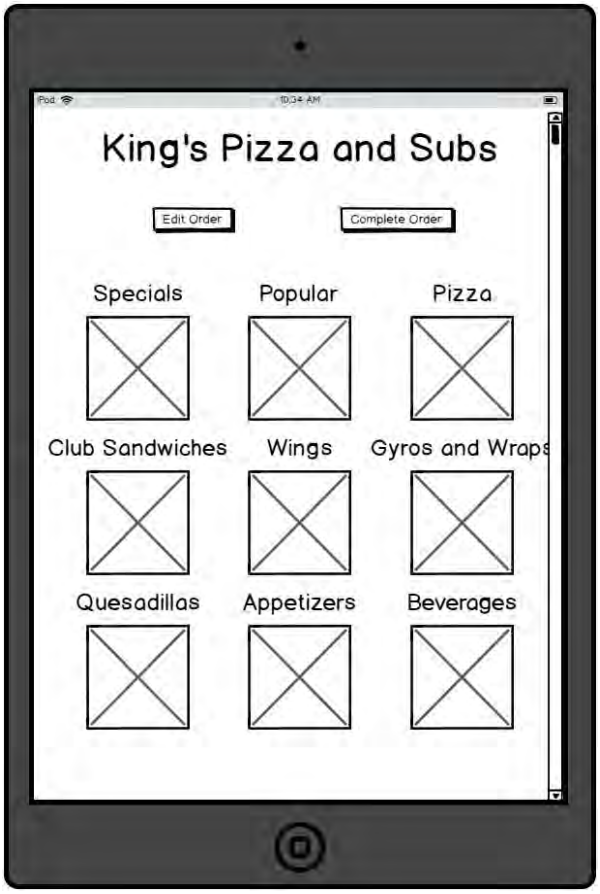
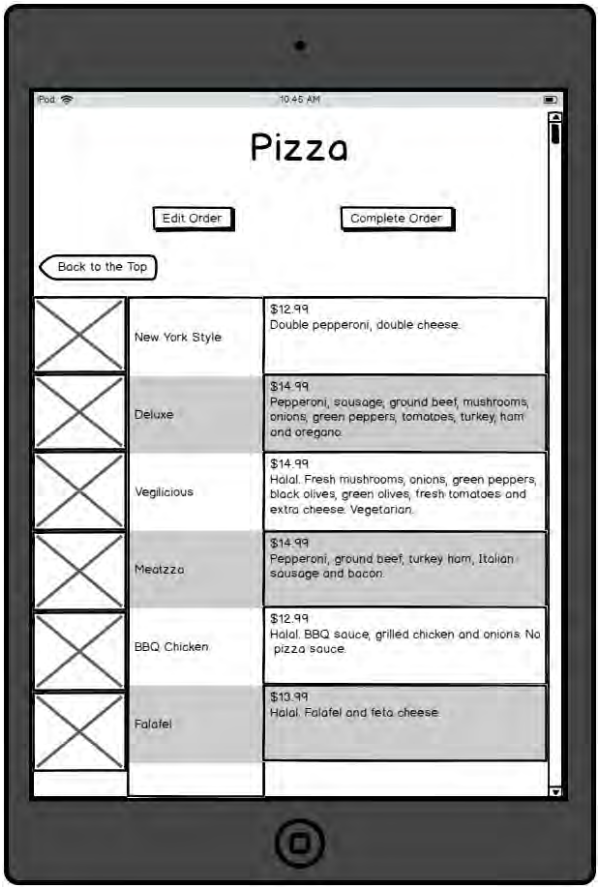
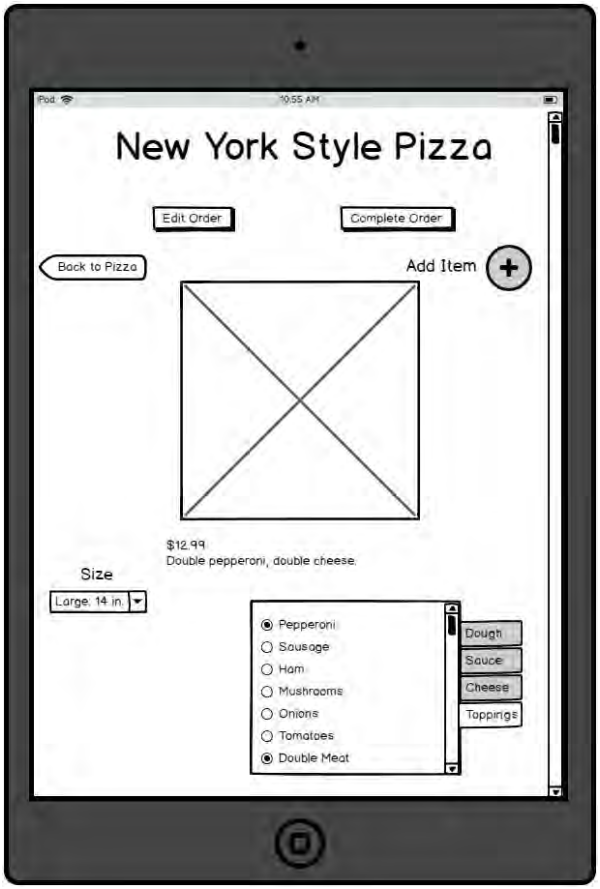
Interactive Menu - This mockup represents an interactive menu to be implemented into a tablet in the restaurant. Customers will order items through the application, asking for assistance from employees if needed. Image boxes will be replaced by appropriate images.



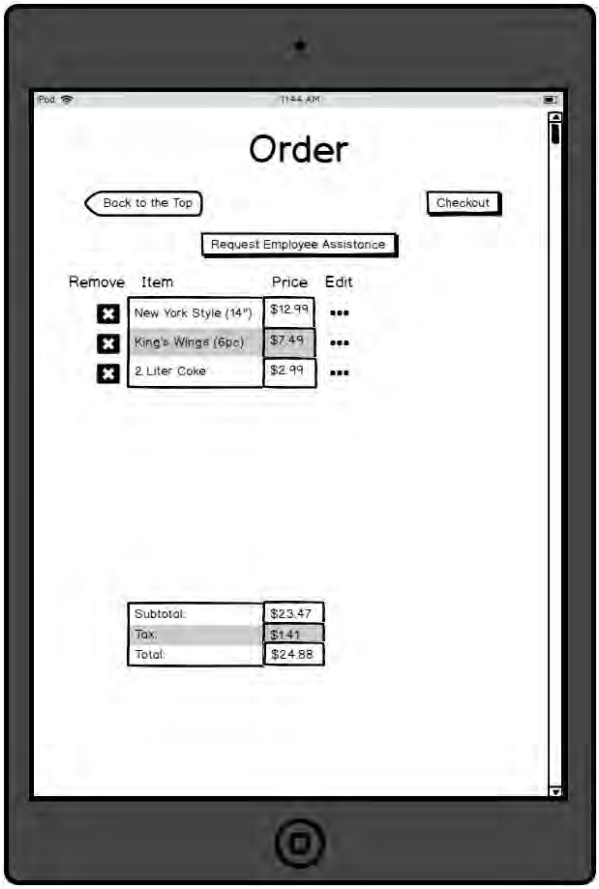
This screen shows the main menu, a scrollable list of sections of the menu that the user can select to open options in picture 2. Pictures representing each section will be added. From the top buttons, the user can edit or complete their order, leading to picture 4.



This screen shows the section menu, the options for all food items in a given category after the user selects it. Pictures, names, prices, and descriptions are given for every item, and tapping on the item allows the user to edit it or add it to their cart in picture 3.



This screen shows the item screen, detailing all of the options for a given item. It can be fully customized, and the ‘add item’ icon can be tapped in the top right to add the item to their cart, leading to picture 4.



This final screen allows the user to review and complete their order, as well as request employee assistance for any special needs. Individual items can be removed or edited, with a total price shown at the bottom.

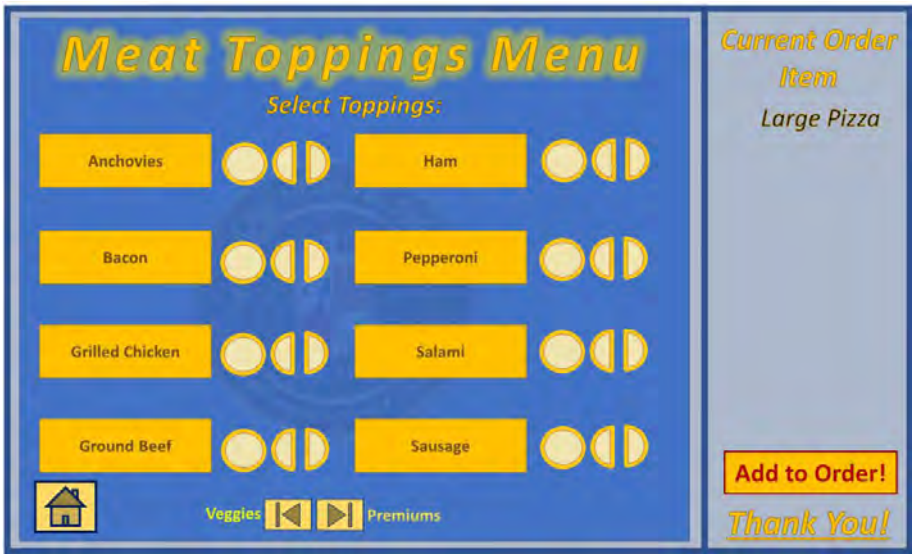
In this example, a user orders a New York Style Pizza. To do so, they tap on the Pizza category at the top menu, bringing them to a menu of the available pizzas. After selecting the pizza that they want, it brings them to a customization menu, allowing them to change the size, toppings, cheese, etc. After adding the item to their order, they can edit or remove other items, and see a total price for their order, as well as request employee assistance.

Whacky design: Interactive menu can be used for driver check in from different ordering services [This is included in Josh's wireframes]

In this mock-up, you see an interactive menu. The first page represents what a customer would see upon first glance of the screen. It has various like things grouped together, but isolates things like specials with the thinking that the business owner may want to guide customers to specials for their own purposes. There is a section on the right for driver's to check in for pickup orders made through different services.

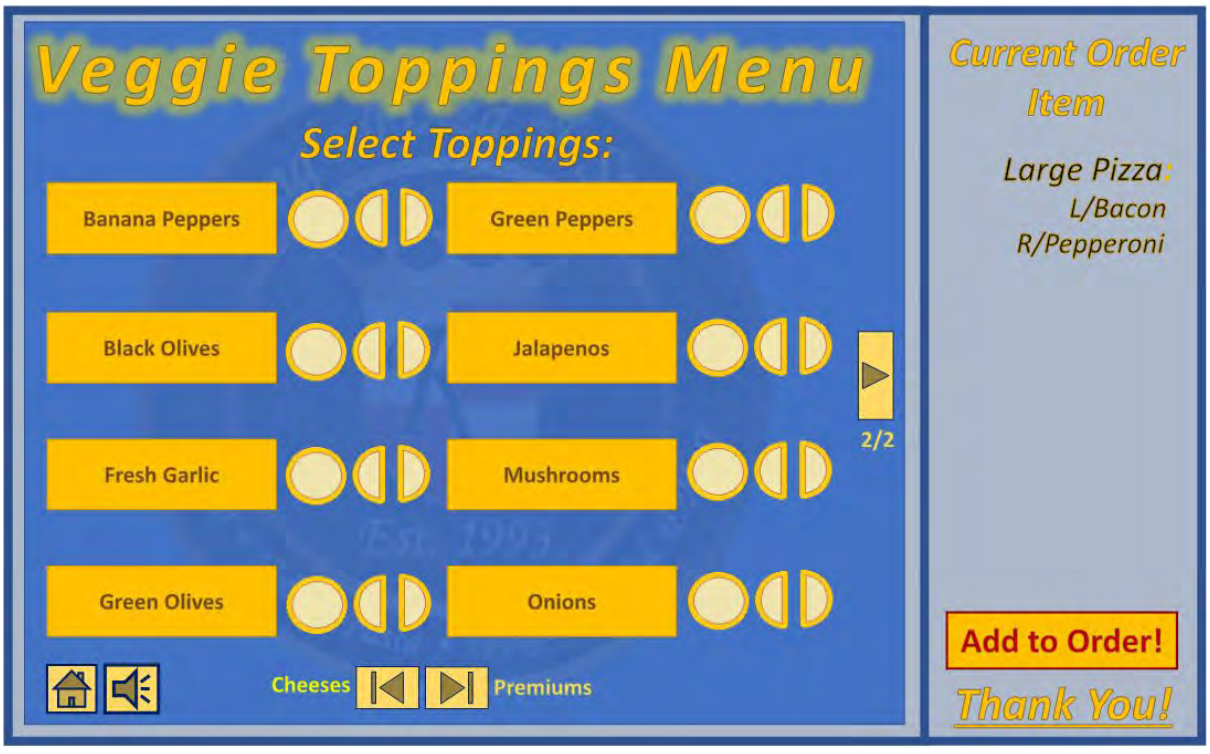
In this walk through, the customer is ordering a pizza, so the next frame is that of the beginning of the pizza menu where a customer can select size before moving onto their toppings. The goal was to make something that doesn't overload customers with information, but allows them to

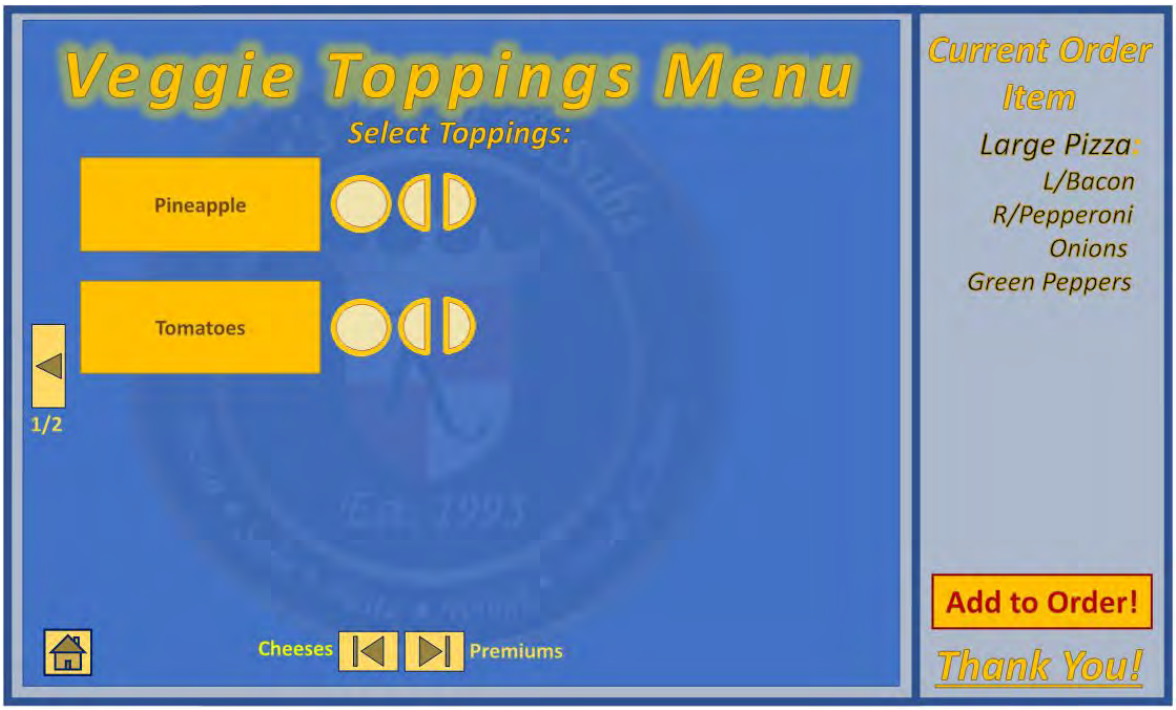
make specifications with ease. You can see that the section on the right changes to show the current order item, along with a button to add the item, and an emotional grab with "Thank You!" at the bottom.



In order to choose a topping a customer would toggle the topping by clicking it, then specify whole or which half of the pizza. This is an area where things would likely change before a prototype; because it's not quite necessary to specify "whole pizza" since that is already implied when ordering.

Continuing with the slides, the customer apparently adds bacon to the left side of their pizza, and pepperoni to the right side(viewable in the right section of the window). At the bottom of the window there are arrows that point to other topping options, which is how the customer wound up at veggie toppings from the previous screen. There is also a home button so a customer can cancel an order item and go back to the main screen. The last thing of note on this page is the arrow on the right side with "2/2" beneath it. There are many veggie toppings, and in order to not overload the page or possibly add a finicky touch screen scrollbar, arrows to separate pages are used to get to more toppings of a given type(there are not enough regular priced meat options for this).





The final slide shows a pop-up generated by the options the customer has added up on their pizza. This relates to feedback and observations made leading up to this point in the project. There were instances mentioned in which a customer orders something in a digital menu that is actually on the Specials menu, but the customer was unaware and overpaid.

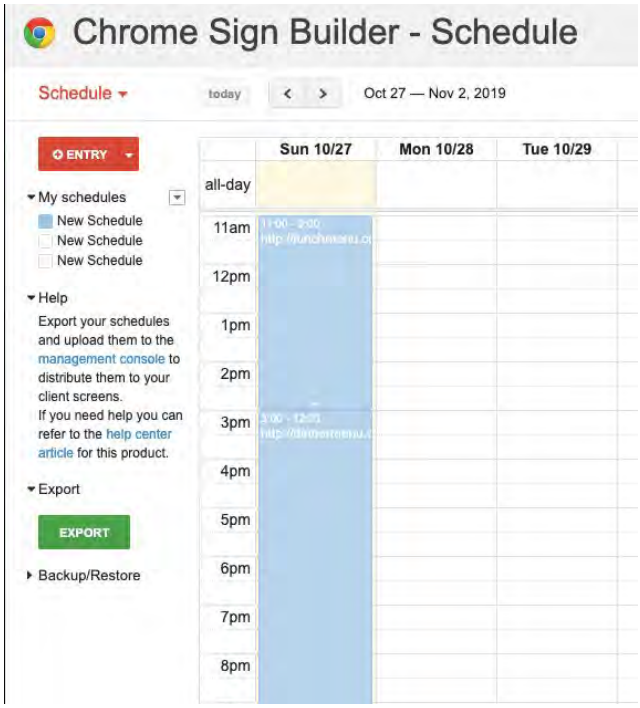
Digital Menu Board (displayed through Google Slides) that fetches menu item data from a spreadsheet or equivalent and updates menu items instantaneously
AND Google Slides broadcast on a digital display (static and doesn't update unless Google Slides file is manually updated)

Sketch File:

https://docs.google.com/presentation/d/1f75lAV-SbAw-qPBRpDOF3VXSXo82HNFZXLwn3wdzLDk/edit?usp=sharing

This menu board created in slides is a file that can be displayed on a TV screen which exists in the restaurant. This design suffices two ideas: a static digital menu board and a dynamic digital menu board.
We plan on embedding data from a Google Sheet into the existing digital menu file on Google Slides.
Source for Embedding a Spreadsheet from Google Sheets into Google Slides:
https://www.youtube.com/watch?v=UZfV2idGSlc

The linked design above is a static menu board, however, we plan to implement a service called Google Chrome Sign Builder. This service allows scheduled time for different slides to play (ex. Lunch specials during lunch hours). You can also link different google slides links on the schedule calendar). I made a sample schedule of a Sunday below. This would make the design dynamic to fit user needs (customer needs).



Source:
https://www.youtube.com/watch?v=6NI4n_fuj5w
https://support.google.com/chrome/a/answer/6180529?hl=en

4. ***Minimalist App and Removed Physical Menu Board***.

Our final solution that we came up with is a bit more radical. For this solution, we decided to remove *any* type of physical menu board and force all ordering to be conducted on an app or website companion for the store. This site would be accessed by scanning a QR code in the store where the menu board used to be. The code will take users directly to an online ordering website where they will be presented with a menu that has the most popular menu items as well as any specials.

An interesting fact that you may notice about this more radical menu is that it consists of far fewer options in order to help streamline the ordering process. Additionally, the options that are made available are kept incredibly simple in order to keep from overwhelming the customer and to not waste space on the menu. Moreover, since no pictures are being used, in the name of minimalism, limiting the menu to only the must have foods helps to keep the customer from being overwhelmed. A simple scrolled list will keep the user from having to swipe and navigate in and out of various screens. Once they have completed their order, all the user has to do is pay. The process has been made as simple as possible in order to help keep the order process as easy as it can be. This solution puts a major focus on requirement one for a method of advertising specials. Requirement five, a simple interface that is designed to be easy for potentially

distracted users to follow. Requirements 9, 10, and 11 which call for a simple and succinct menu that will be easy to make consistent across platforms and lastly requirement 12 for a categorized menu.