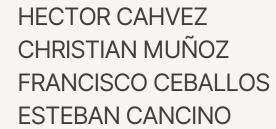
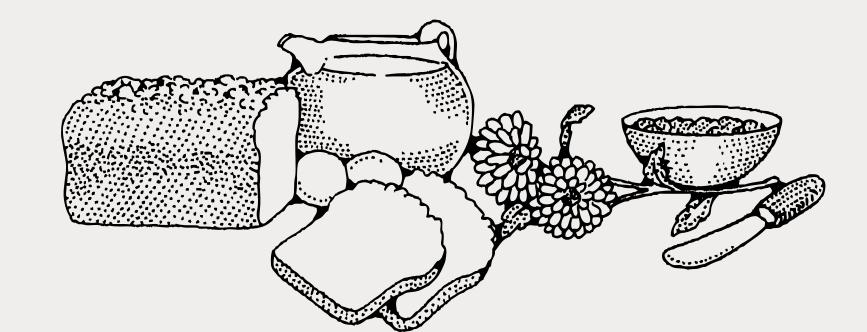




PoorEat

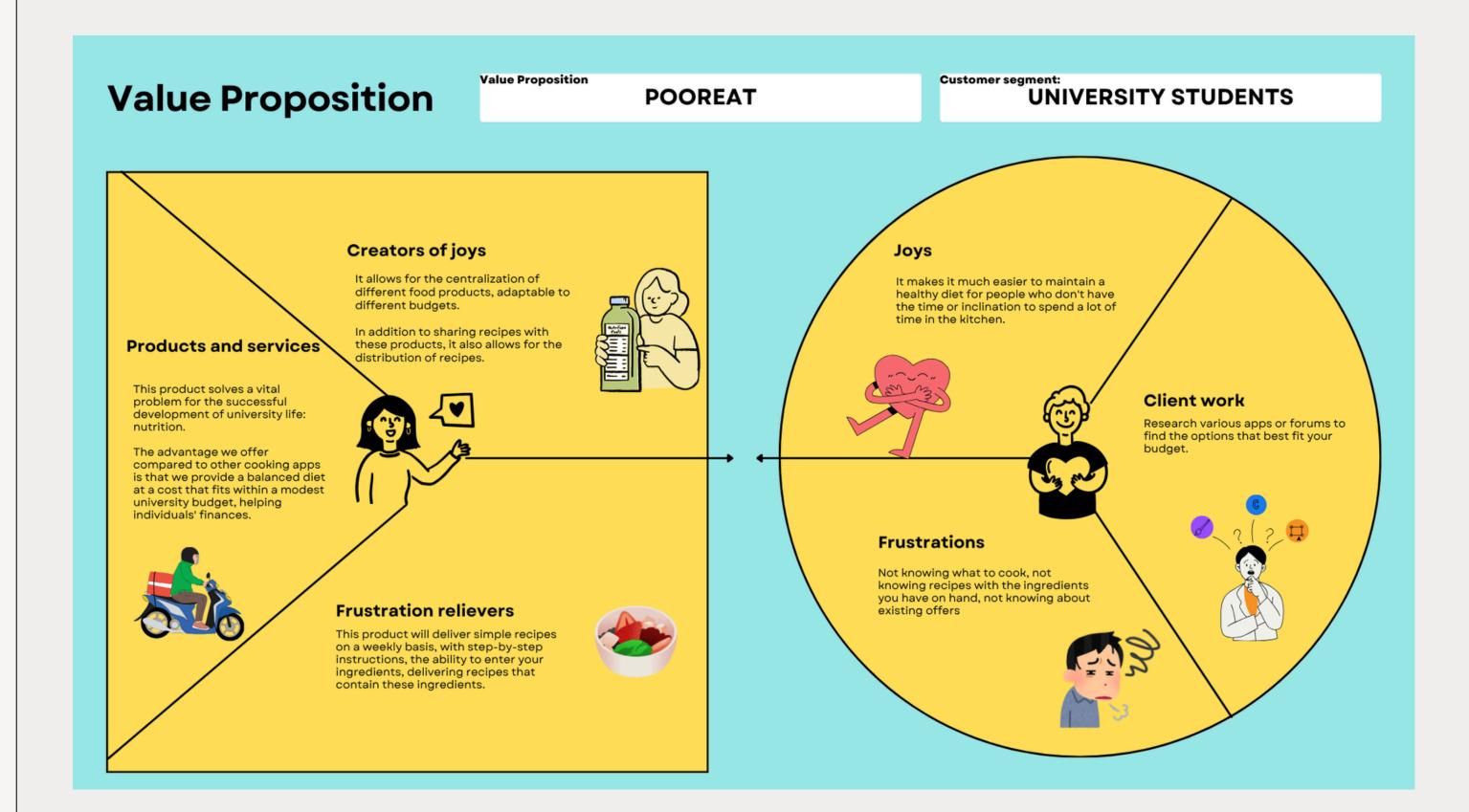
AVANCE 1







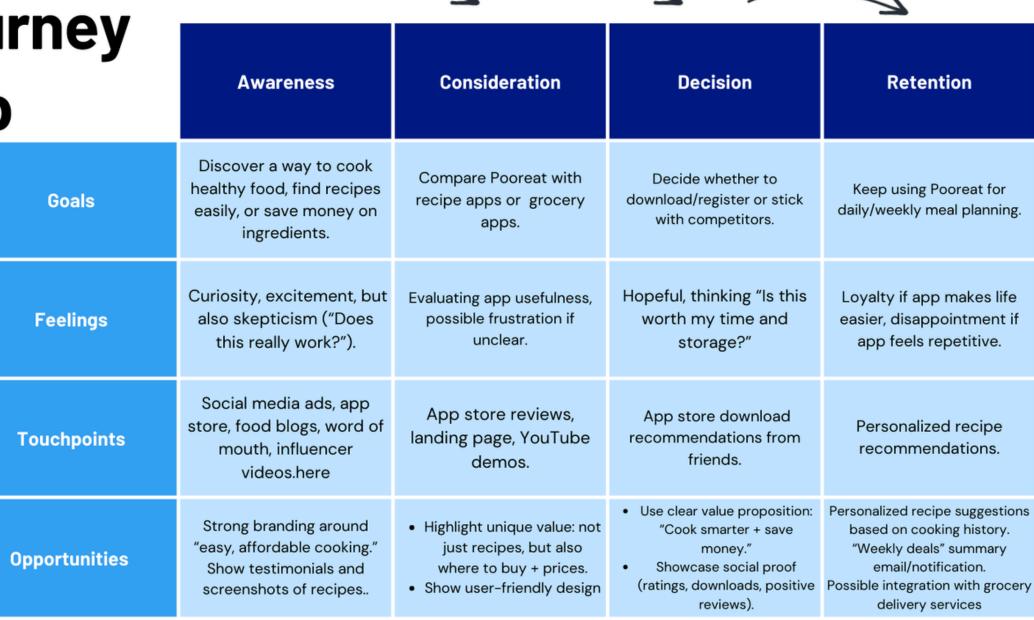
PROBLEM:





PROBLEM:

Customer Journey Map





CHANCE:

PoorEat Benchmarking

Evaluated Competitions

- 1 Cookpad
- 2 Lider App / Jumbo App
- 3 Ticket JUNAEB

- Real-time prices and availability
- Community engagement / feedback
- Easy to use UI

- Recipe filters and personalization
- Merchant mapping + accepted payment methods
- Offers, promotions, and local discounts



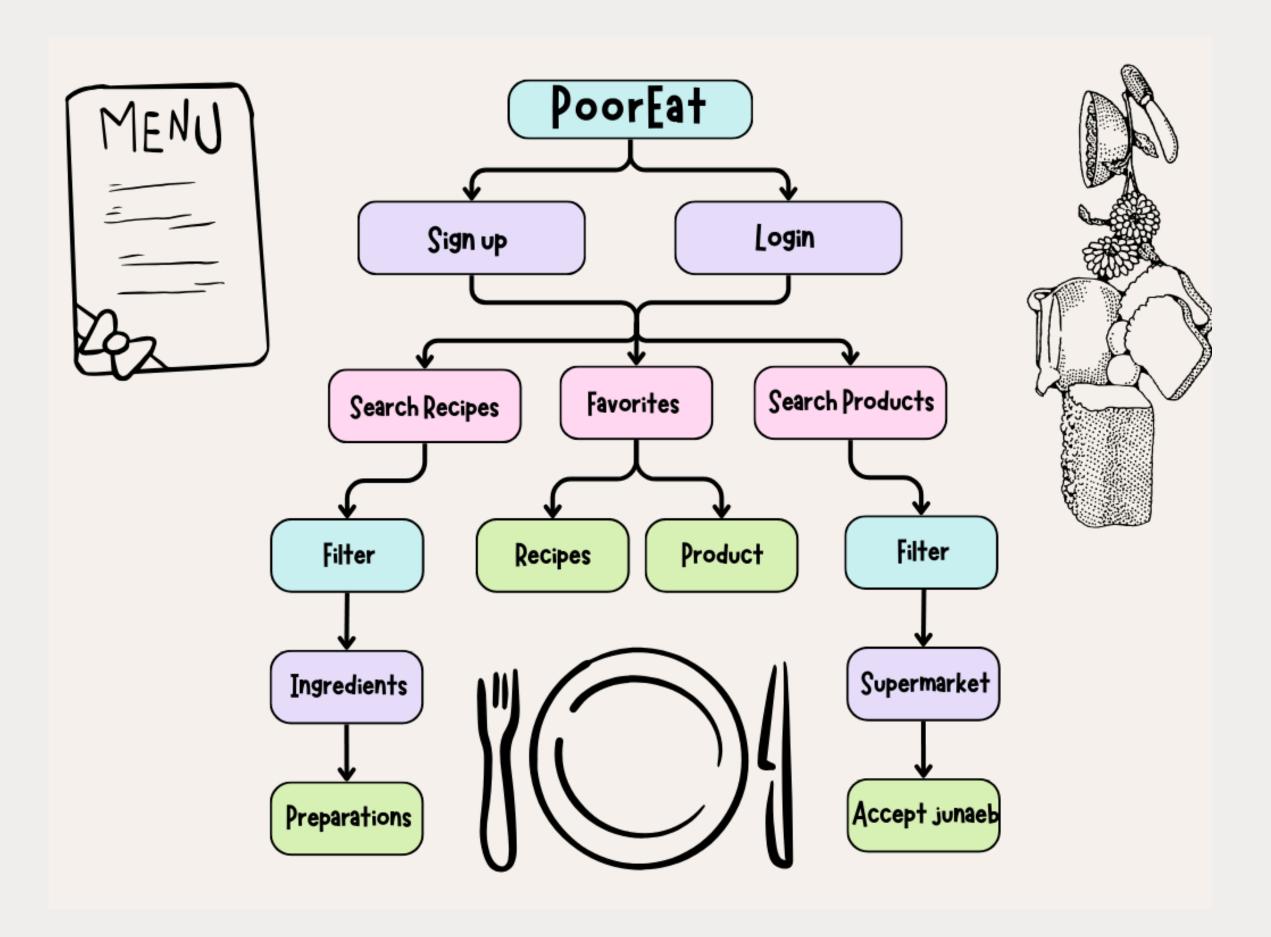
- Include
- **X** Remove
- 1 Increase
- **↓** Reduce

- To many steps to complete core tasks
- Overreliance on premium/paywalled features
- High technical requirements

- X
- Short-lived dynamic codes without tolerance
- Cluttered or unintuitive UI
- Full dependence on internet connectivity



MAIN FEATURES





PROTOTYPE PoorEat



ITERATION AND EVOLUTION: FROM PROBLEM TO PROTOTYPE

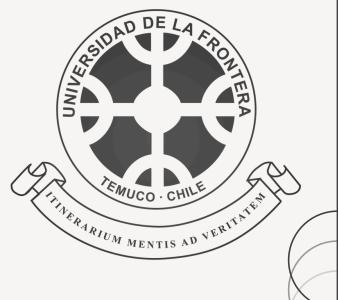
- problem identification
- first iterations in wireframes
- design adjustment
- HD prototype



EXPECTED IMPACT:

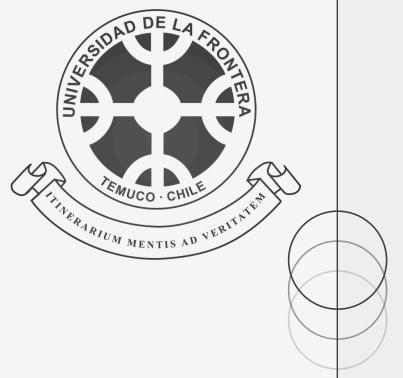
- Significant reduction in time spent searching for recipes
- Greater control over food expenses
- Users with allergies and dietary restrictions find safe options
- Improved user experience by centralizing all functions





LINK FIGMA:

prototipado: https://www.figma.com/design/rxNYEHFWvhtoeY0380oCaw/Prototipado?node-id=0-1&t=osIVjjMNFh35HgUH-1



THANK YOU FOR YOUR TIME