

Practical Test 02: Food Delivery App

Project Description

Our Main objective of the task is to create a figma design for the live app. Use your creativity and design a task for a food delivery mobile app. You need to create a whole app from welcome screen to cart screen. It includes both User Interface (UI) and User Experience (UX) design. The project includes Wireframe, Prototype with Interactions.

You can add this project to your portfolio for your future purpose.

Note: Try to improvise with your creativity instead recreating the process

Welcome Screen

1. It should contain brand logo, image, heading
2. Call to Action button

Login Screen

1. It should contain logo and contact form
2. Try to improvise the form with hasslefree login (UX Process)

Home page

1. It contains the landing page image and products
2. Make the home screen as simple as needed with hamburger menu

Note: Think to reduce more scroll and make the easy navigation for users (UX Process)

Menu Page

1. By Using card try to create different products
2. Create product-filters for search easily for user (UX Process)

Product Page

1. The product page should have Images, title Name, description and cart button
2. Make the purchase easier by thinking your own (UX Process)

Cart Page

1. Users need to buy the products, think as UX how to make easy purchase (UX Process)
2. Include every necessary points enables

Payment Confirmation

1. Confirm the payment and proceed to pay
2. Once the user confirmed pages, give the alert popup for placed Order (UX Process)
3. After popup, after a few seconds it automatically redirects to the home page.

Make Interaction between the screen and also inside the screen.