

User Interface Programming

# Food delivery app: GustoGo

Group Project. Group 1

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GitHub Repository

<https://github.com/nereasalamero/UIProgramming>

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## Introduction

This project is part of the subject User Interface Programming, in which the team had to develop a food delivery app for placing orders using Flet.

## Initial Design

The first step to take in order to begin with the project was to do an initial design. In this case, the team decided the best idea was to use Figma to represent this general layout of the mobile application (Figure 1), defining how each page would interact with one another and choosing the most responsive and scalable design as possible.

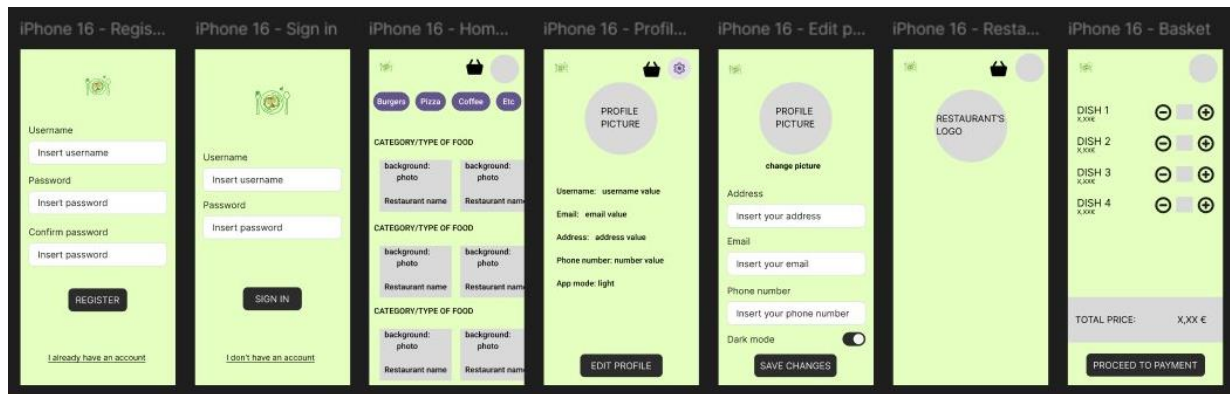


Figure 1. Figma design

## Development

Once the team designed the application's layout, it was time to start coding every page needed in the project.

### Sign in

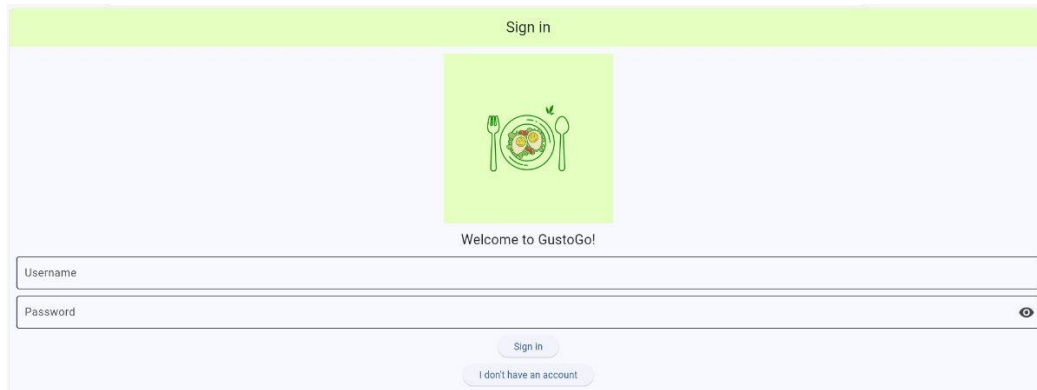
A mobile app mockup for the 'Sign in' page. At the top is a light green header with the text 'Sign in'. Below the header is a light blue background. In the center, there is a green square containing a white icon of a plate with food, a fork, and a spoon. Below the icon, the text 'Welcome to GustoGo!' is displayed. Underneath this, there are two input fields: 'Username' and 'Password'. The 'Password' field has a small eye icon on the right side. At the bottom, there are two buttons: 'Sign in' and 'I don't have an account'.

Figure 2. Sign in page

Like in most applications, users have to identify themselves when they want to submit an order in the site. When a user first enters GustoGo App, the first page that pops is the sign in page (Figure 2). In it, users that already have an account can access entering their username and password. This last parameter must be more than 8 characters long for security purposes. Increasing the length of your password and its diversity is the best option to prevent password leaks/intrusions.

If the user doesn't have an account, he can click the "I don't have an account" button, which will lead him to the sign up page.

### Sign-up

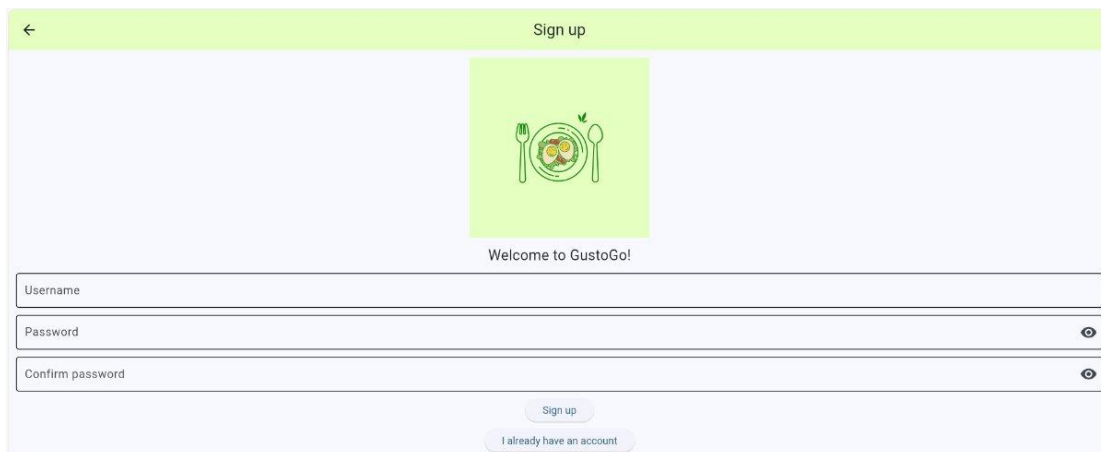
A mobile app mockup for the 'Sign up' page. At the top is a light green header with a back arrow on the left and the text 'Sign up'. Below the header is a light blue background. In the center, there is a green square containing a white icon of a plate with food, a fork, and a spoon. Below the icon, the text 'Welcome to GustoGo!' is displayed. Underneath this, there are three input fields: 'Username', 'Password', and 'Confirm password'. The 'Password' and 'Confirm password' fields have small eye icons on the right side. At the bottom, there are two buttons: 'Sign up' and 'I already have an account'.

Figure 3. Sign up page

As explained before, in case the user hasn't created an account yet, he can do it in this sign up page (Figure 3). In it, the user will find some text fields to fill such as username, password, and a password confirmation. This last field is made for security purposes, and the password, like in the sign in page, has to be at least 8-characters long.

In this project, the usernames and passwords aren't saved in a database, but the team decided to make the application scalable through time, so it would be possible to create one in case it's needed in the future.

## Home Page

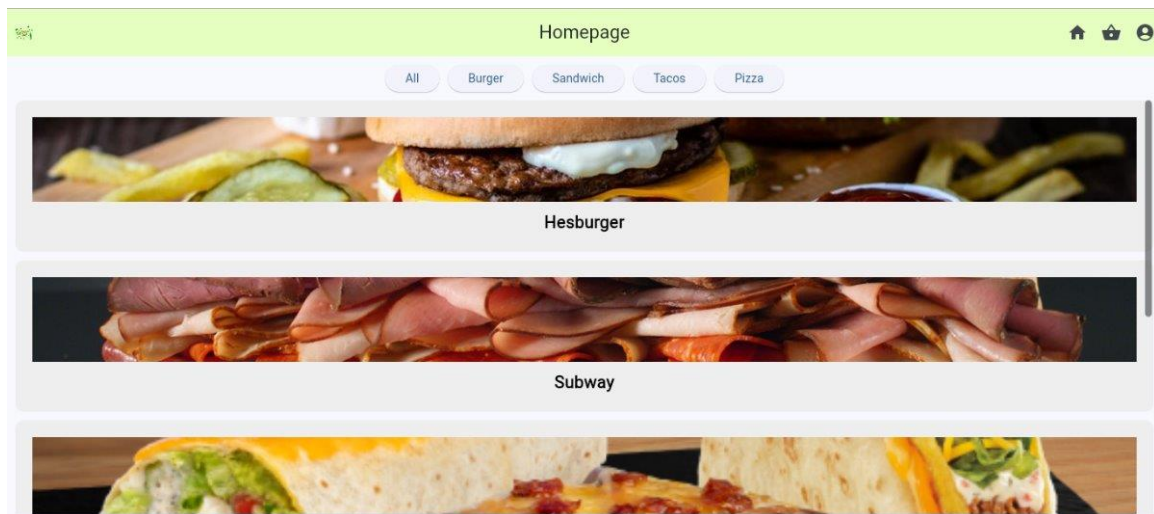


Figure 4. Homepage

Once the user has click either the “sign in” or the “sign up” buttons, he will land on GustoGo’s homepage (Figure 4), where he will be able to find all the different restaurants he can order food from. At the top of the page, filter buttons have been added in case the user wants to order a specific type of food (Figure 5). Moreover, when the user clicks on one of the containers (restaurants), the page will lead him to the specific page of that restaurant, explained below.

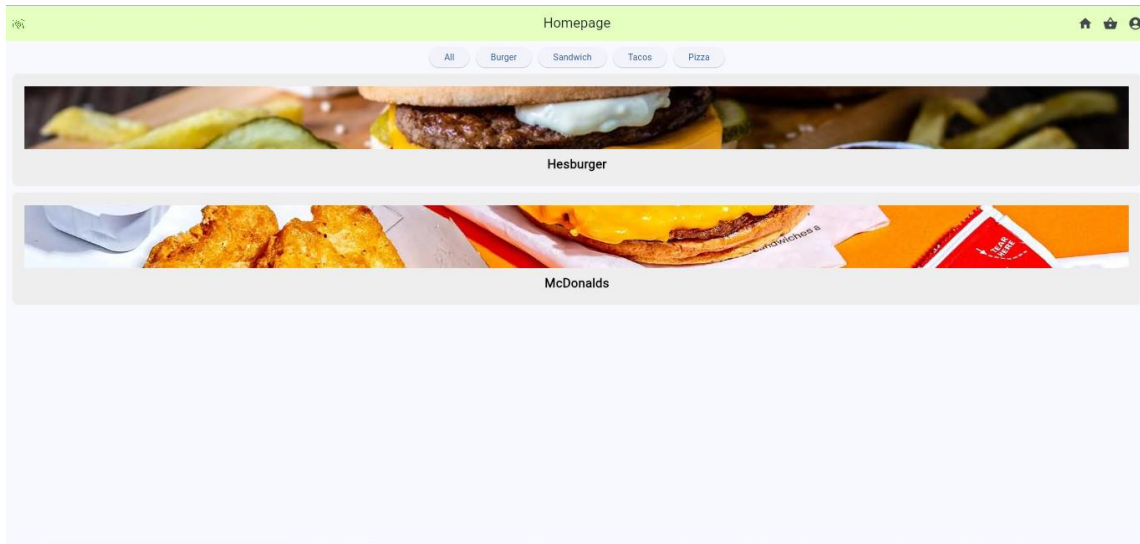


Figure 5. Burger-filtered page

The team also decided to add a global app bar at the top of the page enabling users to navigate through all the pages easily and in a faster effective way. Furthermore, another important decision made at this stage of the project was to create a class for the restaurant, enabling the possibility of adding as many restaurants as wanted in the future.

## Restaurant Page

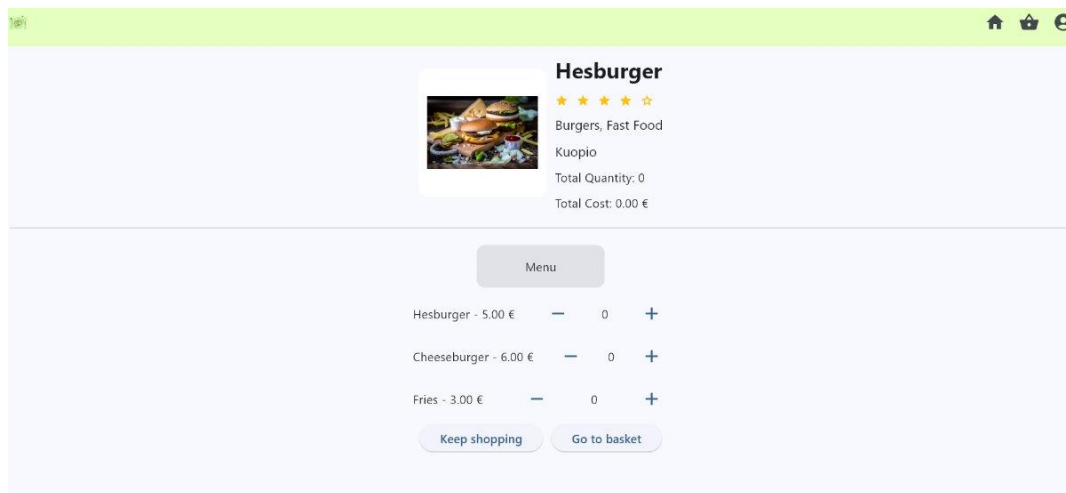


Figure 6. Restaurant page

As mentioned above, if the user clicks on a container (Hesburger in this case), he will land on the restaurant's page (Figure 6). On it, some of the characteristics of the restaurant are shown, such as the type of food it offers, its rating and its location. Just below this information, the user can find the total quantity of items he's selected and the total cost of his order.

In the bottom part of the page, the user can find the menu of the restaurant, along with some buttons to add those dishes to his order. In case the user wants to keep shopping and adding dishes to his basket, he can click the “Keep shopping” button, which will redirect him to the homepage; but if he clicks the “Go to basket” button, he will be redirected to the basket page.

## Basket

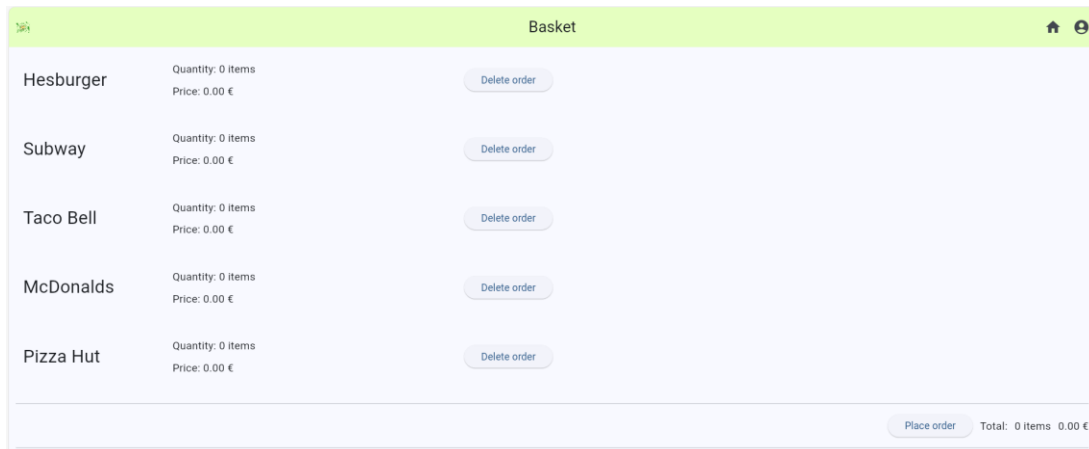


Figure 7. Basket page

After finishing his shopping, the user can access the basket page (Figure 7) by the app bar or by clicking the “Go to Basket” button in the restaurant page (as it was shown before). In this page the user has the possibility to visualize the items ordered and the cost of each of them before placing his final order. A button for deleting the entire order for each restaurant in case the user changes his mind about any of it. In the lower right corner, the total of items and the total price is shown.

Once the user is satisfied with the order he’s done, he will click the “Place order” button located at the bottom of the screen. When clicked, a pop-up message will appear in the screen to confirm the user’s decision and, if he taps the “yes” option, another little message will pop in the screen confirming the users order is on its way (Figure 8).

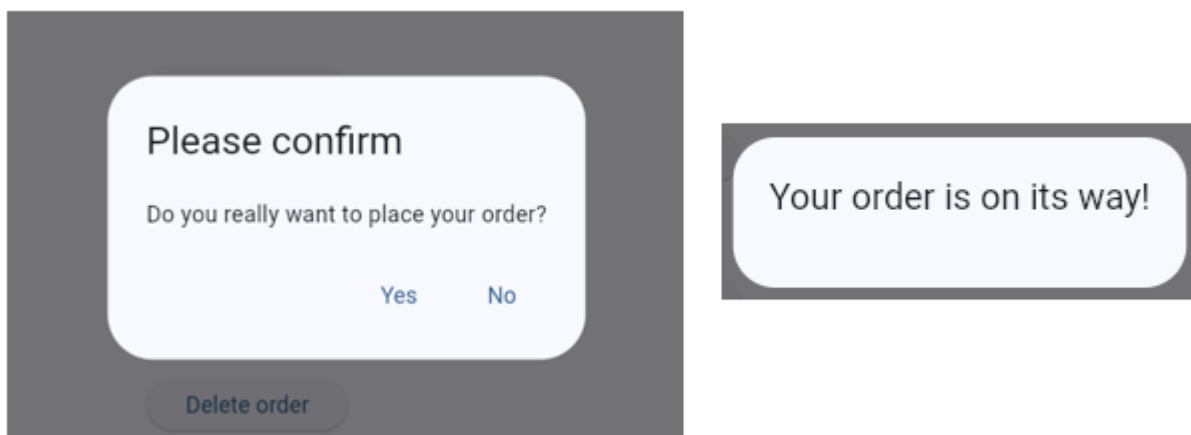


Figure 8. Pop-up order confirmations

## Profile Page

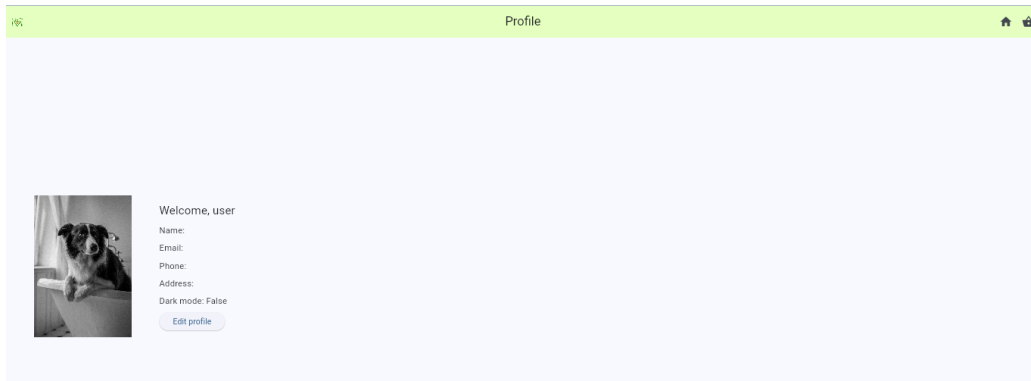


Figure 9. Profile page

In order to be able to deliver the orders, the user has to access its profile page (Figure 9) and fill in the fields displayed on it: name, email, phone and address. He will be able to do it by clicking on the “Edit profile” button, which will redirect the user to the edit profile page (Figure 10). Once the user specifies his information, he will confirm the changes with the “Save changes” button, that will upload the profile page with the new data (Figure 11). Furthermore, the light/dark theme (Figure 12) has been added to the application and it can be enabled on the edit profile page too.

The screenshot shows the 'Edit profile' page. The header is light green with a logo, the text 'Edit profile', and icons for home, edit, and a user profile. The main content area is light blue. It starts with the text 'This is my profile page'. Below this are several input fields: a text field for 'Name' containing 'John Doe', a text field for 'Email' containing 'sXXXXXXXX@edu.savonia.fi', a 'Country' dropdown menu set to '(FI) +358' next to a 'Phone' text field containing '999999999', an 'Address' text field containing '70700 Kuopio, Finland', and a 'Password' text field with a toggle icon on the right. At the bottom, there is a 'Light theme' toggle switch which is currently turned on, and a rounded blue button labeled 'Save changes'.

Figure 10. Edit profile page



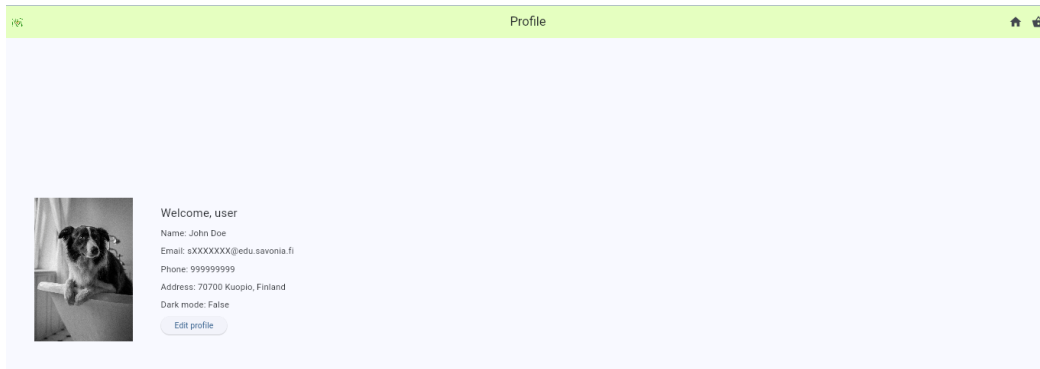


Figure 11. Profile page with updated data

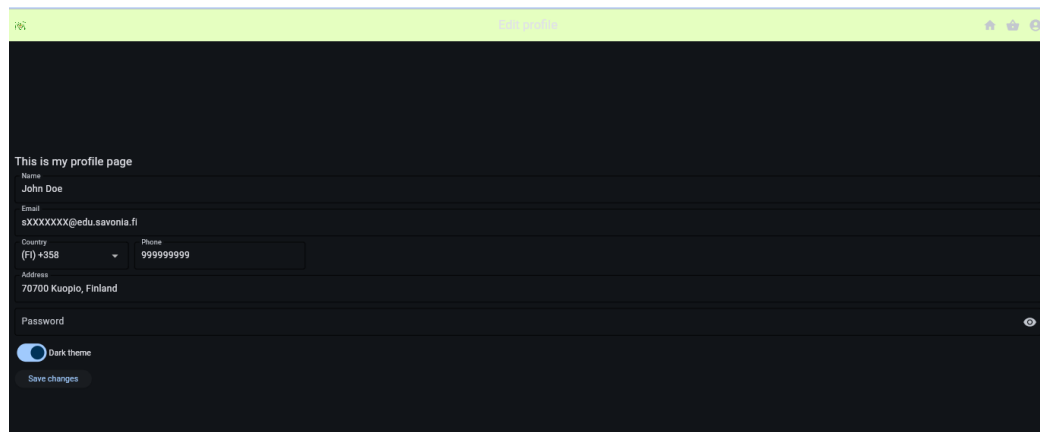


Figure 12. Dark theme enabled