

CASE STUDY

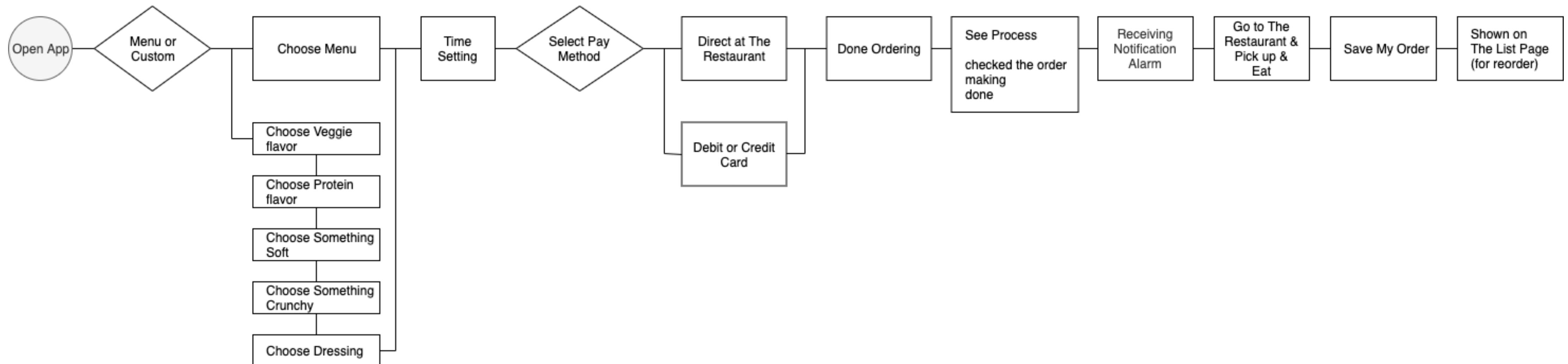
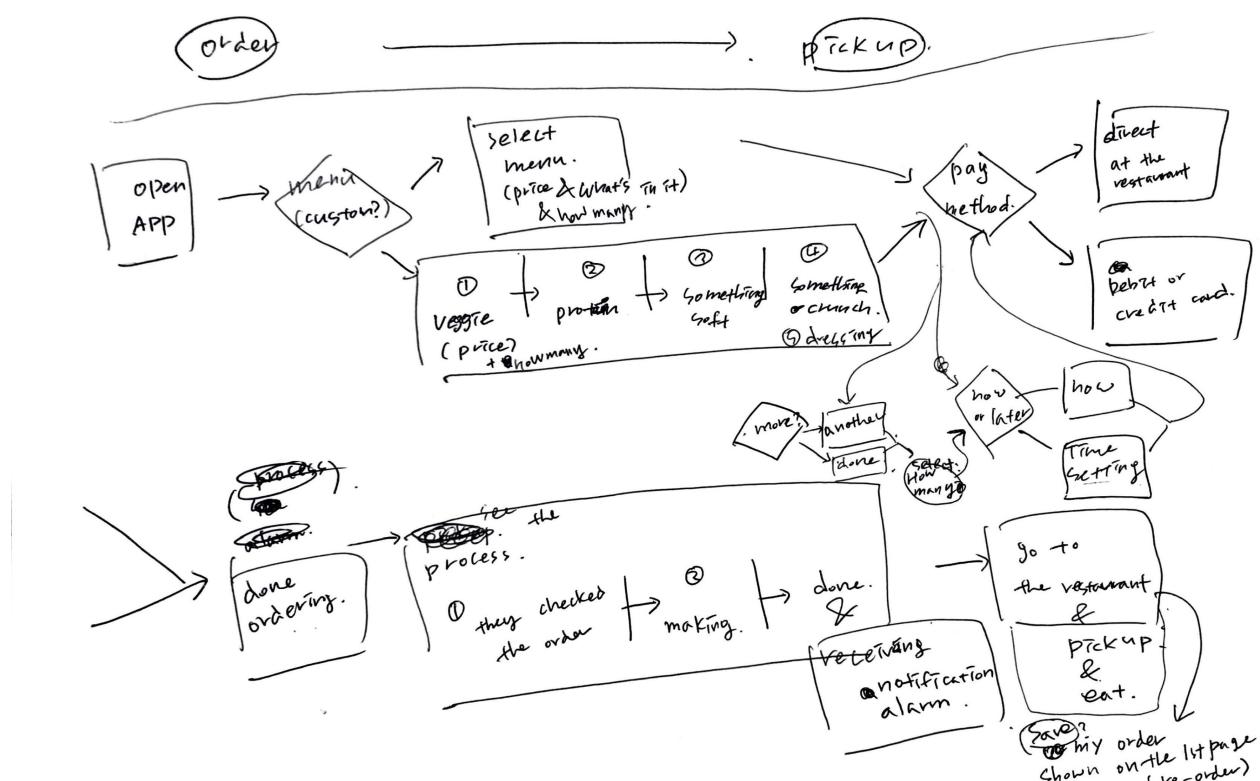
HEALTHYSALAD MOBILE APP

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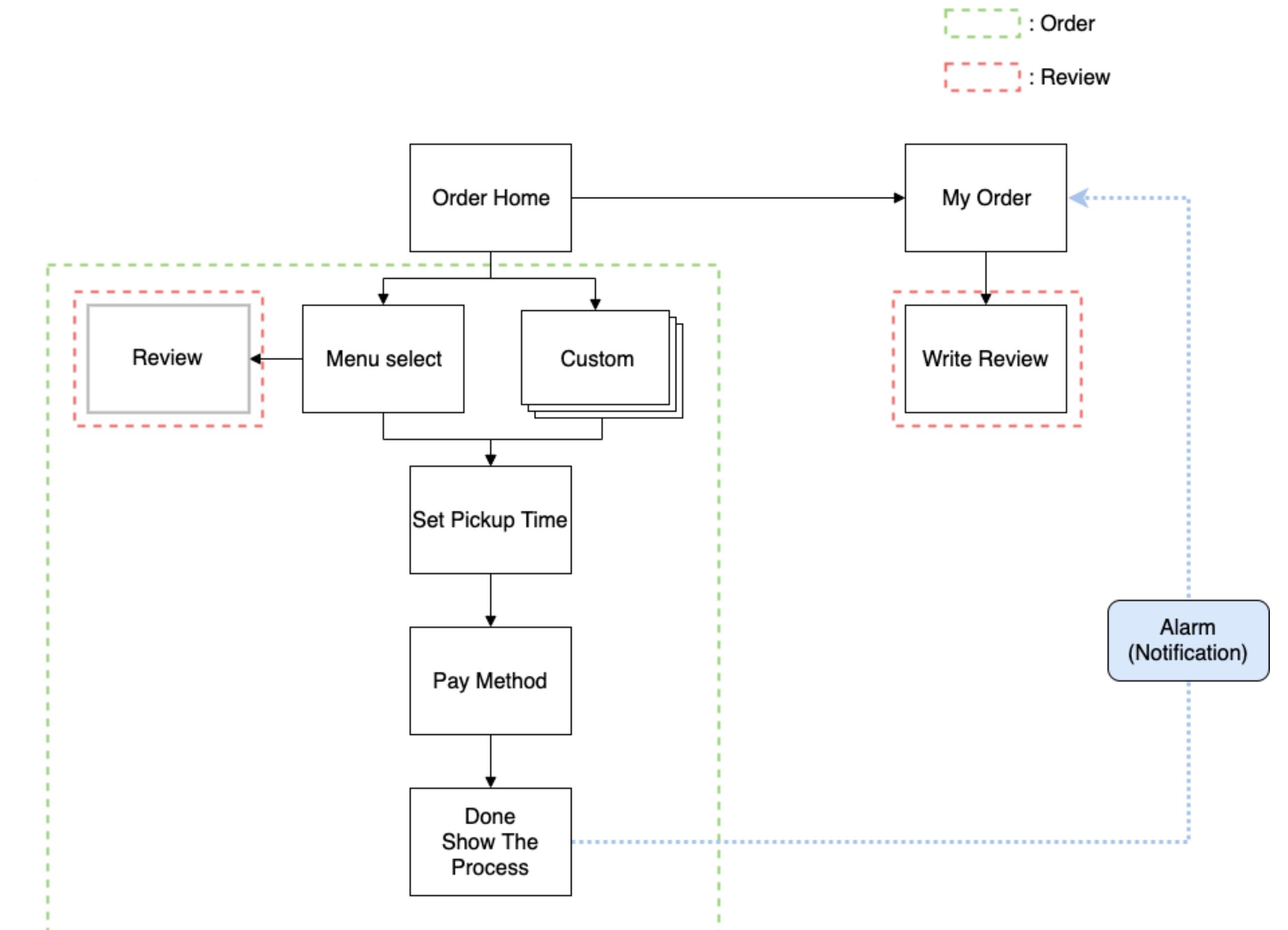
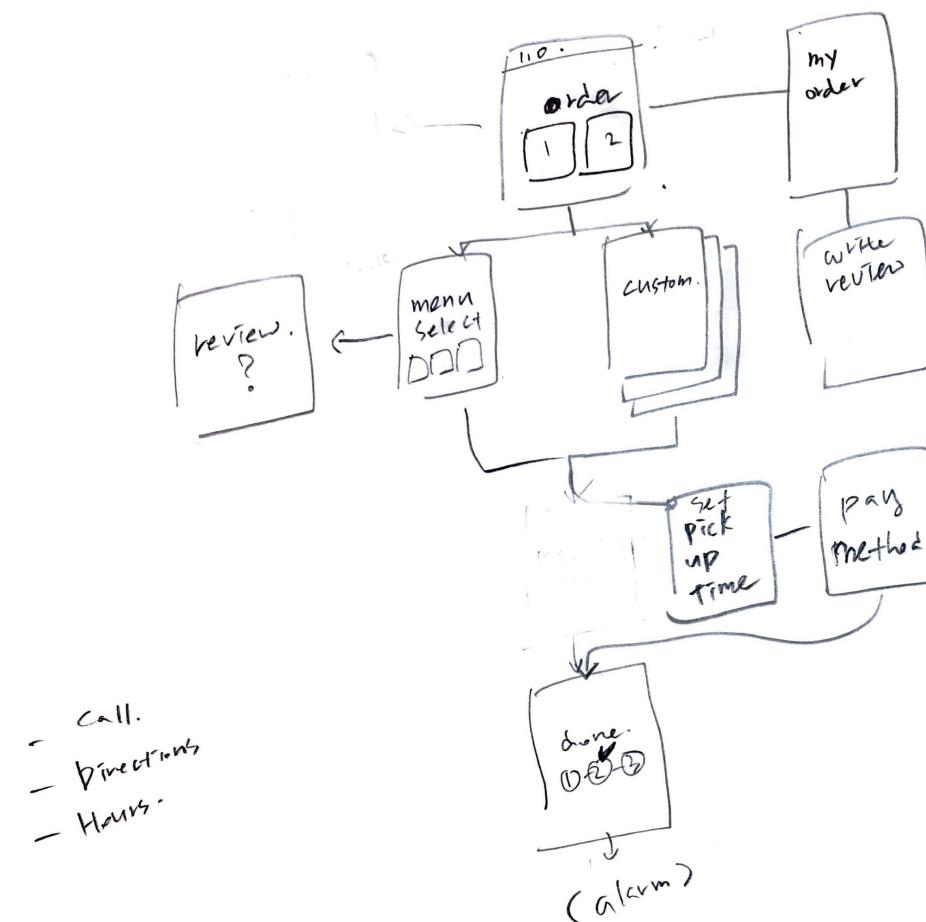
01 Task Flow

First, keeping the users' goal in mind, which is ordering a salad, I mapped out each step a user will take to finish the task. Then I could gather what screens will need.



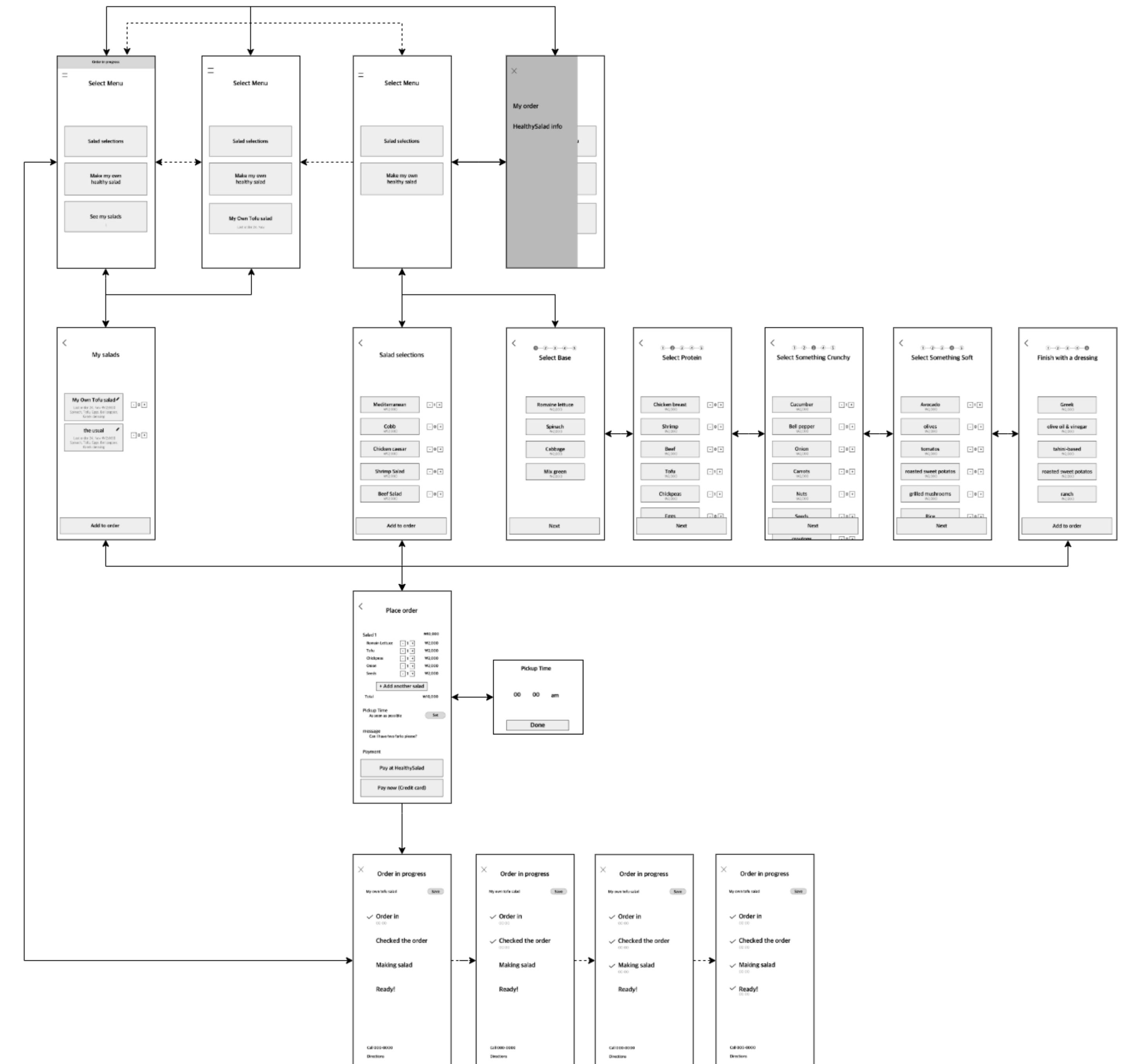
02 User Flow

Organized the steps the user can follow while using the app. It shows the basic structure of the app, which allows me to plan the screens more easily.



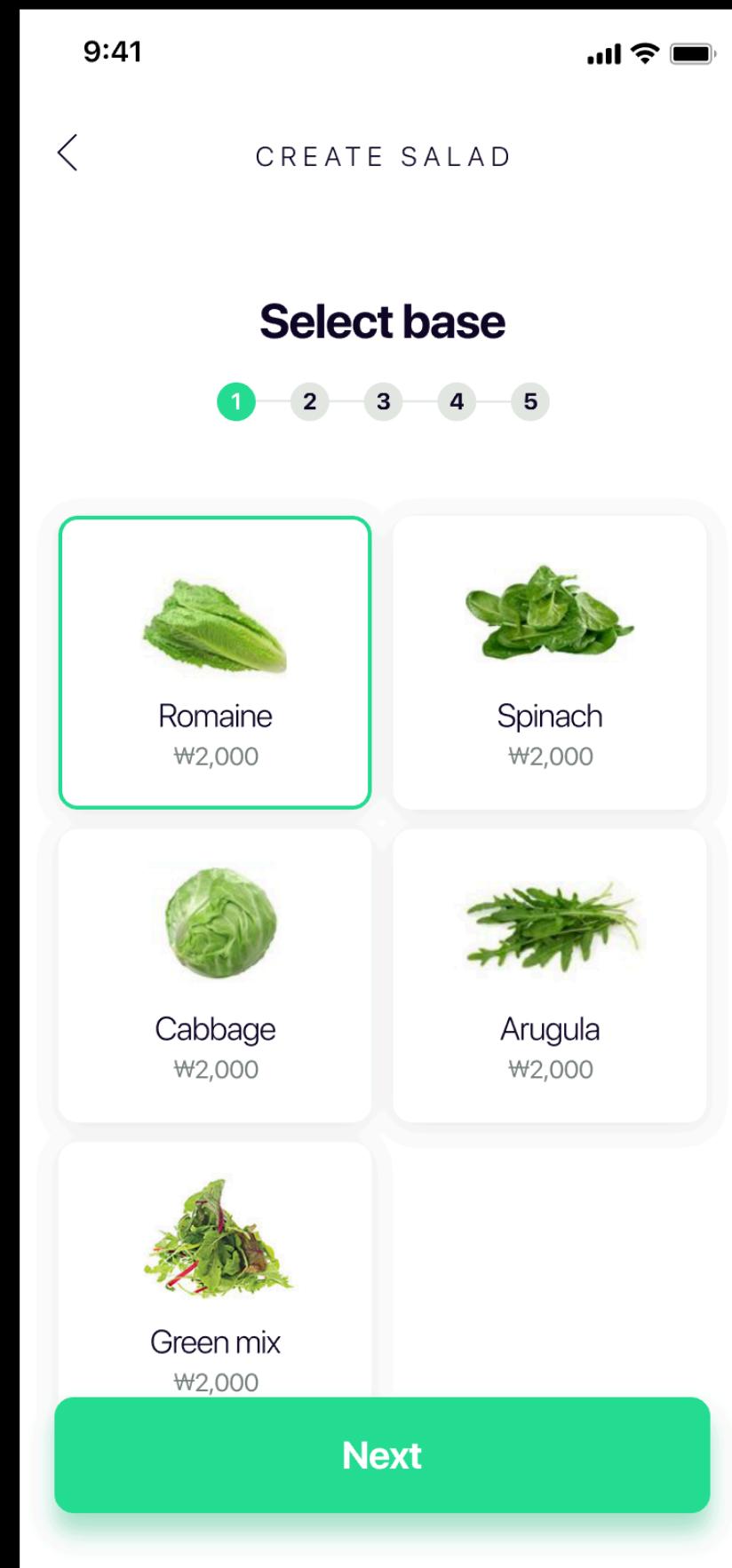
03 Wireframe

I made a low(or partially mid) fidelity mockup and wired them. As I was doing so, I could add some things I had missed and developed the ideas.



04 Prototype

Made it to a high fidelity mockup to test the key features and detailed interactions.



Go see the prototype →

THANK YOU!

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