Food Pick-up
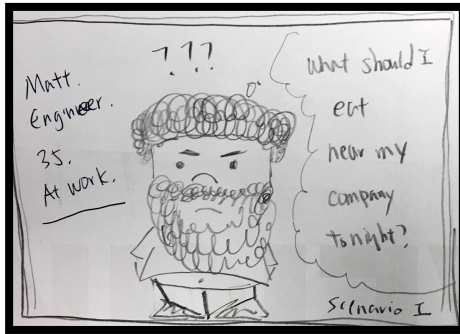
HoKang Yu | yu2749luca
Hongdan Zhu | hongdanzhu
Xiaoyan Qin | qxy
Yunzhu Chen | angrycyz
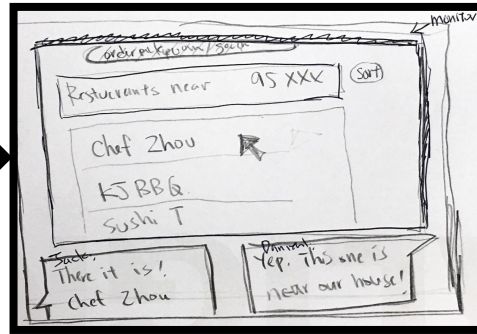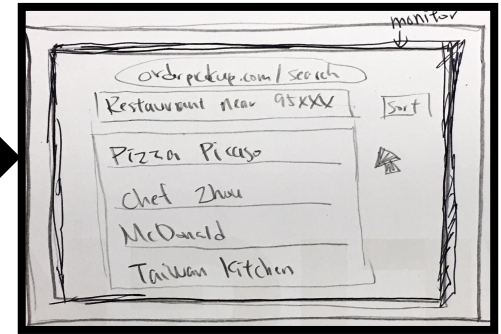
Table of Contents

What was this web? And why?

Users

Food Pick-up Website

Restaurants

Conceptual Model

|	
Key Objects	Person, Order, Food, Restaurant
Object Attributes	Name, Account email address, Password, Phone number, Saved payment info(Person) Name, Location, Menu, Opening hours(Restaurants) Spicy level, Name of entrees(Food) Order time, Deliver time, Order status, Order ID(Order)
Relationships	A Person objects can order Food objects in an Order objects from a Restaurant objects. A person placed orders. Order contains restaurant and food. Restaurant contains food.
Actions on Objects	Can add food to a cart(on Food). Can place an order(on Order)
Actions on Object Attributes	A person's attributes(above) can be changed. The kinds of food can be added or deleted. Once an order is placed, order time and order ID are created as the placing time Once an order is picked up, the order status is changed to "Completed".

Original Idea / User Interface
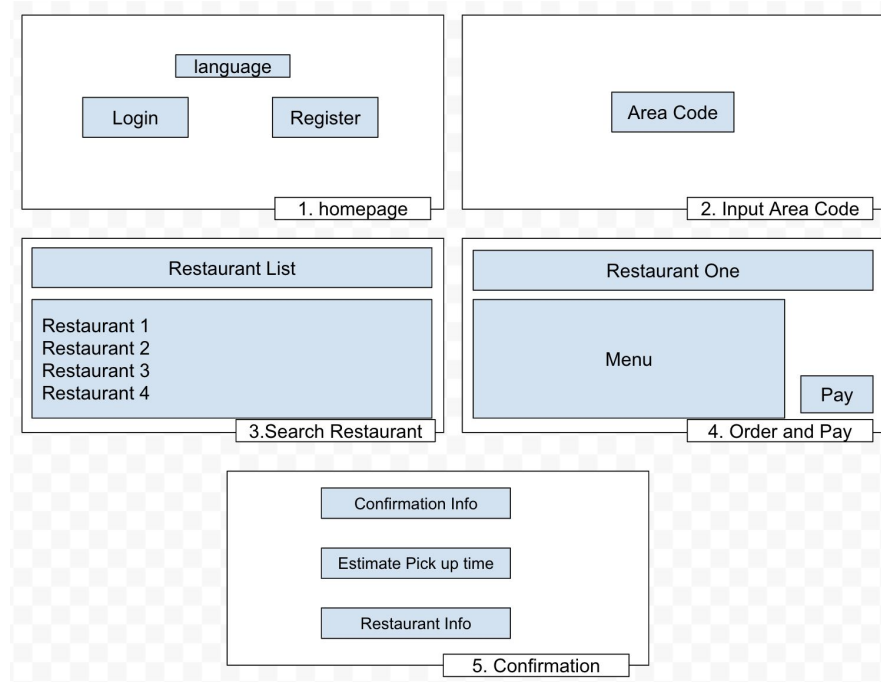
Original Idea / Restaurant's Interface

Restaurant Login

New order	Uncompleted order	Past order

Order ID

Order/Info

Reject	Accept Order

Order ID

Order/Info

Reject	Accept Order

New order	Uncompleted order	Past order

Order ID

Order/Info

Waiting time: 00:12:20 | complete

Order ID

Order/Info

Waiting time: 00:15:18 | complete

New order	Uncompleted order	Past order

Order ID

Order/Info

Completed time: 18:32:59

Order ID

Order/Info

Completed time: 18:30:08

Preliminary Design / Paper
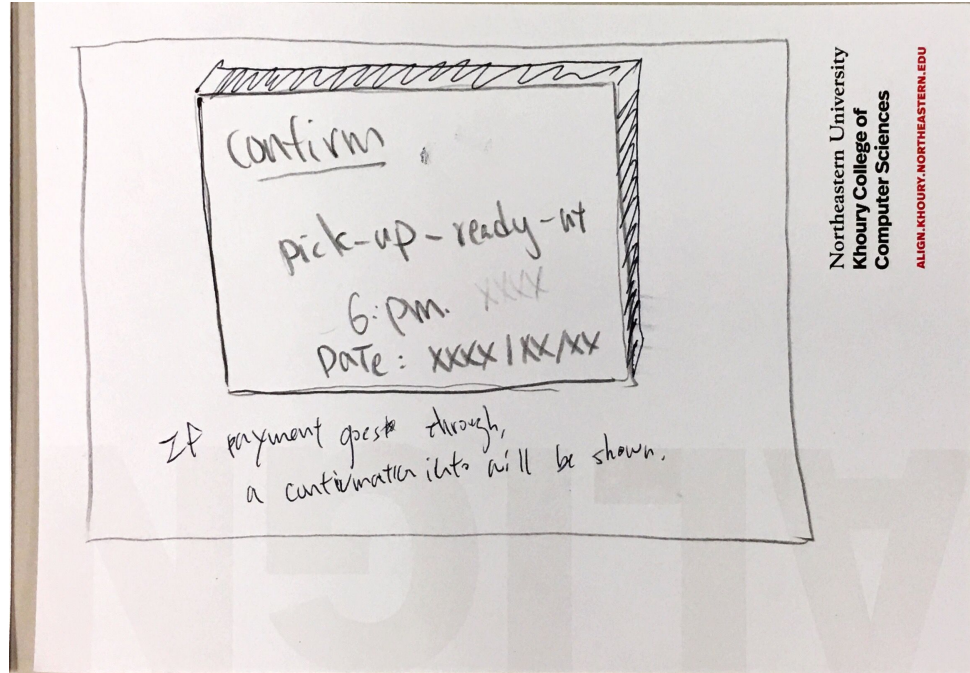
Preliminary Design / First XD

OrderPickUp

The best online food ordering system for you

Your order is confirmed!

Pick up address: 78 National Road, San Francisco

Pick up time: 18:00 pm

Date: 11-4-2019

Contact Us   Become a Partner Restaurant   Feedback
About Us   Careers

Goal of our HCI experiment

1. Can users maneuver each page with ease?
2. Can we get users maneuver the pages without a narrator?
3. Are the interface neat and clean?
4. At the end, are users interesting in using this product?
5. How to quantify the result?

First Experiment

1. What did we do in the first experiment?
    a. We time the subject maneuvering the page
    b. Give each subject a post survey and ask about the experience
2. What went wrong?
    a. We have input fields that could not be used
    b. Few functions in webs are hard to test via our original preliminary design
3. What could we improve?
    a. Have the narrator walks through pages where users need to make input
    b. Instead of having input fields, make it a 'multiple choice'

The Survey For Users

Sample Survey

Did you struggle to understand any option in the interface?	Yes / No
Was making an order easy to be done? (1 - 5, 5 as best, 1 as terrible)	
Was the web overall easy to be used? (1 - 5, 5 as best, 1 as terrible)	
Would you consider using an pick-up order web? (1 - 5, 5 as best, 1 as terrible)	
Any Additional Advice:	

Second Experiment

1. What did we do?
   a. We let the subjects think out loud
   b. Let the subjects speak what they see and clicks on the screen
2. What could we improve?
   a. Focus more on subjects' reaction
   b. Narrato's' script has room to improve

Demonstration

Hondang Zhu