Name : Aditya Malani

Roll no : 51

Batch : D

Experiment – 1

Title : Restaurant Location System

Strategy: This Application is developed for those people who always want to search for restaurants close to their location. Today everyone likes to roam and eat new dishes at new restaurants. So this app gives not only the route but also the description and reviews about the restaurant. Also regarding the business idea, the application can be monetized by ads and by collection of data of the users. Moreover various coupons system can be implemented which will be funded by new restaurants for marketing.

Mental Model: The model is based on the thinking of the teenagers because they have a vivid taste towards food and desert. The model can be updated to find the best restaurants near by based on previous searches and visits.

Scope: The application features live tracking of any cellphone via GPS signal. It contains a login system where the phone number and email are mandory to register and can be added by entering their E-mail id. To search any restaurant one can just type the name of the restaurant and description and direction to the destination can be given .

Goal Of UX: To achieve the goals a user experience is made for the following approach has to be followed:

S.M.A.R.T.: Specific,Measurable,Actionable,Realistic and time based.

In specificity, The application is made for the searching the restaurant nearby.

In measurability, The users can get the output by single input of their phone number and email id.

In Actionability, The Project is actionable as it works with google maps and provides a simple output of the location of the target.

In Realism, The project is feasible and can be completed in a time of 2 months.

Time_Based: The project can be completed in the given time.

Functional Requirements: The application needs access to GPS and it can track restaurants from databases and it integrates google maps to find the location of the restaurant and he description is

loaded from the database. A centralized server will have database and will command the target's application to send the location of the restaurant.

Structure : The user will interact with the service by first logging in or signing up. The user can directly type the name of the restaurant and check for the description and then check the map only if needed by explicitly clicking on the button as loading of map is data expensive.

Information Architecture: The location is represented in graphical format with the map and a pin pinpointing the location of the target member.

Skeleton: The Skeleton features the visual appearance of the application:

The application has a total of 4 main frames :

Welcome: The screen displays the logo along with a welcome button

Sign in: The user can either use the email id registered with us or can login using facebook or google

Search and Description: The user can directly search for the hotel and read the description right on the same screen and has a button to get the navigation to the restaurant.

Map Screen: The user can get the location of the restaurant on the map along with live Geo - tagging

Surface: The 3 colours chosen are black white and green. The background is white, black is for text and icons and for buttons while green is for icons and navigation buttons. The user has to access the application through the login page. The User interface is very minimalistic and easy to understand.
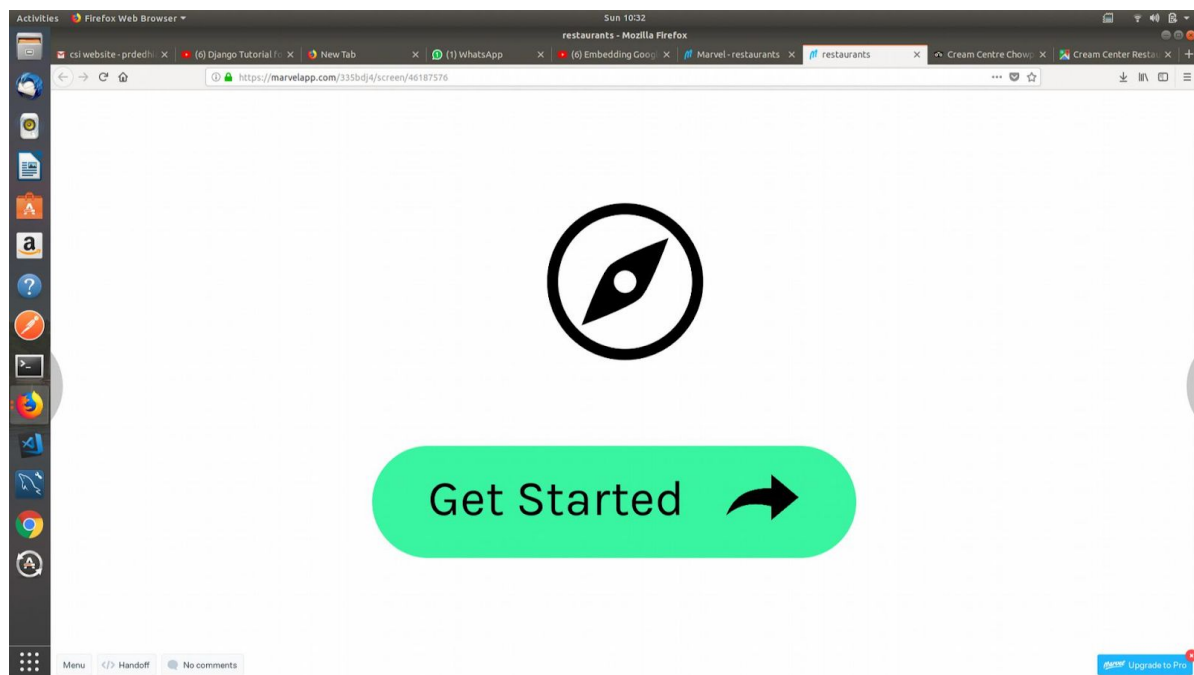
The welcome page of the website. Click on get started to start the website.
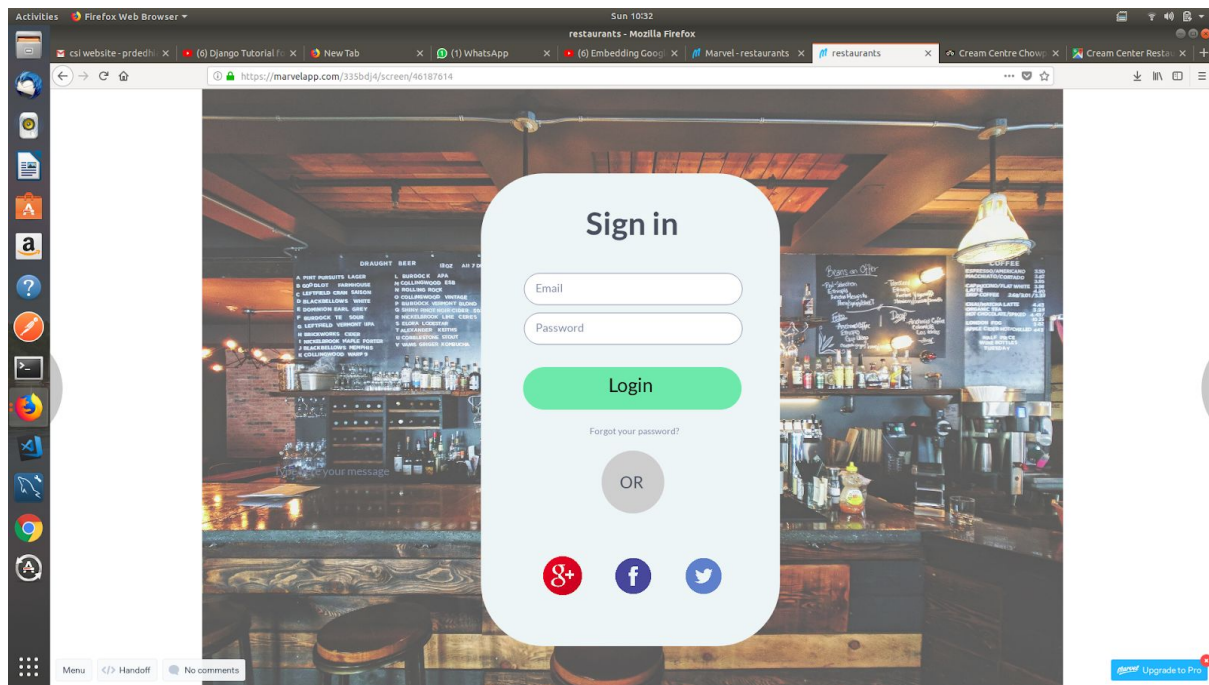
This is the signup screen of the website. Registered users can login to their accounts and also there is provision for signing up and signing in via google , facebook or twitter.
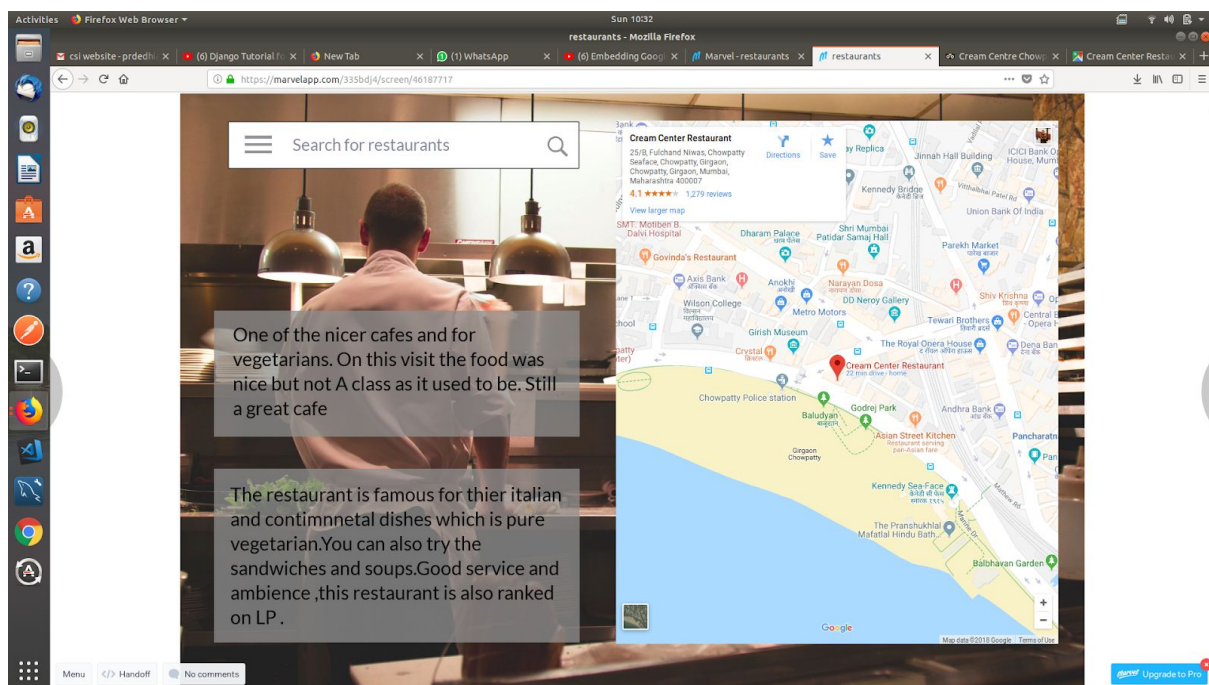
This is the main page. You search for restaurants and they will be displayed on the map and the description of the website is seen on the left.