**B.Tech(ECE)**

**Task4**

**Prototyping Model  
Imagine you are a web application developer, and you are tasked with preparing a  
prototype model for a software application.  
Details:  
1. Select a product for which you will develop a software application.  
2. Design a solution to the problem using the Figma tool.**

For this prototyping task, I’ll guide you through the process of selecting a product, designing a solution, and preparing a prototype using Figma.

**Step 1: Select a Product for the Software Application**

Let’s choose **a food delivery service** application. The idea behind this application is to make ordering food from local restaurants fast, easy, and efficient. Users will be able to order food, track their delivery, rate restaurants, and save their favorite meals.

**Step 2: Design a Solution for the Problem**

We’ll break down the problem into features that the app needs and provide a design solution for each.

**Core Features:**

1. **User Login/Registration**: Users will be able to create an account or log in via email, social media, or Google.
2. **Browse Restaurants and Menus**: Users can browse available restaurants, view their menus, and filter by cuisine, rating, or location.
3. **Add to Cart & Checkout**: After selecting food, users can add items to their cart and proceed to checkout, selecting delivery options and payment methods.
4. **Order Tracking**: Users will be able to track the status of their delivery in real-time (e.g., “Preparing,” “Out for delivery,” etc.).
5. **Ratings & Reviews**: After the meal is delivered, users can rate their experience and leave reviews for restaurants.
6. **Profile Management**: Users can view and edit their profiles, see order history, and save favorite restaurants and dishes.

**Design Solution Using Figma:**

1. **Login/Registration Screen**:
   * Simple login screen with options to sign up or log in via Google or Facebook.
   * Forgot password option.
2. **Home Screen (Restaurant Listings)**:
   * Navigation bar at the bottom (Home, Browse, Cart, Profile).
   * Search bar at the top to filter by restaurant name, cuisine type, or rating.
   * Grid view of restaurants with their ratings, cuisine type, and an image or icon for each restaurant.
3. **Restaurant Menu Screen**:
   * List of food items categorized (e.g., Appetizers, Main Courses, Desserts).
   * Each food item has a picture, brief description, price, and “Add to Cart” button.
   * Option to customize dishes (e.g., toppings or size).
4. **Cart & Checkout Screen**:
   * List of items added to the cart with prices.
   * Option to modify the quantity or remove items.
   * Delivery address input form and payment method options.
   * Button to place the order.
5. **Order Tracking Screen**:
   * Real-time order status with progress bar (Preparing, On the Way, Delivered).
   * A map showing the delivery route and the estimated time of arrival.
6. **Profile & History Screen**:
   * Personal information and settings.
   * History of previous orders with ratings and reviews for past meals.
   * Favorite restaurants and meals.

**Step 3: Building the Prototype in Figma**

To create the prototype using Figma, here’s the process you would follow:

1. **Set up the Figma workspace**: Create a new project in Figma and start with a new frame for each screen (Login, Home, Restaurant Menu, Cart, etc.).
2. **Design the UI components**:
   * Use rectangles for buttons, text fields, and other elements.
   * Import icons for actions like home, search, cart, etc.
   * Add typography, colors, and style to match the brand of the food delivery app (e.g., modern, clean, vibrant).
3. **Linking Screens**:
   * Use Figma's “Prototype” mode to link the screens. For example, clicking the “Add to Cart” button should navigate to the Cart screen. The “Place Order” button should navigate to the Order Tracking screen.
   * Add transitions for better user interaction (e.g., “Slide in” or “Fade”).
4. **User Flow**:
   * Build the flow of how a user will interact with the app. The prototype should allow users to move from screen to screen, simulating real-life usage.
5. **Testing**:
   * Preview the prototype to check the navigation between screens.
   * Make sure that buttons are interactive and the transitions feel smooth.
6. **Sharing**:
   * Once the prototype is ready, you can share the Figma file with team members or stakeholders for feedback