**ASSIGNMENT – 5**

CANTEEN APP

**Aim:**

To design a user-friendly and efficient food delivery app prototype using Figma, focusing on seamless navigation, a streamlined ordering process, and real-time tracking.

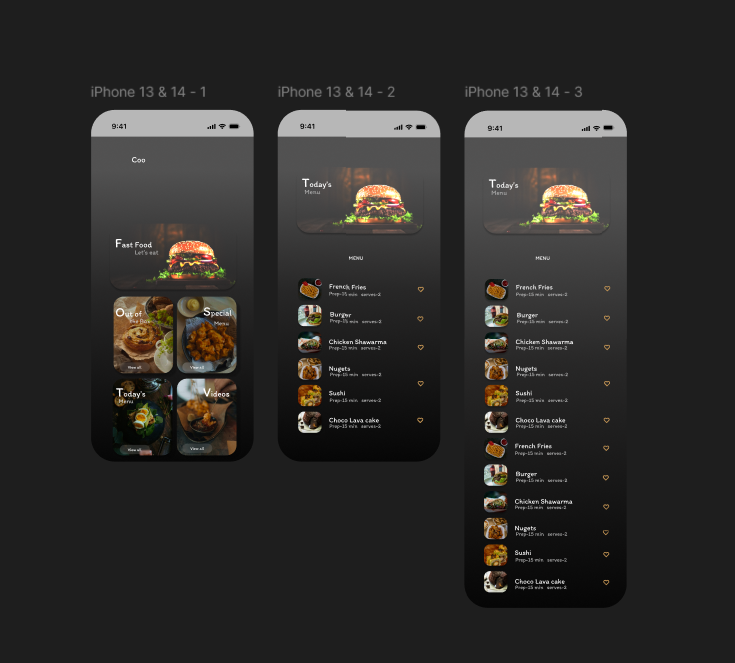
**Procedure:**

* Research existing food delivery apps to identify popular features, pain points, and UI/UX trends.
* Define user personas (e.g., busy professionals, families, students) to tailor the app to different needs.
* List essential features like restaurant browsing, menu selection, order customization, and real-time tracking.
* Create low-fidelity wireframes for key screens such as Home, Restaurant Listing, Menu Details, Cart, and Order Tracking.
* Ensure intuitive navigation and interaction flow, adding placeholders for search bars, filters, and buttons.
* Develop high-fidelity screens with detailed UI elements, icons, images, and branding in Figma.
* Use Figma’s components and auto-layout for reusable design assets (e.g., buttons, card layouts).
* Choose a cohesive color scheme (e.g., warm tones for vibrancy or greens for healthier food options).
* Add micro-interactions and animations to simulate a realistic user experience.
* Conduct usability testing with a sample group and gather feedback on functionality, design, and usability.
* Refine the design based on feedback, optimizing for consistency in typography, iconography, and overall layout.
* Test the prototype again to ensure smooth transitions, correct linking, and an overall seamless experience.

**Result:**

A fully interactive Figma prototype for a food delivery app, featuring intuitive navigation, easy restaurant browsing, menu selection, real-time order tracking, and a streamlined checkout process. The app design prioritizes user experience, ensuring it is both functional and visually appealing.

**FIGMA SCREENSHOT:**

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