Rogalik Bakery Website Design

Sarath Chand Nekuri

Project overview



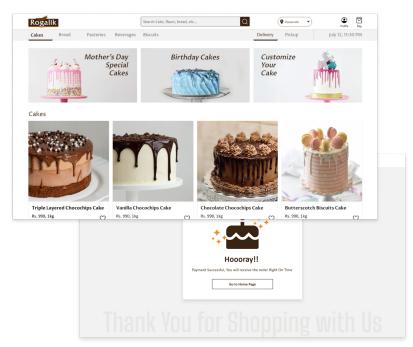
The product:

Rogalik is a bakery that can offer home delivery or pickup from store of the bakery items. The typical user is between 19-30 years old, Rogalik Bakery goal is to make cake customizing fun, fast, and easy for all types of users.



Project duration:

June 2021 to July 2021





Project overview



The problem:

Users who wants to Customize Cake from home/office for either delivery/pickup, to save time.



The goal:

Design a website for Rogalik Website that allows users to customize cake and can get it by either pickup from store or delivery to home.



Project overview



My role:

UX designer leading the Rogalik Bakery website design



Responsibilities:

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, iterating on designs and responsive design.



Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

User research: summary

I conducted user interviews, which I then turned into empathy maps to better understand the target user and their needs. I discovered that many target users feel the cake might not look similar to what they see online and as they need customization they visit store. However, many shopping websites are overwhelming and confusing to navigate, which frustrated many target users. This caused a normally enjoyable experience to become challenging for them, with less customization.



User research: pain points



Navigation

Ordering website designs are often busy, which results in confusing navigation



Interaction

Small buttons on websites make item selection difficult, which sometimes leads users to make mistakes



Experience

Online bakery websites don't provide an engaging customization options for cake.



Persona: Vineeth

Problem statement:

Vineeth is a busy Engineer who needs to Customize cake on-the-go to store or by staying at home because he wants to save time.



Vineeth

Age: 24
Education: M Tech
Hometown: Hyderabad

Family: Committed, Lives with joint family

Occupation: Silicon Engineer at

AMD

"Special Moments are incomplete without cakes, customized cakes are fun"

Goals

- A Full customization for cake building
- Scheduled Delivery is mostly preferred.
- A confidence that online ordering of cakes is safe

Frustrations

- There is no scheduled delivery
- Overwhelming screen with types of cakes
- There is no customization is websites.

Vineeth is a 24-year-old busy Engineer at AMD, who lives with their joint family. As a member in a joint family, he wants to order cakes in more customizable way from home/office as he hates to travel because of traffic and get it delivered to home or pickup from store as he travel to home from office. Safety of cake is another concern during delivery for vineeth.



User journey map

I created a user journey map of Vineeth's experience using the site to help identify possible pain points and improvement opportunities.

Persona: Vineeth

Goal: An Easy way to Customize Cake from his home/office for either delivery/pickup by specific time

ACTION	Browse menu	Selecting Cake	Ordering Cake	Completion of Order	Pickup Order
TASK LIST	A. Open Website B. Browse Menu	A. Adding his cake to Cart B. If he wants something new he will select options from customization page	A. Checklisting the order or selected options B. Adding delivery address C. Paying for the order if its online with best coupon available	A. Confirming Order and Items B. Confirmation from restaurant C. Sending location of delivery agent	A. Picking up order from delivery agent B. Tipping to agent C. Eat Food
FEELING ADJECTIVE	Excited to Order Cake Overwhelmed by Menu	Confused to see the options he selected	Anxious of online payment completion. Afraid of missing an options	Happy that order is placed Excited to receiving it	Happy to receive it and eat it.
IMPROVEMENTS	Best sellers to decrease overwhelming feeling	Adding options that he selected on the card	Automatically apply the best coupon Add-ons like beverages	Adding items to the same order if the user forgot something	Online payment for tipping Feedback of food and delivery



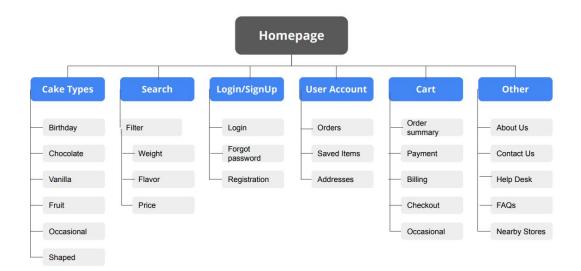
Starting the design

- Sitemap
- Paper wireframes
- Digital wireframes
- Low-fidelity prototype
- Usability studies

Sitemap

Difficulty with website navigation was a primary pain point for users, so I used that knowledge to create a sitemap.

My goal here was to make strategic information architecture decisions that would improve overall website navigation. The structure I chose was designed to make things simple and easy.

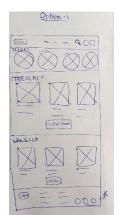


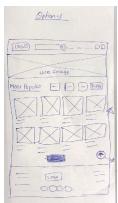


Paper wireframes

Next, I sketched out paper wireframes for each screen in my website, keeping the user pain points about navigation, browsing, and customization flow in mind.

The home screen paper wireframe variations to the right focus on optimizing the browsing experience for users.











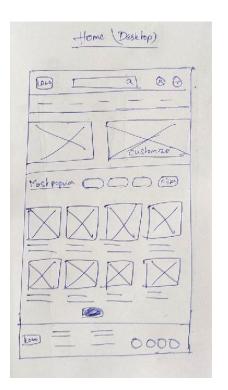
Refined paper wireframe

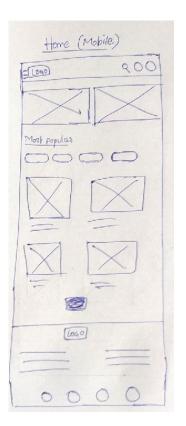
Stars were used to mark the elements of each sketch that would be used in the initial digital wireframes.



Paper wireframe screen size variations

Because Rogalik Bakery
customers access the site
on a variety of different
devices, I started to work on
designs for additional
screen sizes to make sure
the site would be fully
responsive.



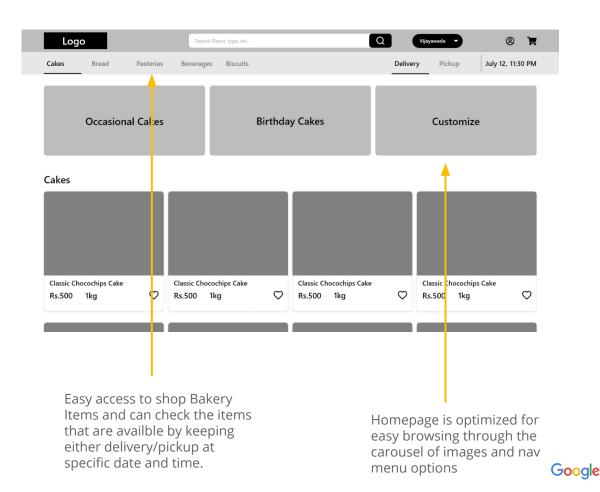




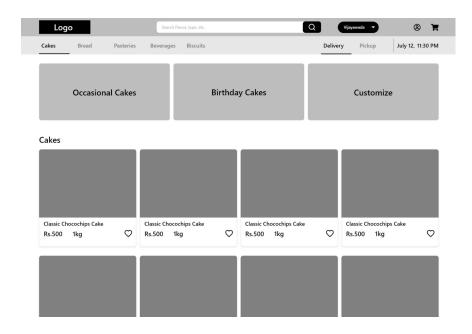
Digital wireframes

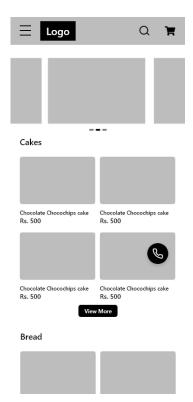
Moving from paper to digital wireframes made it easy to understand how the redesign could help address user pain points and improve the user experience.

Prioritizing useful button locations and visual element placement on the home page was a key part of my strategy.



Digital wireframe screen size variation(s)



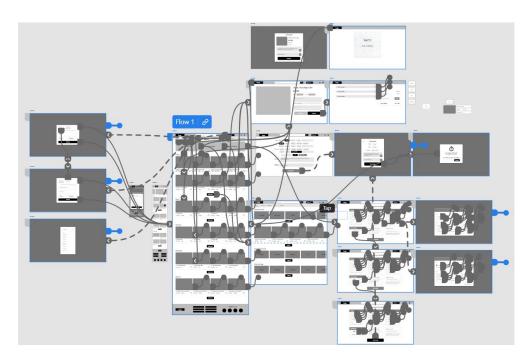




Low-fidelity prototype

To create a low-fidelity prototype, I connected all of the screens involved in the primary user flow of adding a cake to the cart and checking out.

At this point, I had received feedback on my designs from members of my team about things like placement of buttons and page organization. I made sure to listen to their feedback, and I implemented several suggestions in places that addressed user pain points.



View Rogalik Bakery's low-fidelity prototype



Usability study: parameters



Study type:

Unmoderated usability study



Location:

Vijayawada, remote



Participants:

5 participants



Length:

20-30 minutes



Usability study: findings

These were the main findings uncovered by the usability study:



Preview

When users see a preview of the cake, users didn't have a way to go to the home screen



Customization

Even there are good options the users find overwhelmed to choose them



Weight

During the preview of cake, users have to click the weight dropdown in order to see available weights of the cake.



Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

Mockups

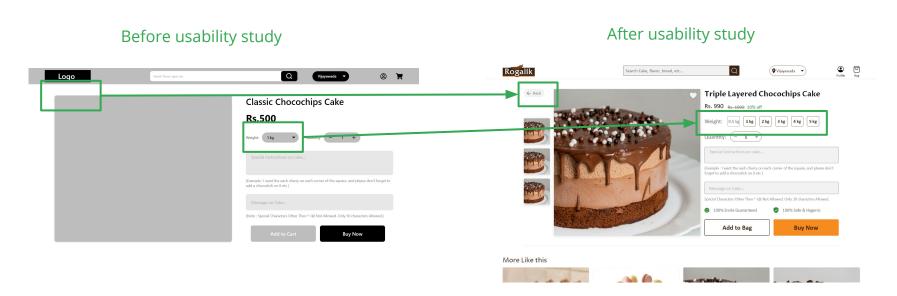
Based on the insights from the usability study, I made changes to improve the Customization flow. The changes I made was creating a card for each customization category and in there radio buttons for single feild and checkbox for multiple feilds weree added. This allowed users more freedom to choose customization option without going through a complicated process.





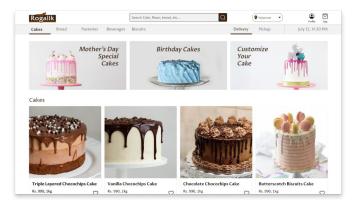
Mockups

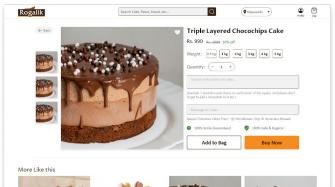
To make the preview screen even easier for users, I added back button to go homescreen and displayed weights that are available with color contrast.

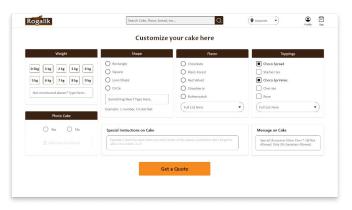


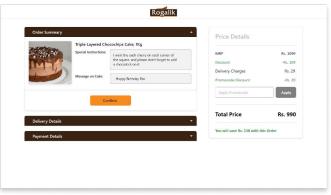


Mockups: Original screen size





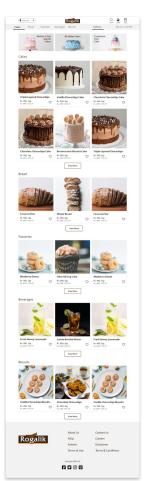






Mockups: Screen size variations

I included considerations for additional screen sizes in my mockups based on my earlier wireframes. Because users shop from a variety of devices, I felt it was important to optimize the browsing experience for a range of device sizes, such as mobile and tablet so users have the smoothest experience possible.



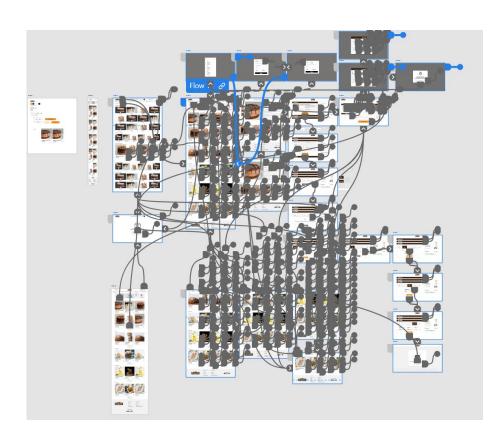




High-fidelity prototype

My hi-fi prototype followed the same user flow as the lo-fi prototype, and included the design changes made after the usability study.

View Rogalik Bakery high-fidelity prototype





Accessibility considerations

1

I used headings with different sized text for clear visual hierarchy, and kept a categories on navigation bar that are on homescreen for easy navigation 2

I used landmarks to help users navigate the site, including users who rely on assistive technologies 3

I designed the site with alt text available on each page for smooth screen reader access



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

Our target users shared that the design was intuitive to navigate through, more engaging with the images, and demonstrated a clear visual hierarchy.



What I learned:

I learned that even a small design change like cards on customization page can have a huge impact on the user experience. The most important takeaway for me is to always focus on the real needs of the user when coming up with design ideas and solutions.



Next steps

1

Conduct follow-up usability testing on the new website

2

Identify any additional areas of need and ideate on new features



Let's connect!



Thank you for reviewing my work on the Rogalk Bakery Website!

If you'd like to see more, or would like to get in touch, my contact information is provided below:

Email: sarathchand19@gmail.com

Website: behance.net/sarathchand



Thank you!