Usability Goals

Our application focus should be on...

- Simplicity

- User friendly

- Flexible

- Responsive (across device sizes)

- Accessible.

- Cross Platform (across types of devices)

- Intuitive for new users.

- Efficient for existing users.

Design Goals

- Users can quickly grab free food available with just few steps.

- Allowing the user to select the type of food from different choices.

- Enable the user to choose the delivery option for the food.

- Users can rate the food provider and its quality of food.

- Users [donators] can donate the food using few simple steps.

- Users [volunteers] can help the food community by delivering the food to poor people.