

Create storyboards to represent the user flow for a mobile app using Balsamiq

Aim:

The aim of this experiment is to design and represent the user flow of a mobile application specifically a food delivery app through the creation of storyboard wireframes using Balsamiq

Tools Used:

Balsamiq Wireframes – A low-fidelity UI design tool for building mockups and wireframes.

Procedure:

Defined User Flow:

- Identified key screens for the app:
 - Home Screen
 - Menu Screen
 - Cart Screen
 - Checkout Screen
 - Order Confirmation Screen
- Mapped the user journey:

Users begin at the Home Screen, browse menus, add items to the Cart, proceed to Checkout, and receive an Order Confirmation.

Created Storyboards in Balsamiq:

- Downloaded and installed Balsamiq from the official website.
- Created a new project and added individual wireframes for each key screen.
- Used components like buttons, search bars, images, and input fields to design the screens.

- Connected the screens using arrows to visualize navigation and user actions.



Screens Designed:

- **Sign-Up Screen:**
 - Title: “Welcome to yummy”
 - Input fields:
 - Name
 - Email
 - Password
 - Features:
 - “Sign up” button
 - “Remember me” checkbox
 - “Forgot Password” link
- **Menu/Browse Items Screen:**
 - Search bar with voice input option
 - List of food items, each showing:
 - Placeholder image
 - Food name
 - Price (₹)
 - Quantity selector with + / – buttons
 - “Go to Cart” button at the bottom

- **Review Order Screen:**
 - Lists selected food items with quantity
 - Displays:
 - Total Order amount
 - Delivery Charges
 - Grand Total (highlighted in green)
 - “Confirm Order” button
- **Order Confirmation Screen:**
 - Large checkmark icon
 - Message: “Order Placed Successfully”
 - Order ID and Total Amount
 - Confirmation sent to user's email
 - “Go to Orders” button