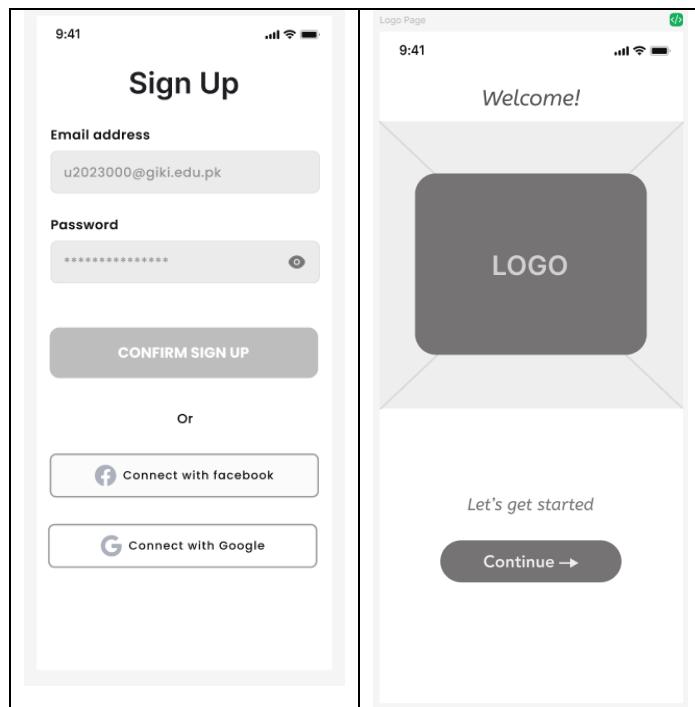
1. Tap vendor → menu updates instantly.
2. Add item → cart expands.
3. Scroll to bottom → checkout without changing screens.
4. After placing order → slide-up panel shows order status.

3. Analysis

Criteria	Analysis
Learnability	Moderate, relies on user understanding scroll-based workflows
Visibility	Good for menu, but cart visibility may be reduced in collapsed state
Efficiency	Very fast, zero screen changes; ideal for power user
Error Prevention	Inline availability + real-time cart updates reduce errors
Weakness	New users may get overwhelmed by so much content on one page

Wireframes Screenshots

Design 1:



The image displays four wireframe screens for a mobile application, arranged in a 2x2 grid. All screens show a top status bar with the time '9:41' and signal strength.

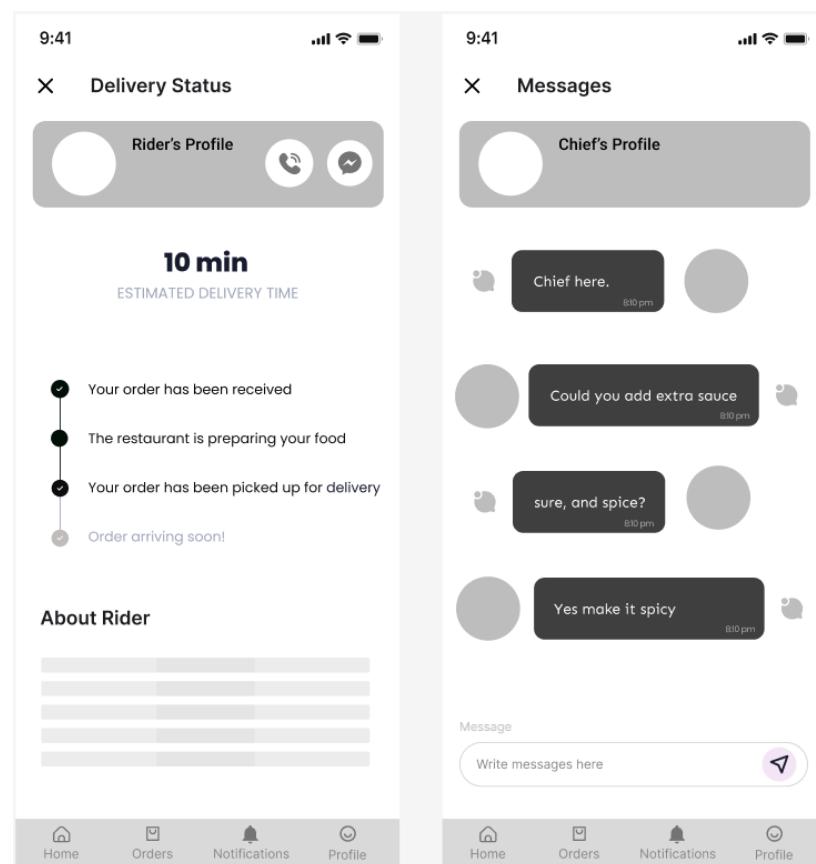
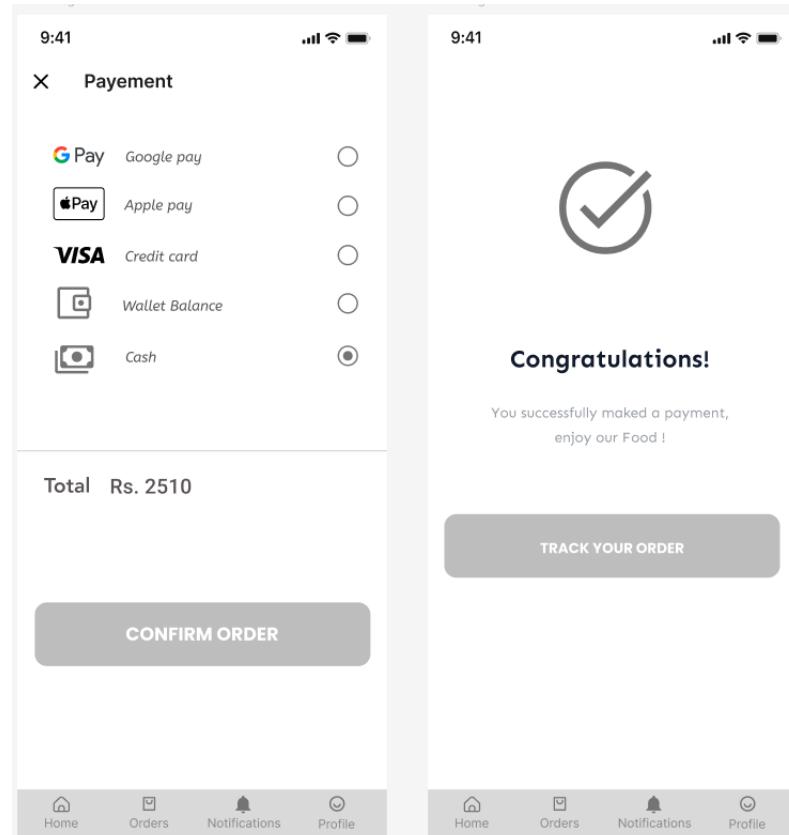
- Top Left Screen:** Home Page. Shows a search bar with placeholder 'Search Food and Restaurants'. Below it is a large placeholder image with a large 'X' through it. Underneath are sections for 'Top Categories' (Fast Food, Desi Food, Sea Food, Sweats) and 'Near You' (Burning Brownie and Crumble). A bottom navigation bar includes Home, Orders, Notifications, and Profile.
- Top Right Screen:** Product Description. Shows a large placeholder image, the price 'Rs. 1340', and a shopping cart icon. Below the price are four horizontal bars. A section for 'Similar Items' is shown with three placeholder cards and their review counts: 4.8 reviews, 4.6 reviews, and 4.4 reviews. A bottom navigation bar includes Home, Orders, Notifications, and Profile.
- Bottom Left Screen:** Your Order. Displays a list of items with quantity selection buttons (minus, plus, current value):
 - Vanilla Icecream: Rs. 270, 4.8 stars
 - Fillet Burger: Rs. 860, 4.5 stars
 - Chicken Sticks: Rs. 520, 4.6 stars
 Buttons for 'Add Promo code' and 'Apply' are present. Below the items is a summary table:

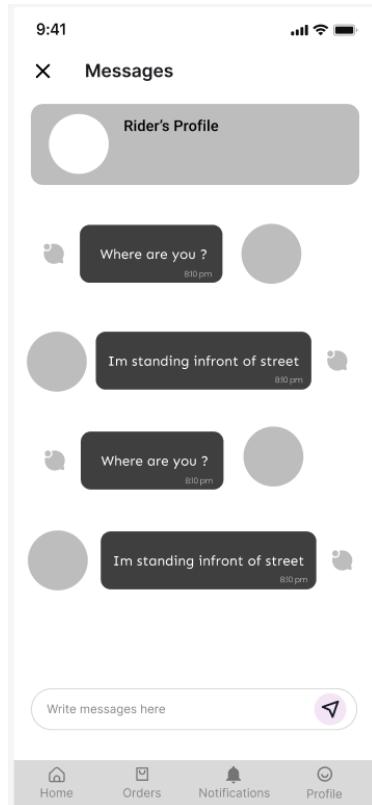
Total	Rs.2510
Promo	Rs.100
Delivery fees	Rs.100
Total	Rs.2510

 A large 'ORDER NOW' button is at the bottom. A bottom navigation bar includes Home, Orders, Notifications, and Profile.
- Bottom Right Screen:** Checkout. Shows a large placeholder image with a map. Below it is a 'Back to Cart' button. A 'Complete Order' section asks for 'Delivery address and payment' with an 'EDIT' button. To the right is a summary table:

	Rs. 2510
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 A large 'PROCEED ORDER' button is at the bottom. A bottom navigation bar includes Home, Orders, Notifications, and Profile.





Design 2:

The image displays two side-by-side screenshots of a mobile application interface. Both screenshots show a top header with signal strength, battery level, and the time 9:41. The left screenshot features a search bar with the placeholder text "search...". Below the search bar is a large, empty rectangular area with a blue border, likely a placeholder for a search result or a loading screen. At the bottom of this screen are four buttons: "Offers", "Burger", "Pizza", and a row of three food item cards. The first card is for a "Classic Burger" with a rating of 4.7 and a price of Rs. 670. The second card is for "Donuts" with a rating of 4.4 and a price of Rs. 350. The third card has a rating of 4.6 and a price of 4.9. The bottom navigation bar includes icons for "Home", "Search", "Orders", and "Profiles". The right screenshot also features a search bar with the same placeholder text. Below it is a list of search results: "Chicken strips", "Chocolate Icecream", "Chicken nihari", and "beef pulao". At the bottom of this screen is a standard QWERTY keyboard.

The image consists of two side-by-side screenshots of a mobile application interface for placing an order.

Screenshot 1: Order Summary

This screen shows the order summary on the right and a detailed product view on the left.

- Order Summary (Right):**
 - Subtotal: 1200
 - Delivery Charges: 100
 - Total: 1300
- Product View (Left):**
 - Fillet Burger:** Rs. 870 (Quantity: 2)
 - Cold drink: Rs. 130 (Quantity: 1)
 - Ice-cream: Rs. 200 (Quantity: 1)
 - +1 more**
- Bottom Navigation:** Home, Search, Orders, Profiles

Screenshot 2: Checkout Screen

This screen shows the checkout process with delivery and payment details.

- Delivery Details:** Deliver to Hostel 7, GIKI
- Payment Options:** Cash on Delivery
- Order Totals:**
 - Subtotal: 1200
 - Coupon: -50
 - Delivery Charges: 100
 - Total: 1250
- Buttons:** PLACE ORDER
- Bottom Navigation:** Home, Search, Orders, Profiles

Design 3:

