FOOD DELIVERY

Team3

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WHAT IS IT?

➤Food Delivery is a mobile app where you can order food from canteen remotely

SYSTEM

➤ Food delivery contain 2 parts

- Client part

- Admin part

ADMIN PART

- ➤ Admin Use cases
- >Checking order status
- >Upload New Menu
- >Current menu meal choosing
- >Client feedback Processing
- >Accept / Reject Orders

CLIENT PART

- ➤ Use Case
- >View Food list
- >View Food details
- >Add Food to cart
- >Add Address
- >Check out process

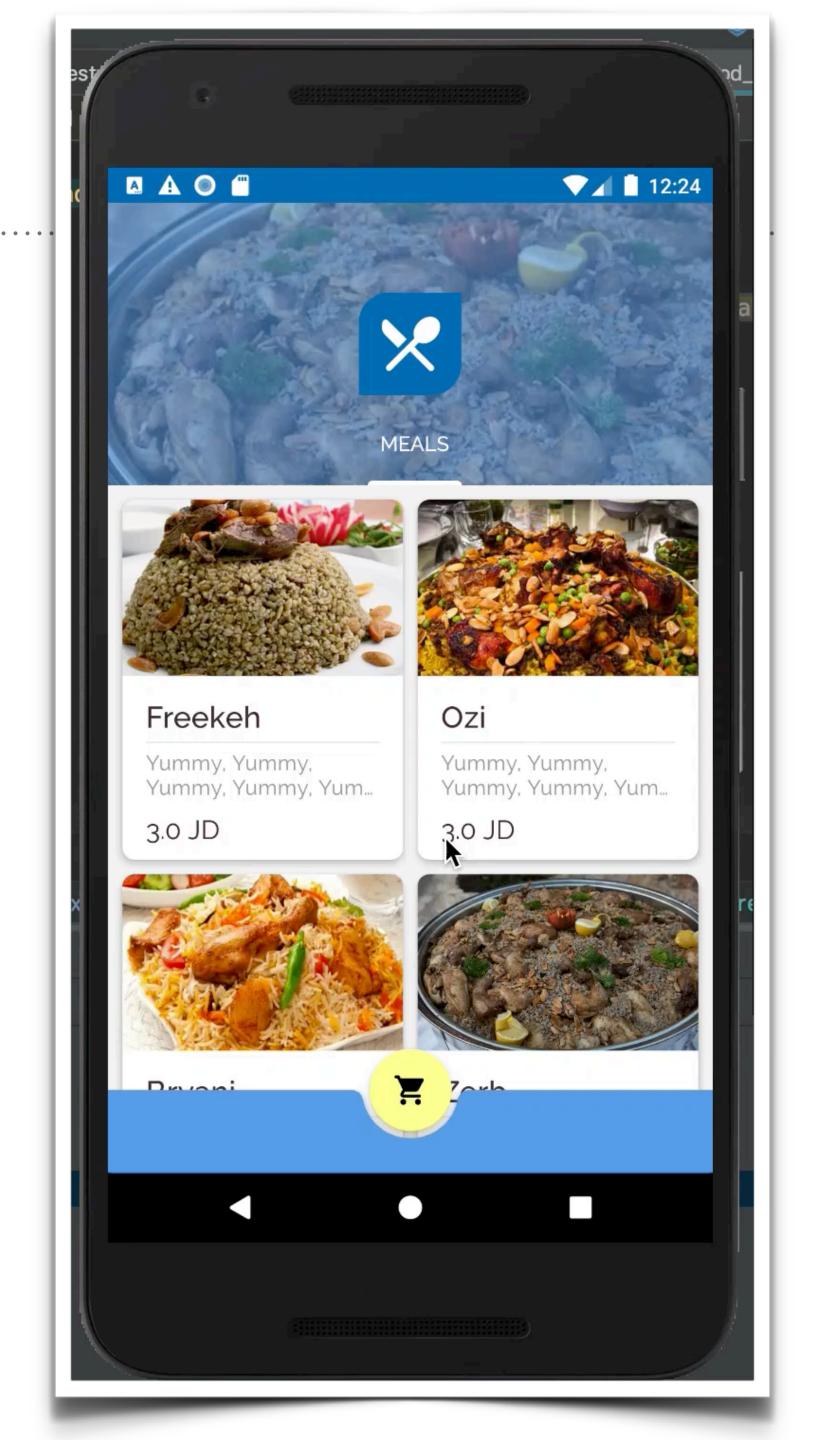
Prioritize the Use Cases and focus on Just the Client Part

MISSING USE CASES

- ➤ We had to add the following use cases
- Login
- Signup
- Complete Order

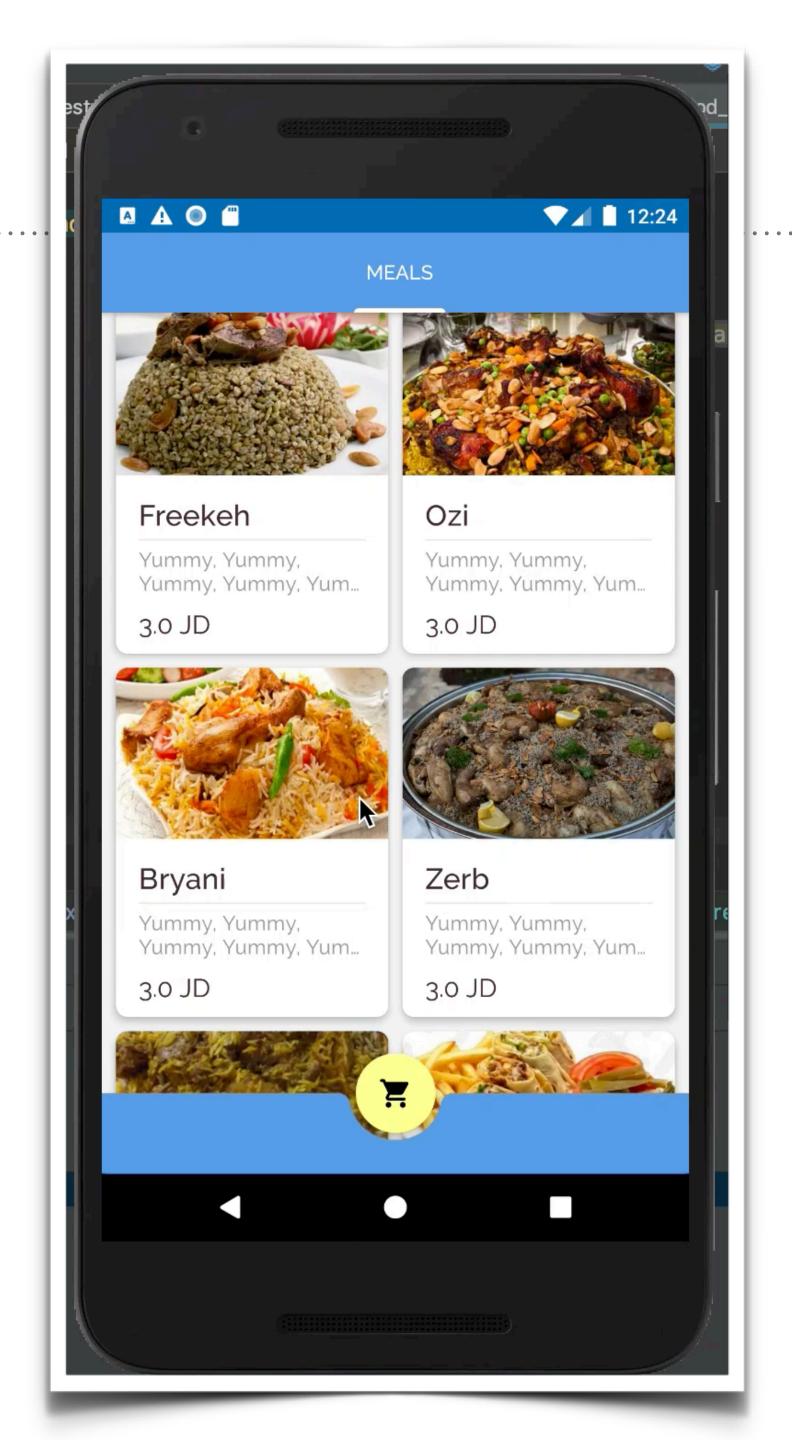
MVP - UI DECISION

- ➤ Important decisions
- ➤ UI Was created Using Sketch App
- > Focused on UX and make it as simple as possible
- > Cards to view Food, not full with information
- ➤ Use Bright colors to attract attention
- Just Make it BEAUTIFUL!



MVP - TECHNICAL

- ➤ Technical decision made
- ➤ MVP Implement using Android Development
- ➤ We Used Android Studios as IDE
- ➤ The App Must Reflect Client Use cases
- The app is Working and no lagging
- > Focus on USABILITY!

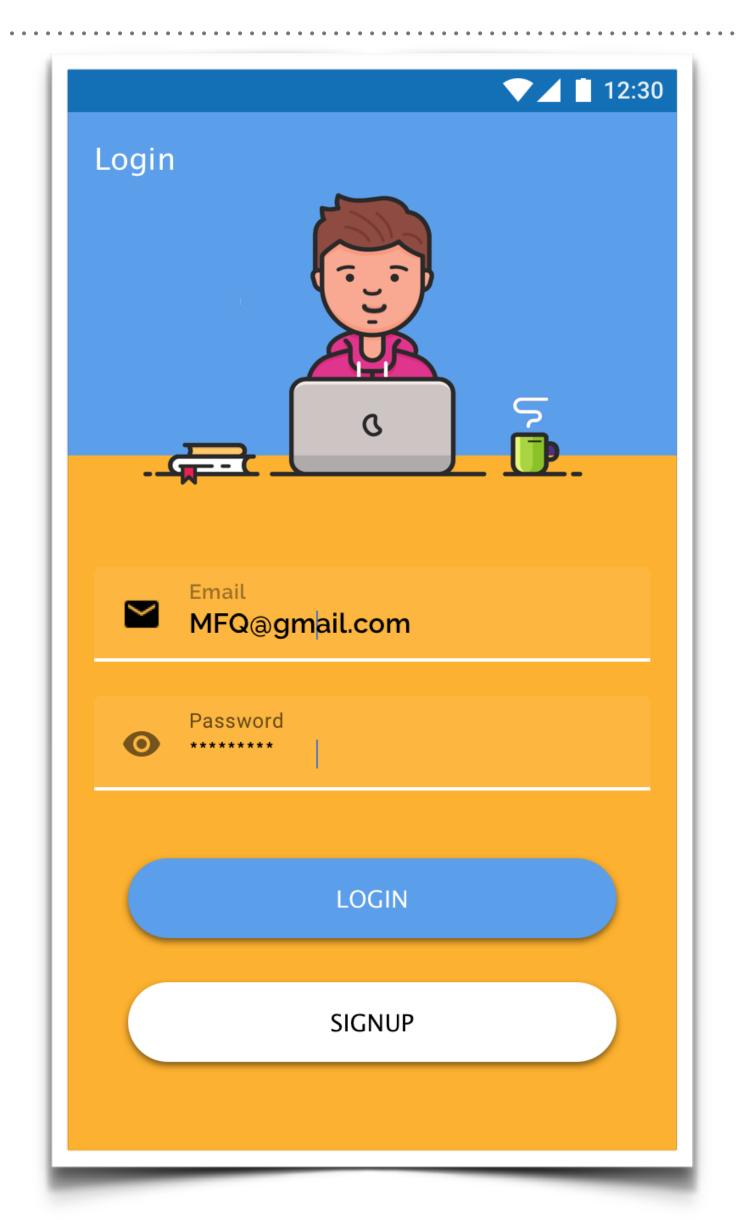


LESSON LEARNED

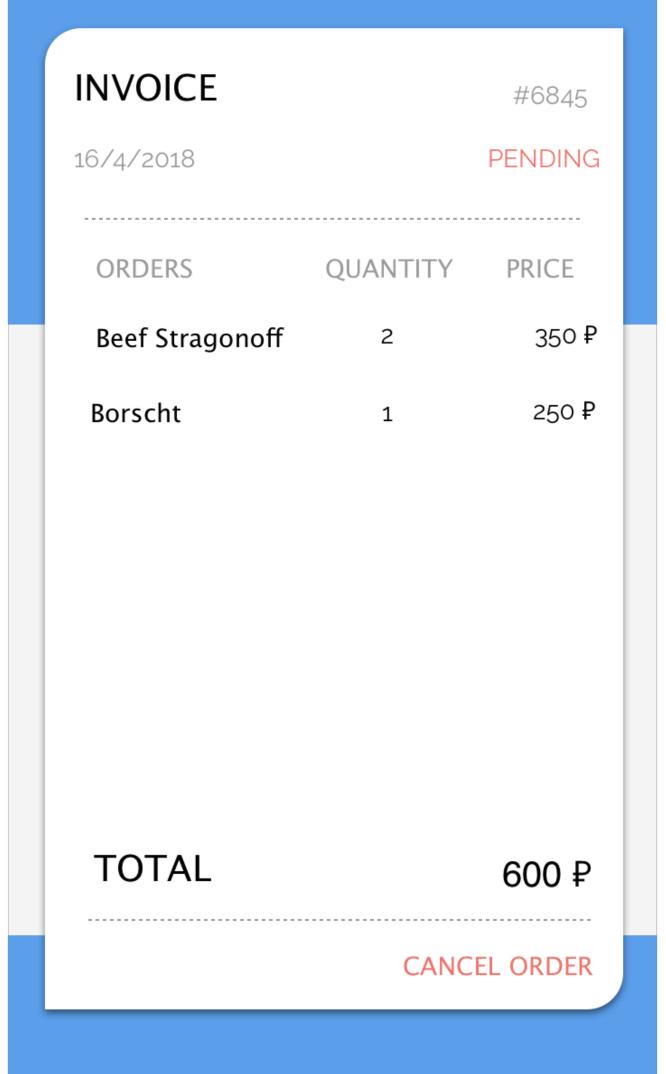
> what we did: Interviews>Use cases>Diagrams>Mock-ups>MVP

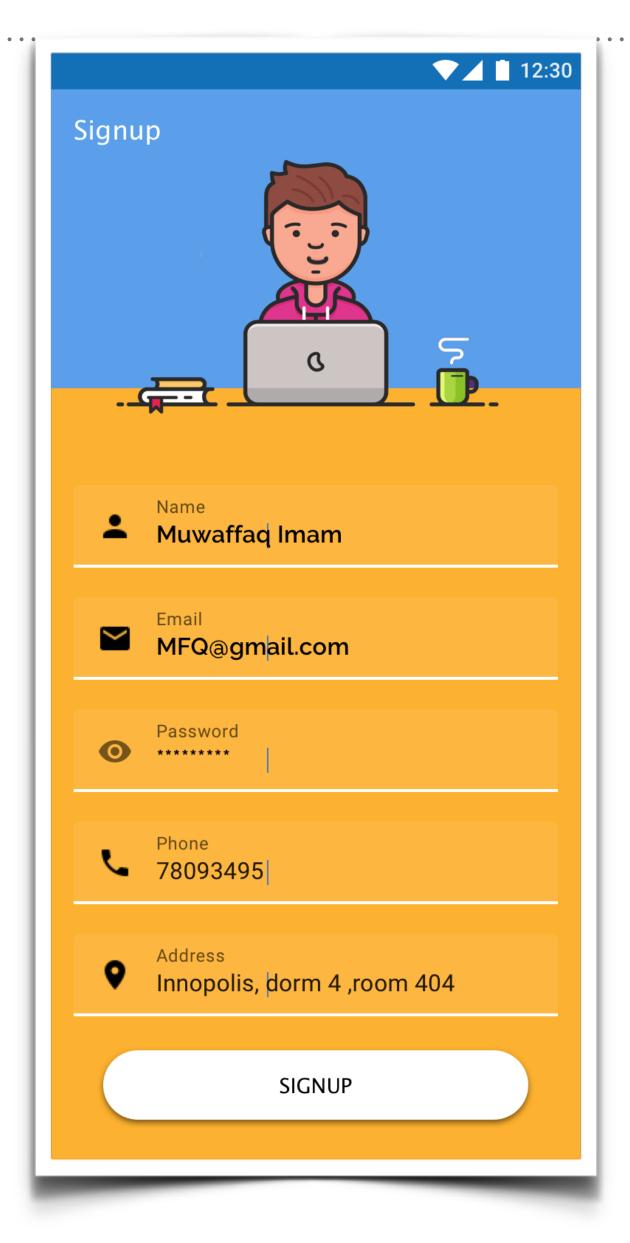
- >Planing makes development Easier
- ➤ Always keep client updated, and negotiate

WHAT IS NEXT



Admin will confirm order soon





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Thank you