

HCI course project

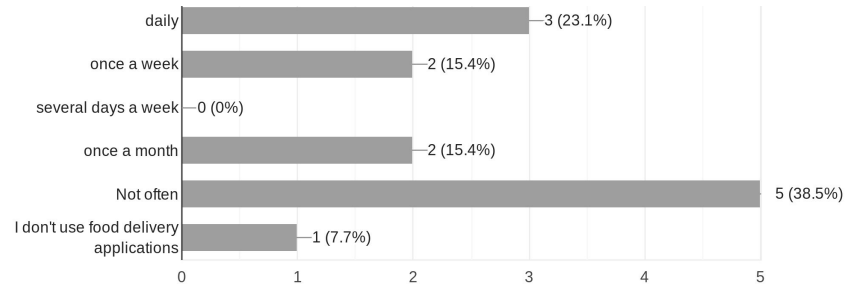
Progress presentation

Team incrEDIBLES

User Study

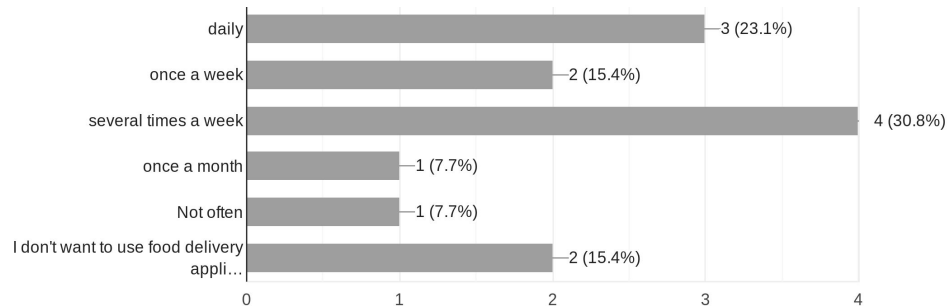
How often do you use food delivery applications to order food from food eateries on campus?

To know how frequently students on campus use online food delivery as an option



How many times do you think you'd order if you had a food delivery application for shops working on campus?

To understand the impact of the application we develop on the students on campus



What unique thing would you like to see in an "on-campus" food delivery application to make it useful in the context of our campus?

To know specific features that interests the students.

- Availability/Non-availability of the food
- room delivery
- Ability to add food trucks that come in during fests

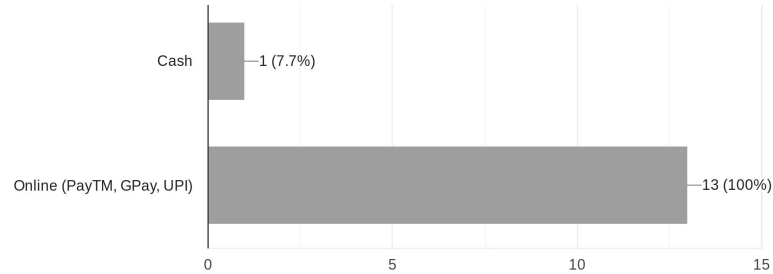
Please tell us one major problem you faced while ordering at the food eateries on campus.

To understand the major problems faced and coming up with probable solutions and to overcome them in the application whenever possible

- Waiting time
- Service

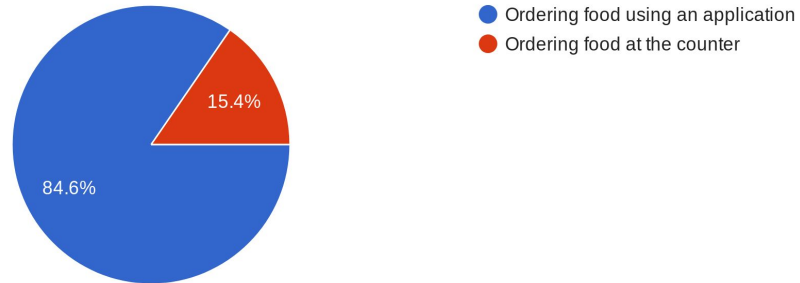
Which payment mode do you prefer while ordering online?

To understand what percentage of people prefer cash or online payment methods and To decide upon the payment mode.



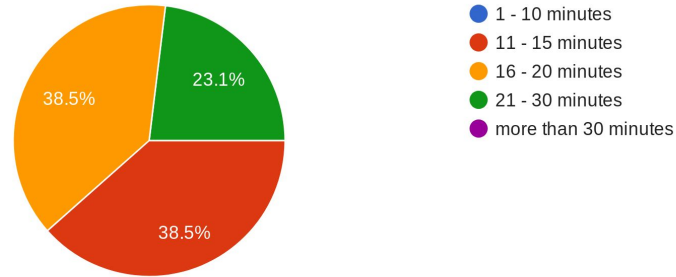
Which one do you prefer in case of self Pick Up?

To know the demand for a mobile application for the food eateries on campus.



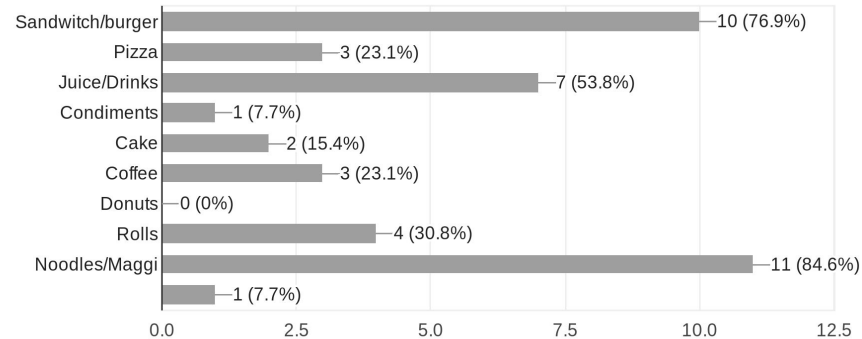
How long do you generally wait at food eateries on campus

To calculate the average waiting time at the eateries on campus.



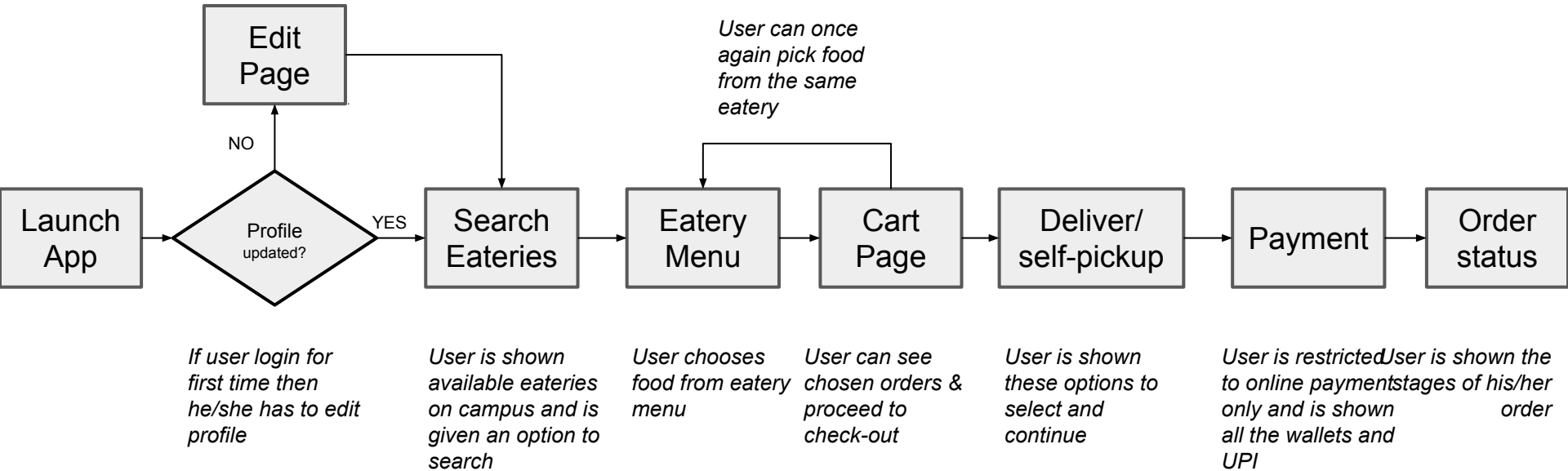
What type of food do you order most often?

To know the top 4 Items the students prefer so that we can include them in the Home page of the application for usage study later.

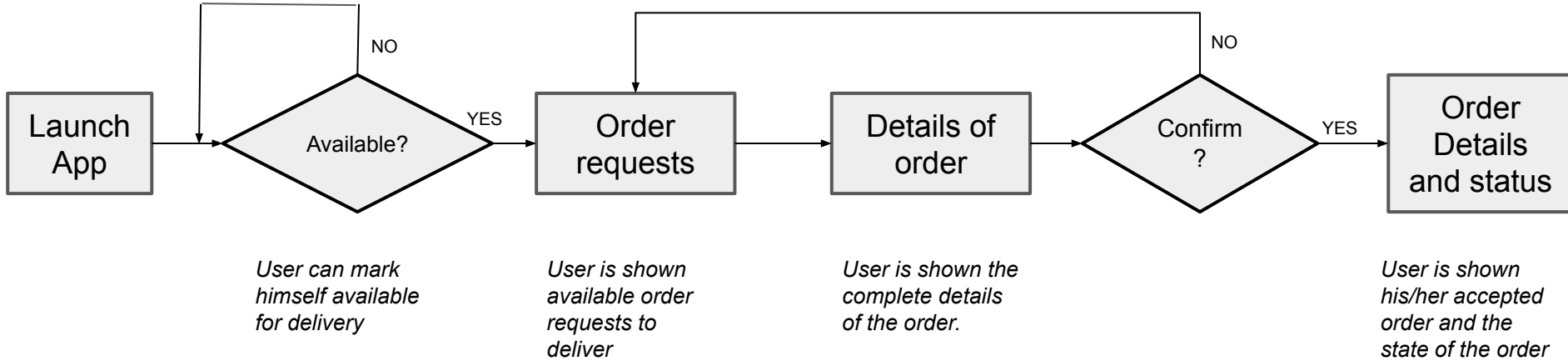


User Flow

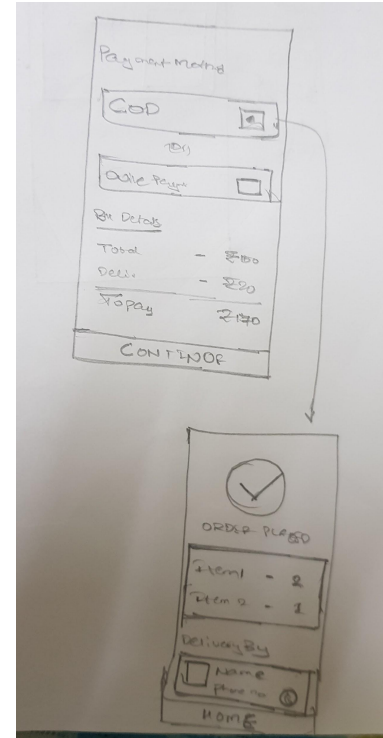
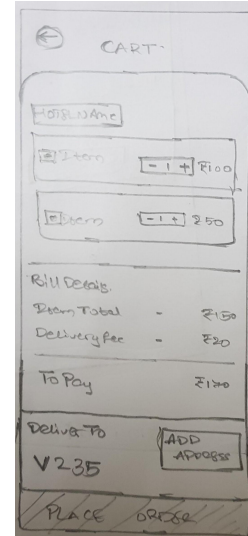
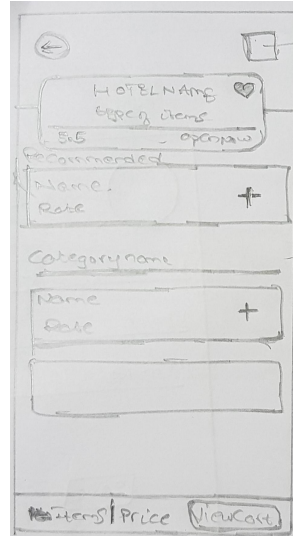
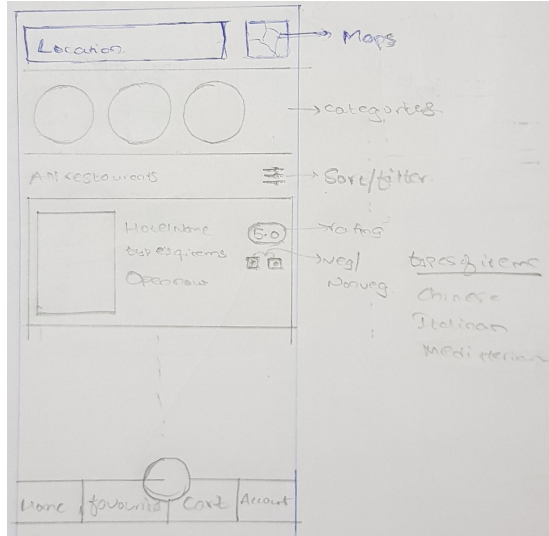
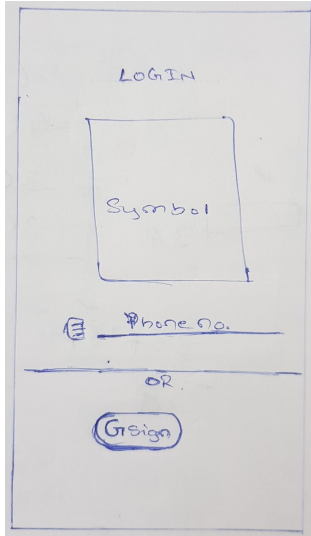
Ordering food



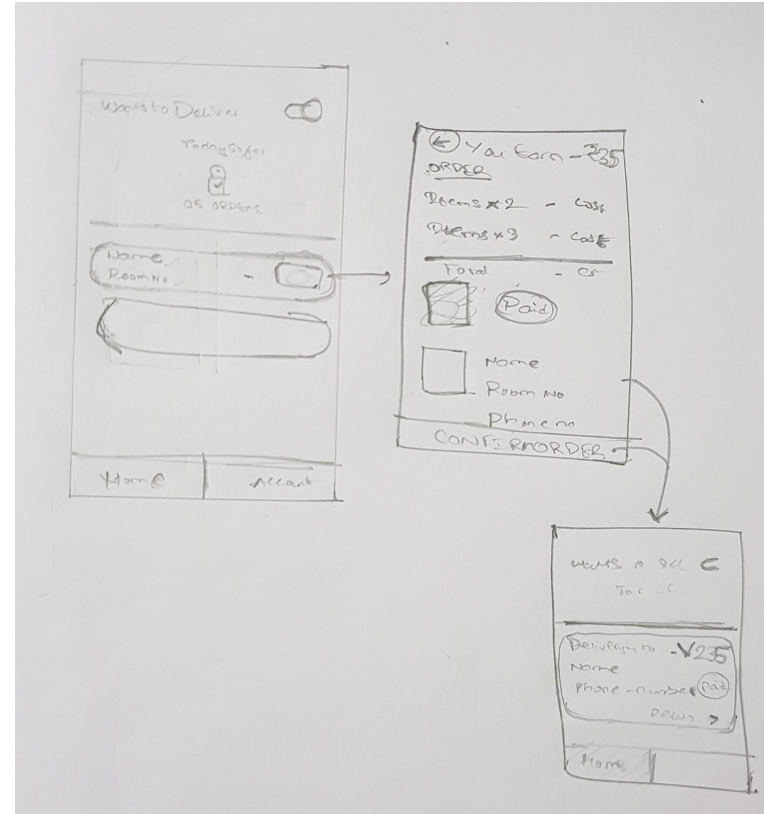
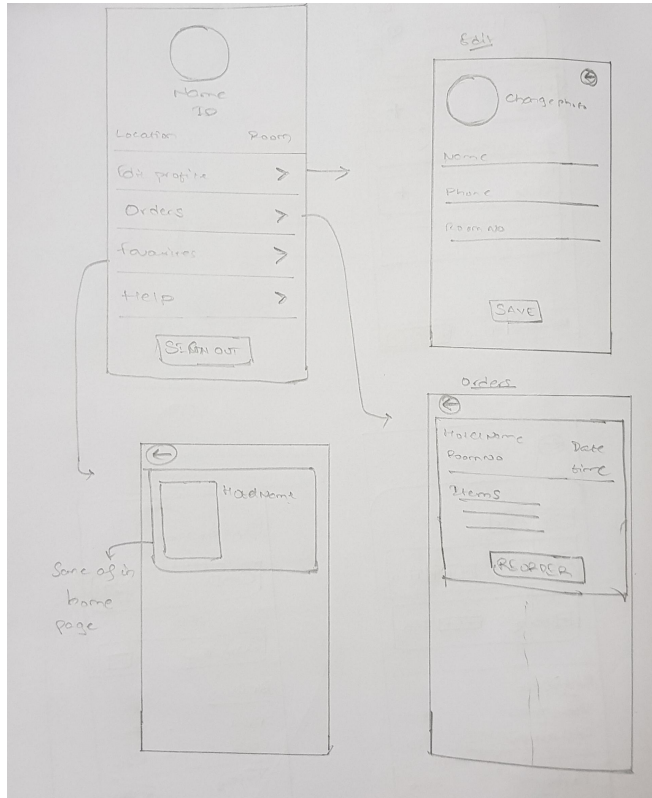
Delivering food



Design Sketches



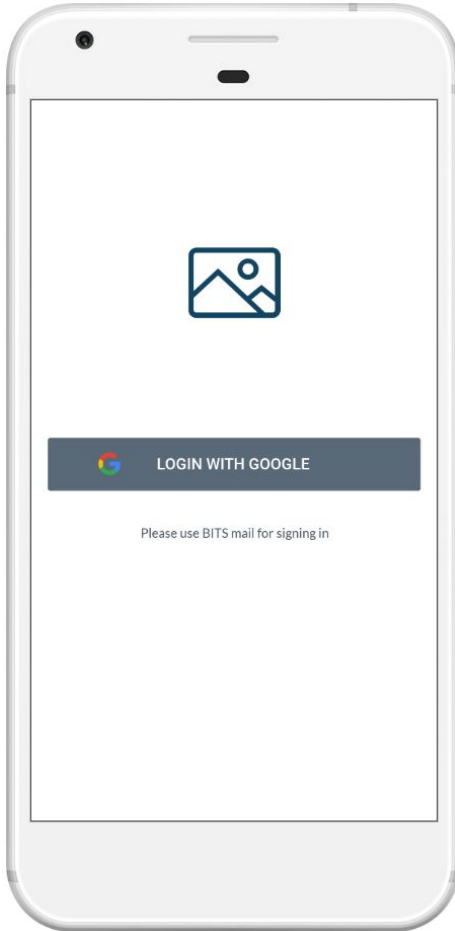
Design Sketches (contd.)



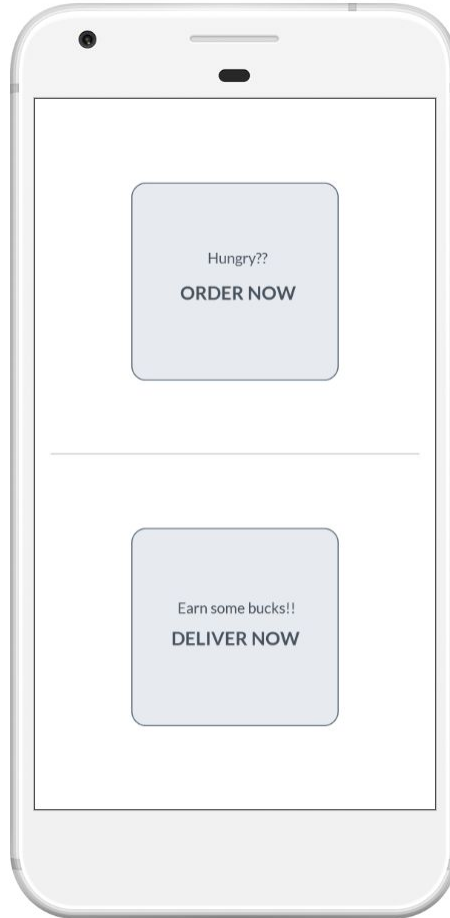
Prototype Screens

- Food ordering

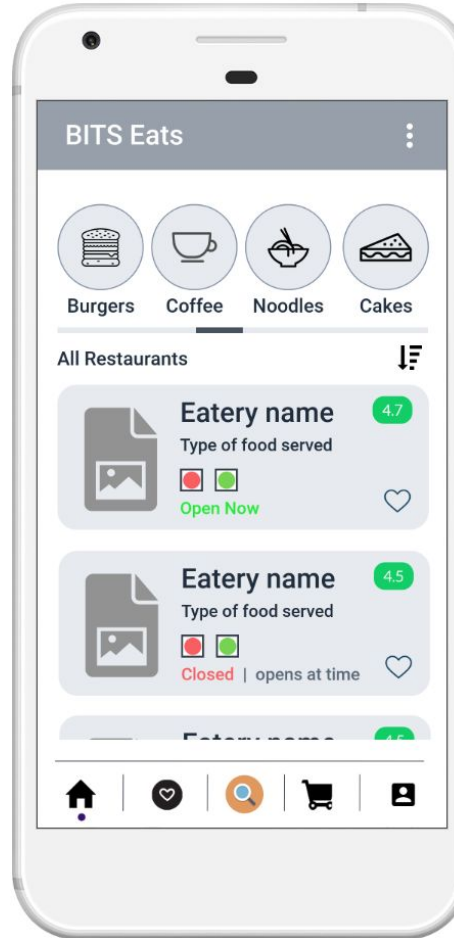
Login Screen



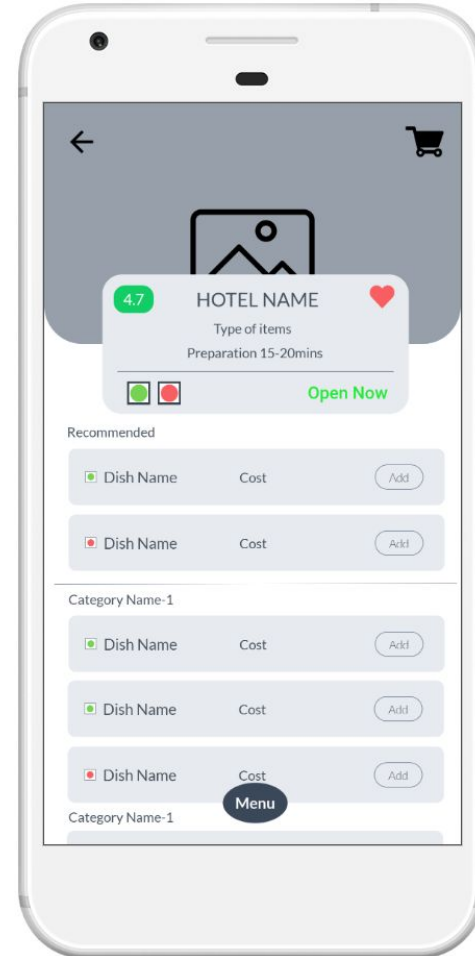
Mode



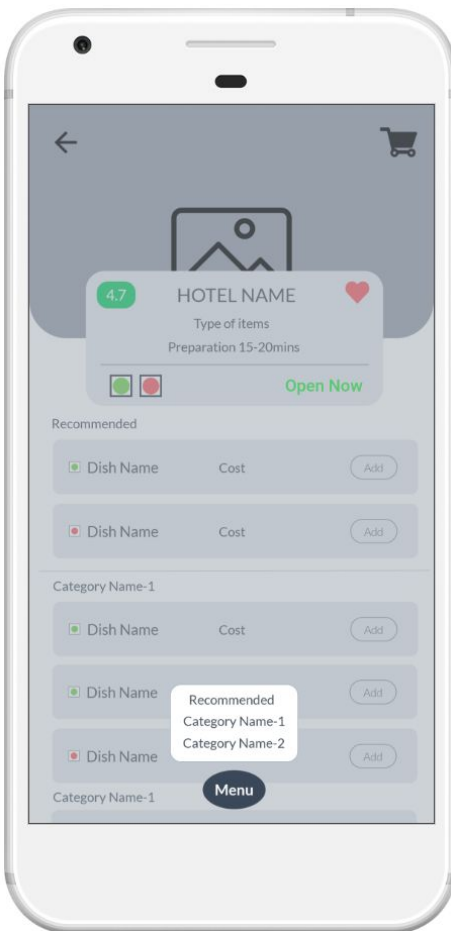
Home Page



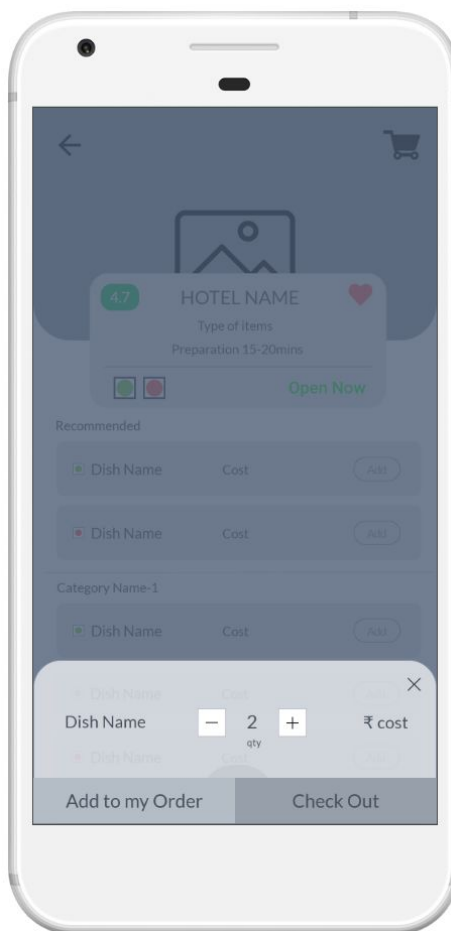
Menu Page



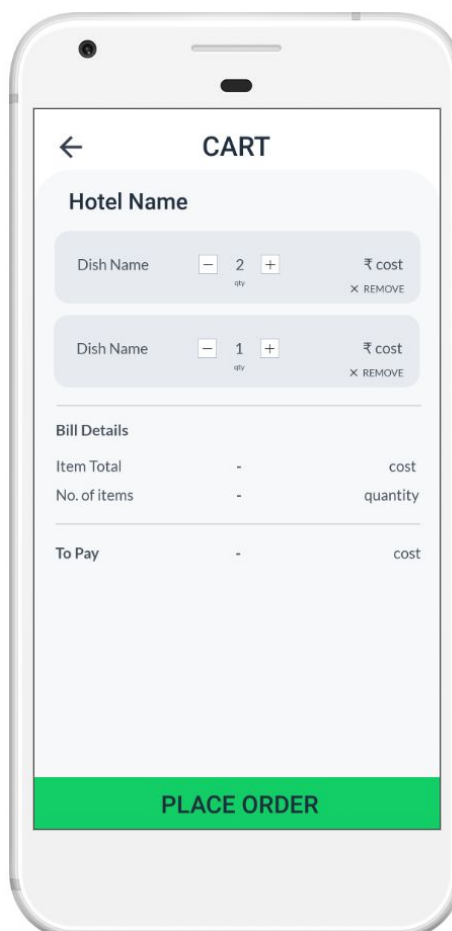
Floating Button



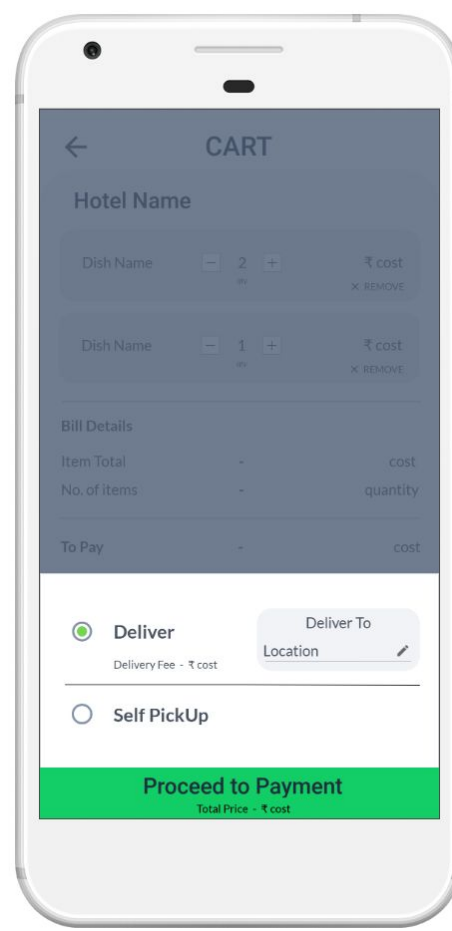
Quantity



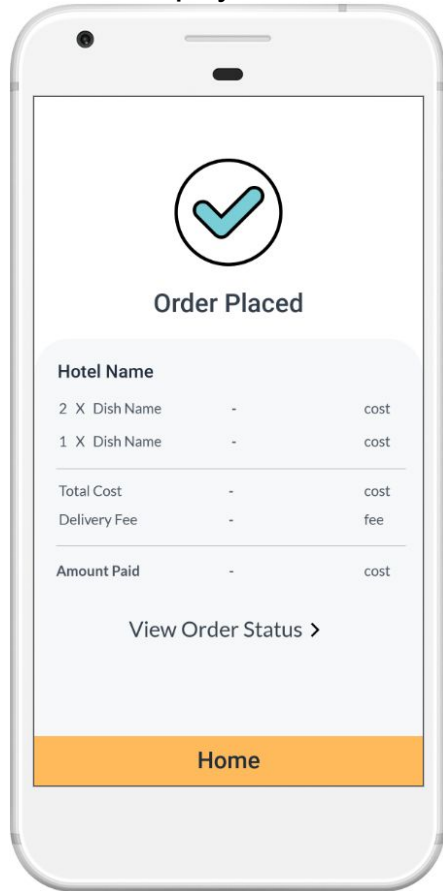
Cart



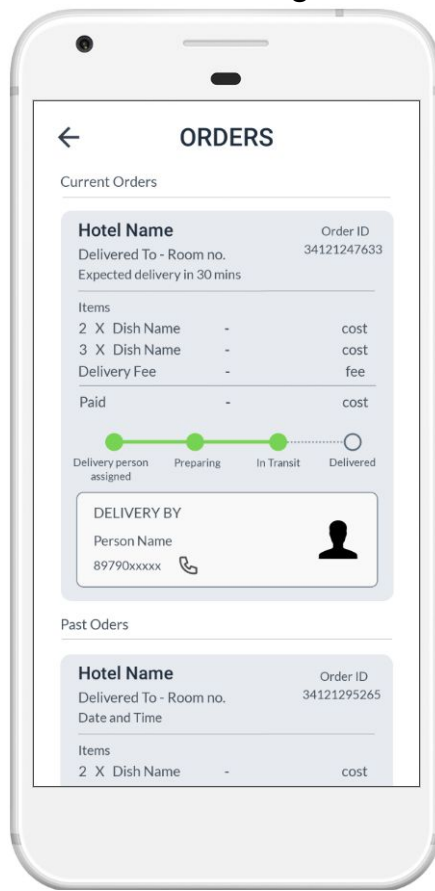
Deliver or self pick up



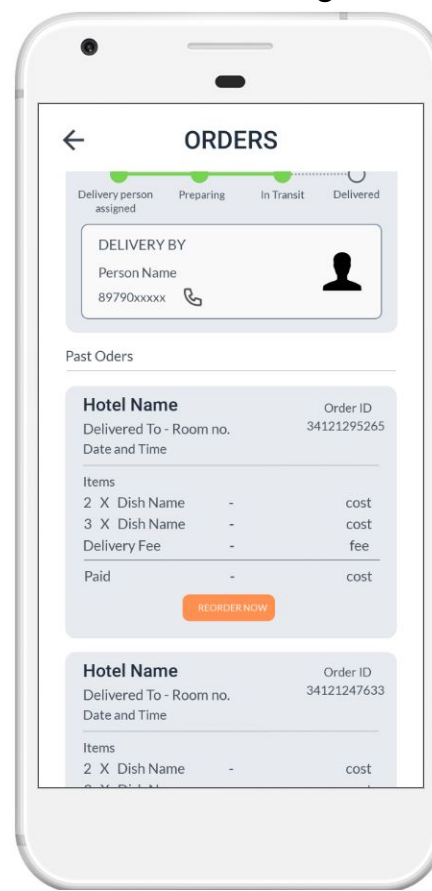
Post payment



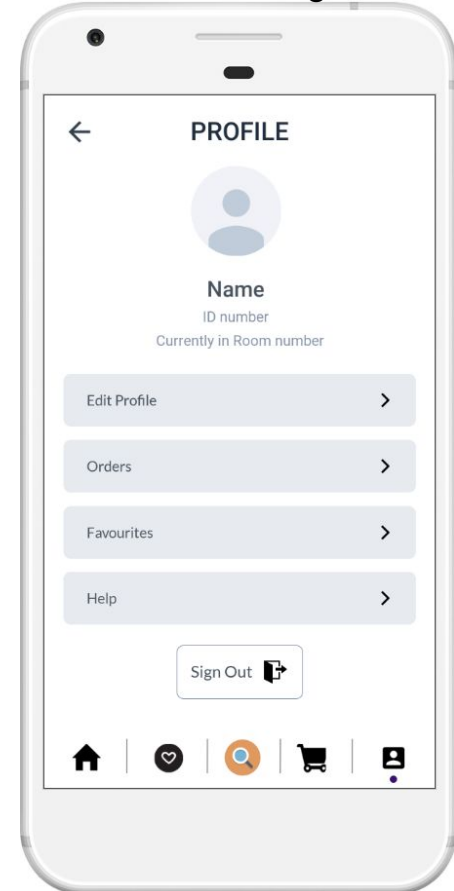
Orders Page



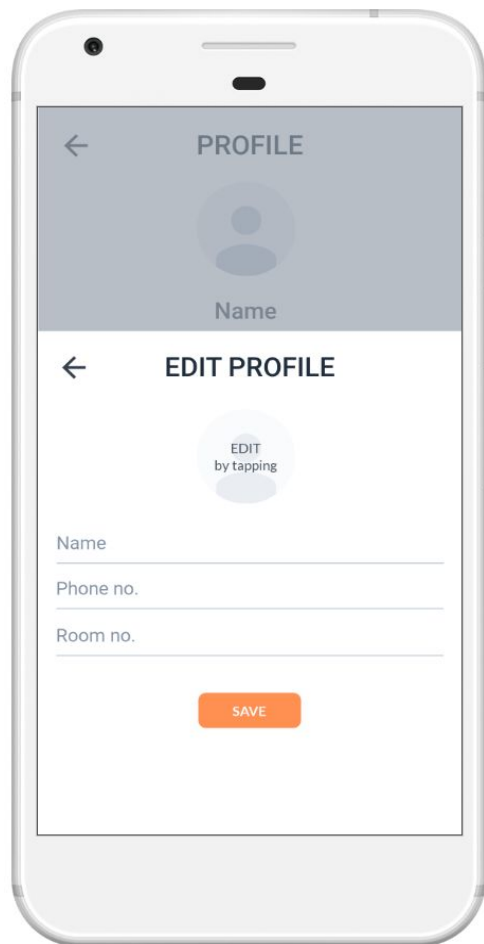
Orders Page



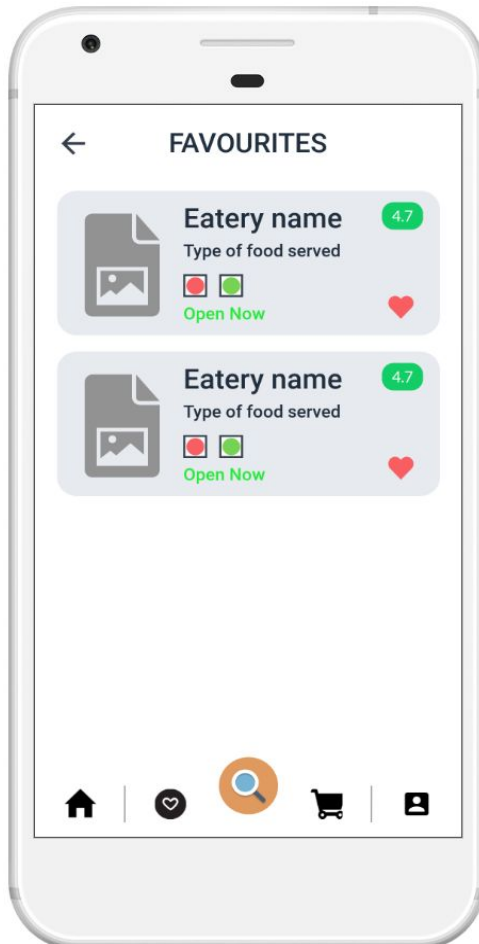
Profile Page



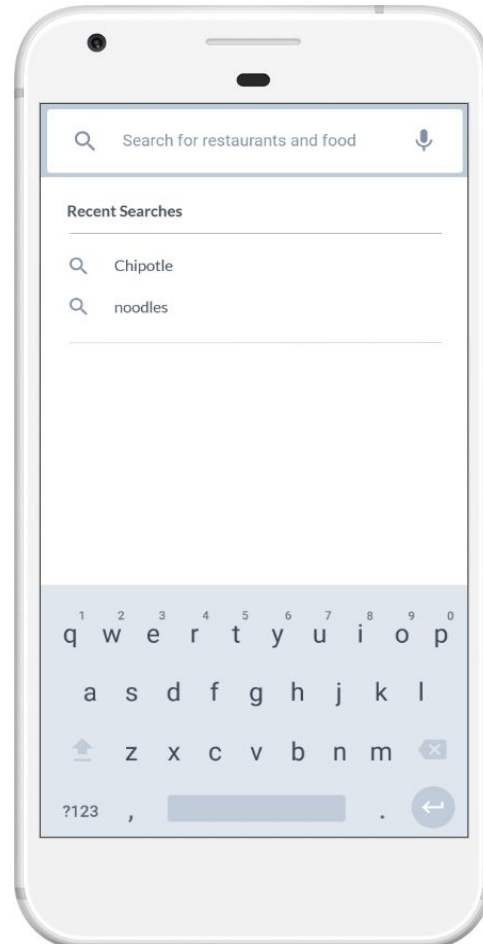
Edit Profile



Favourites



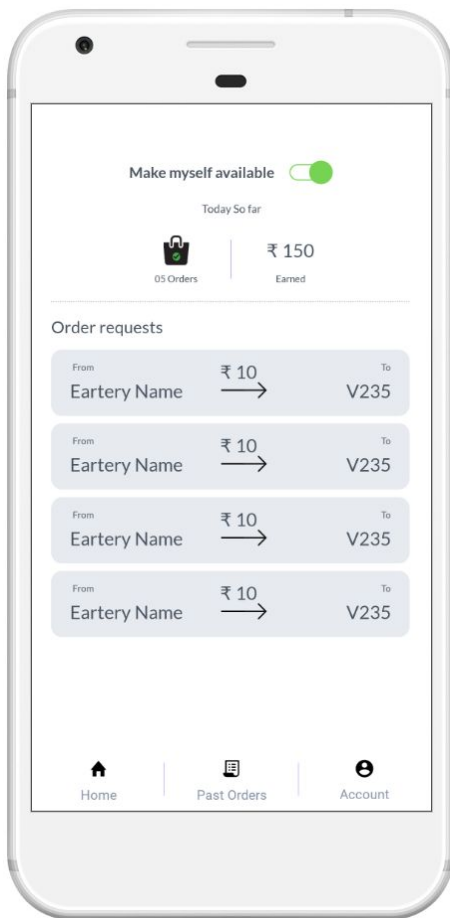
Search



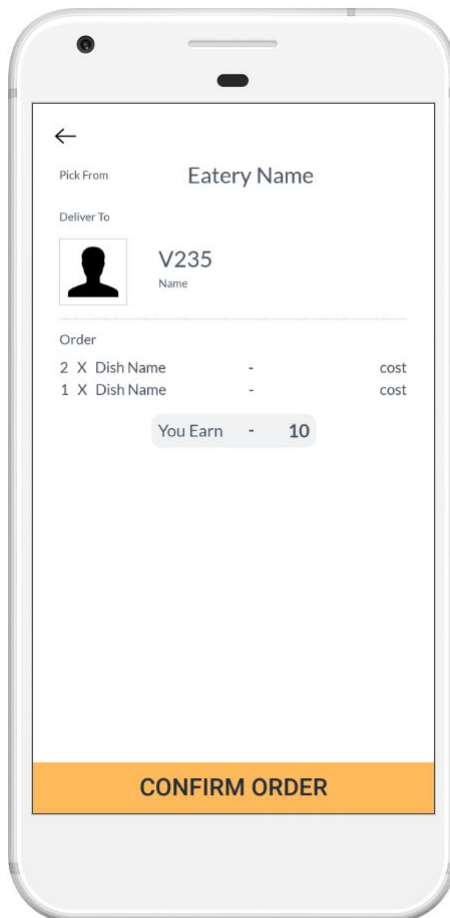
Prototype Screens

- Food Delivery

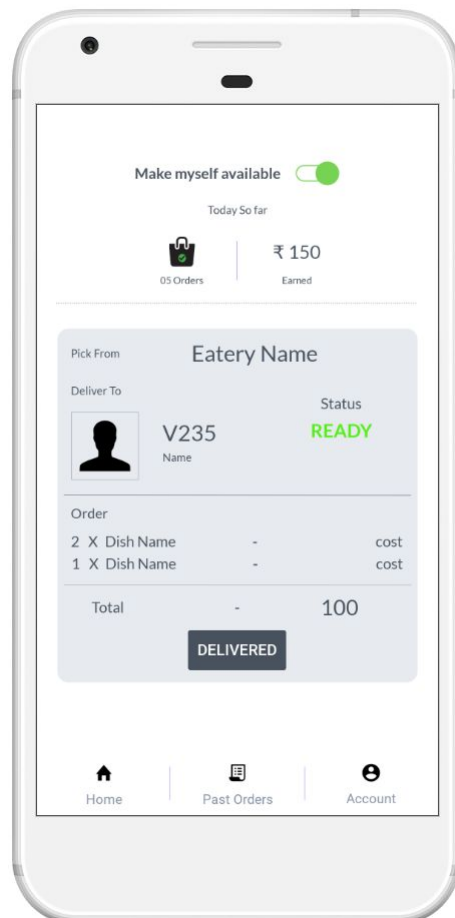
Home



Order request details



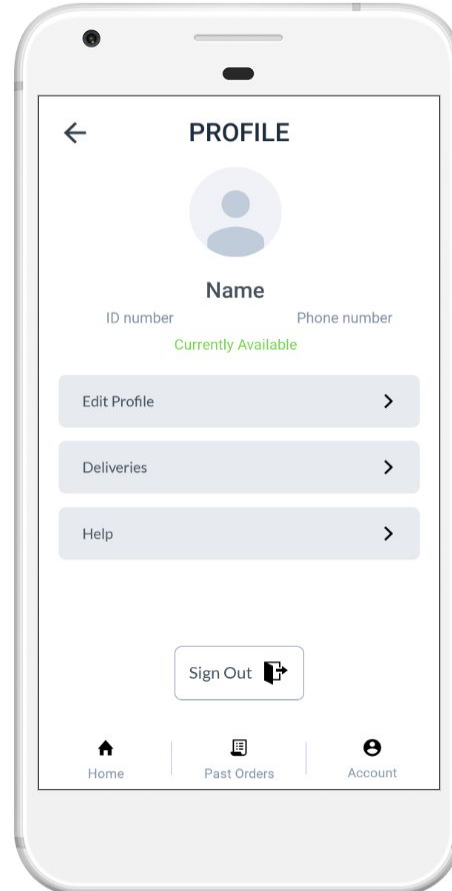
Status and details



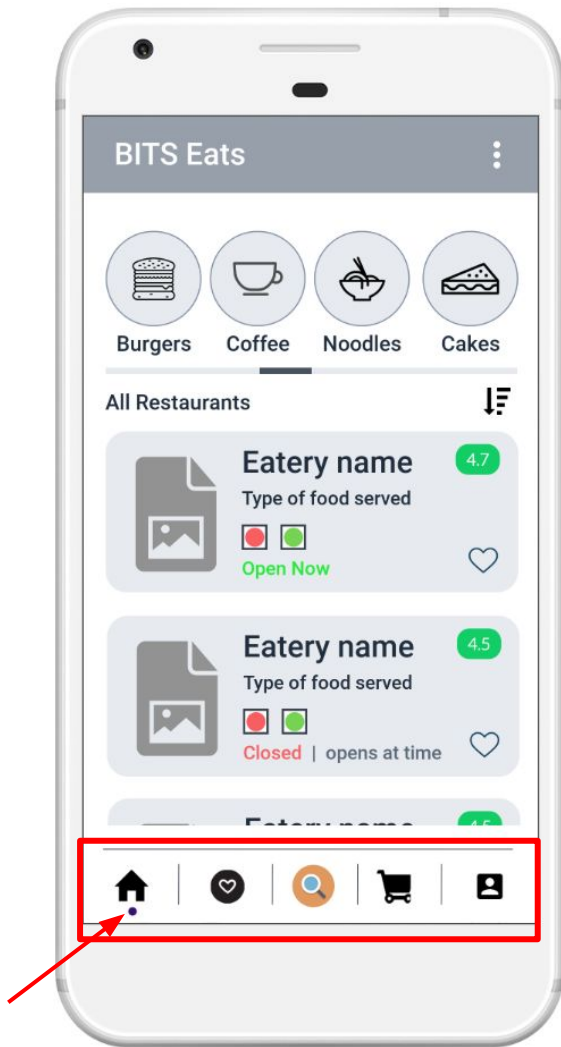
Deliveries



Profile page



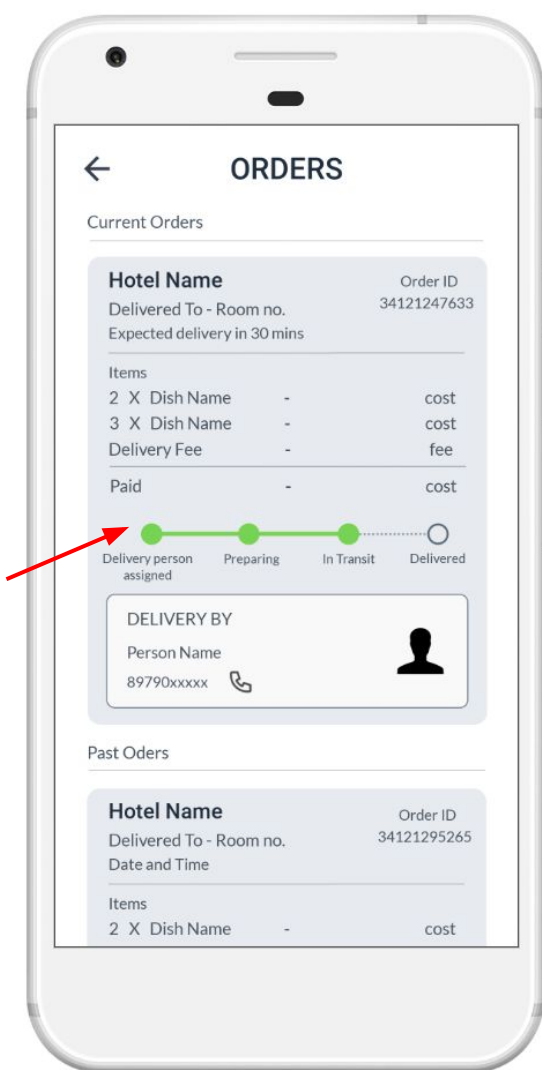
Design rationale and Design decisions



Burger Menu Vs. Bottom Navigation Bar

- Easy to switch between screens
- Easy to know what the current page is
- To be able to know the features easily

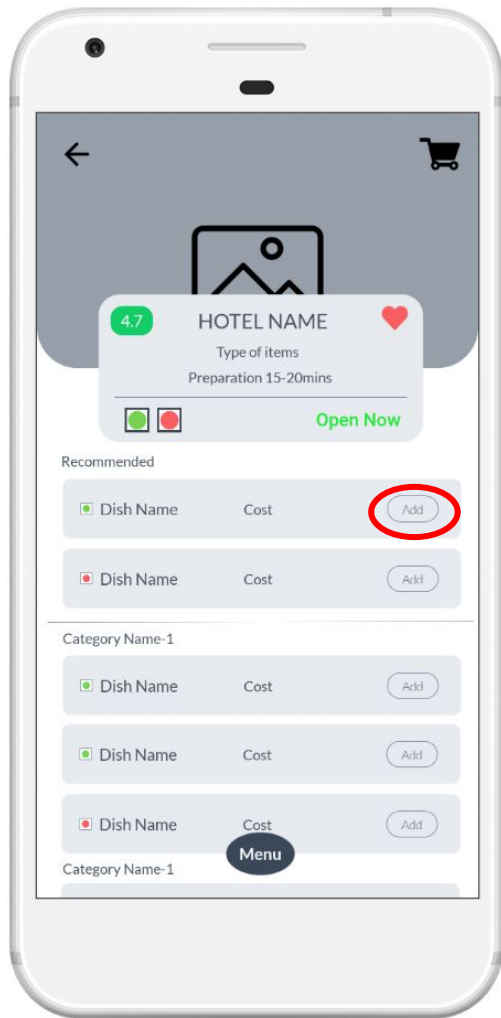
The DOT below the icon helps us understand what the current screen is



Status description Vs. Progress Bar

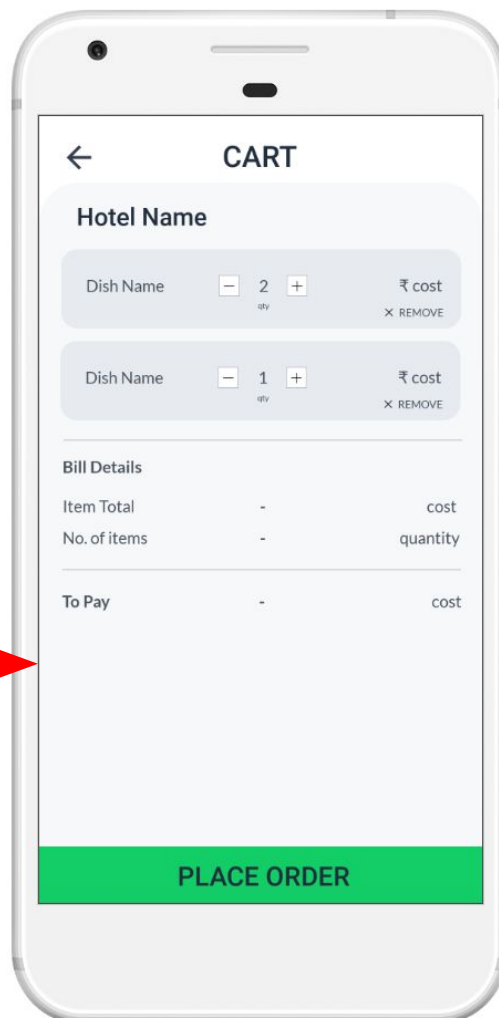
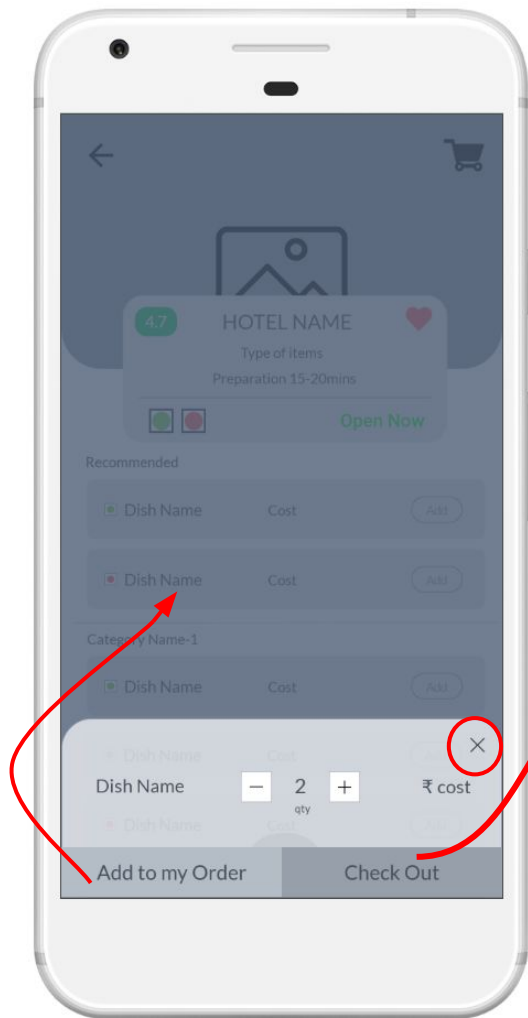
Status: Your food is being prepared

- In addition to knowing the current status, the user can easily understand the tasks to be completed for him/her to receive the order.



Changing '+' to 'Add'

- In order to maintain **consistency**, since the '+' symbol would also indicate increasing quantity, it is better is to use 'Add' to provide the functionality to add an item to the cart



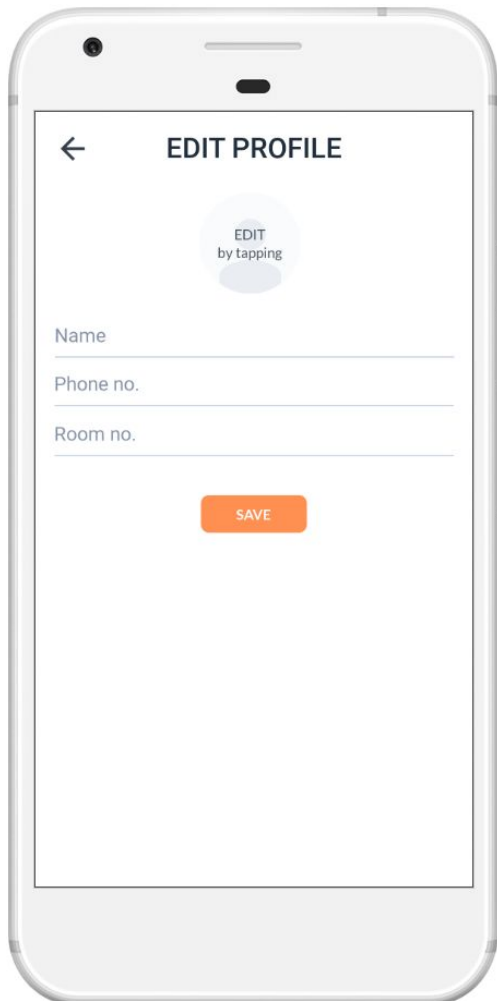
Advantage of having two different options

- *Check-Out and Add to my order*

On clicking Add to my Order, the user can continue adding dishes to this order.

On clicking Check-Out the Cart will be displayed leading him to the payment section.

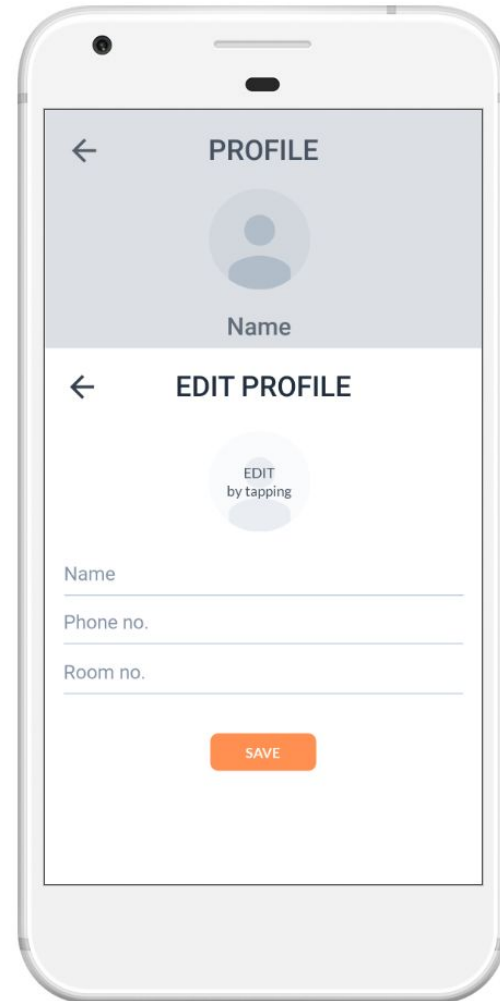
Hence by giving the option to choose from these two, we can **reduce the no.of steps.**

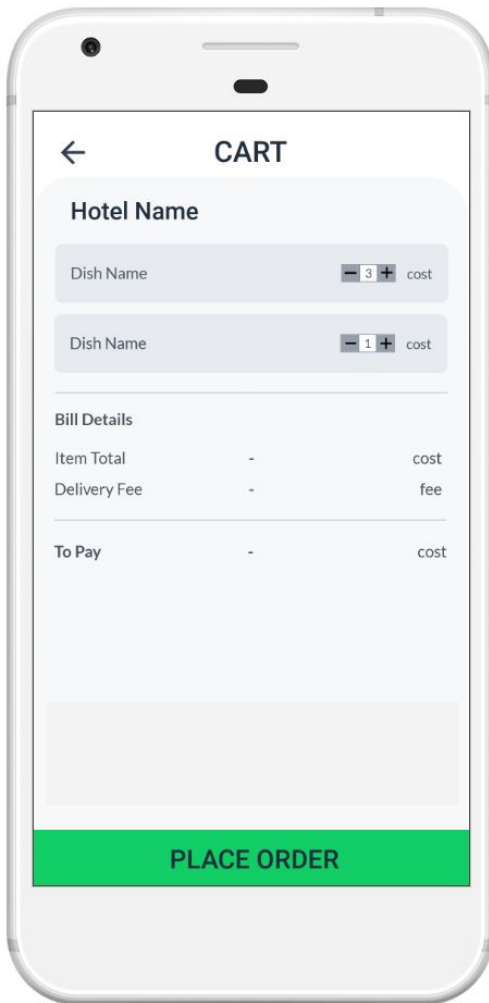


Single hand mode

Becomes easy to handle if the screen slides up from the bottom

Inspired from Samsung one UI





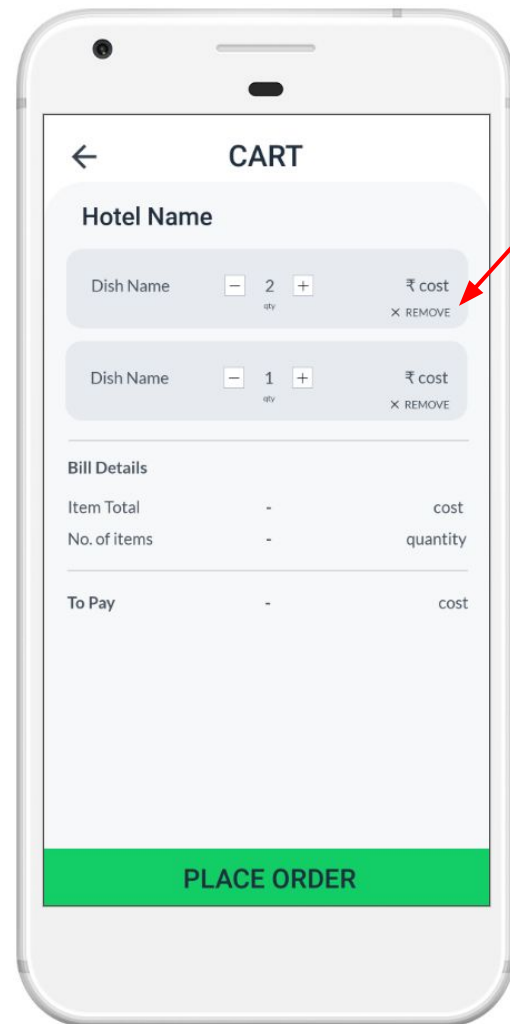
To Remove dish from cart

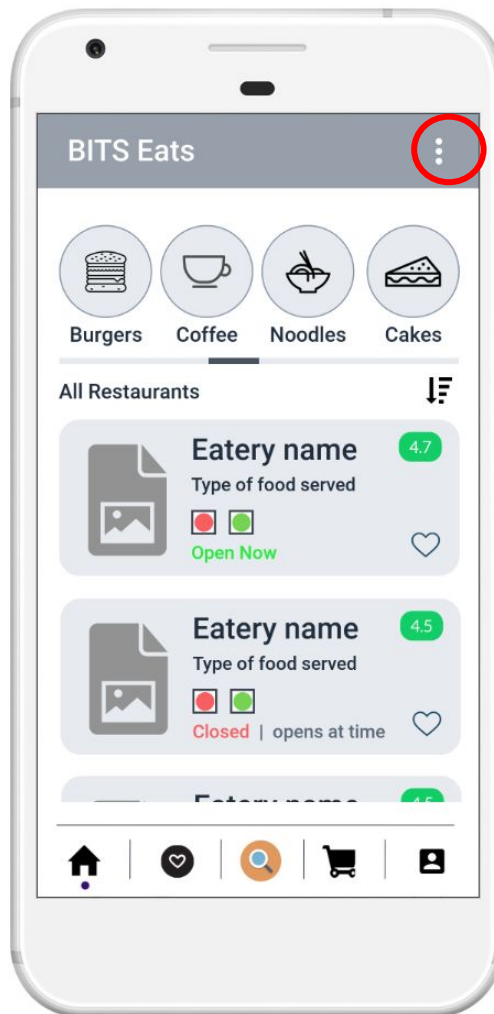
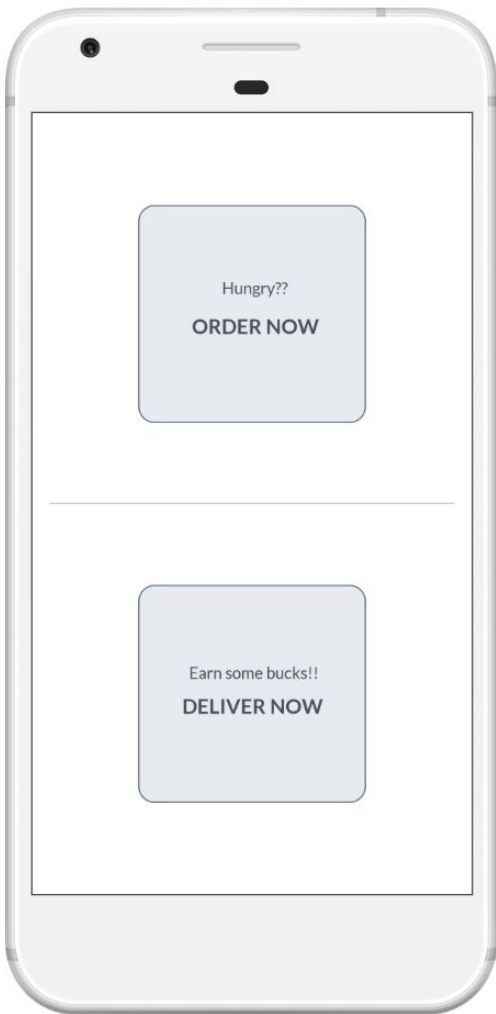
Before:

- Removal of a dish can be done but only by adjusting the quantity

After:

- Explicit option to remove a dish is provided.
- Quantity adjustments options are more spread compared to the previous one.

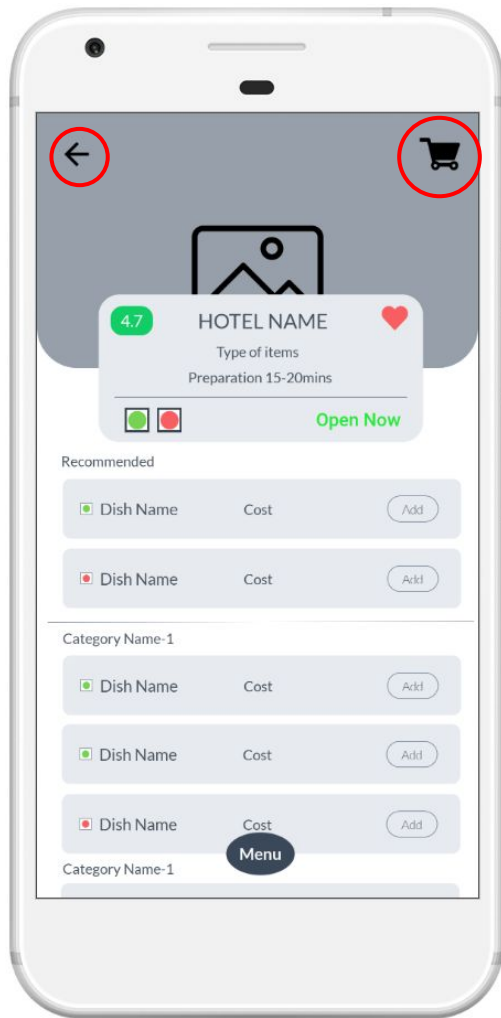




Switch between modes

Handling Slips

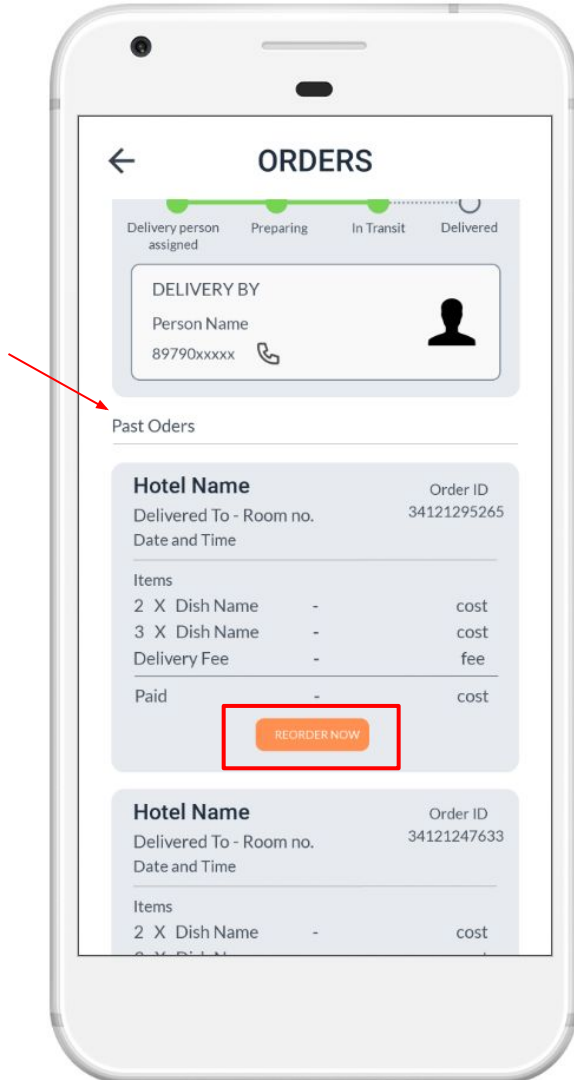
- Option to switch between Ordering and delivering mode is offered.
- User need not launch the application again to switch between modes



Revert and Navigating to cart

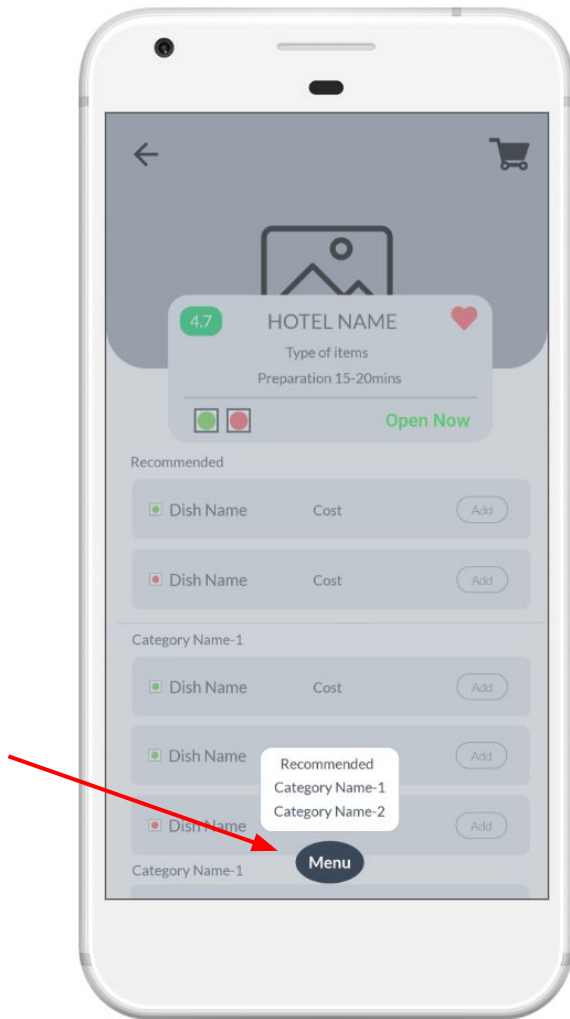
- The back button at the left corner takes us to the previous page but since in most cases one would require to check cart, adding the option to go to cart at the right corner would reduce the no.of steps.

Observe the absence of bottom navigation bar.



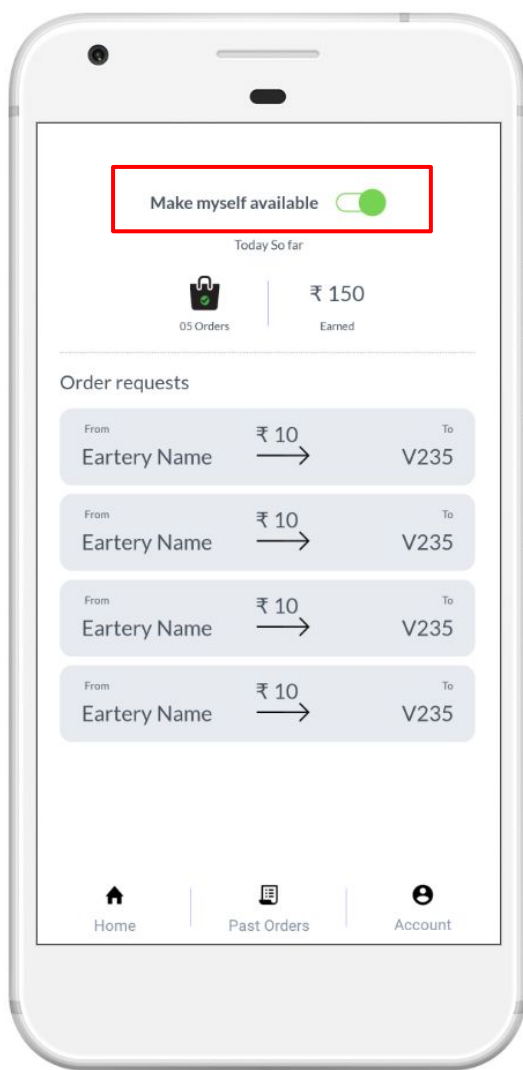
Make it easy to order user's frequently ordered items

- By providing an option to re-order user's recent past orders, it becomes easy and comfortable for frequent users.



Floating button to float!

- By providing a floating button to jump to the required part of the page, it becomes easy to explore the menu



Toggle

- Delivery person can use this toggle to mark himself available to the eateries for delivering.

HCI principles

- **Mental Modelling**
 - Eg. Cart Symbol, Burger, noodles icons
- **Accessibility**
 - Intuitive understanding of the current order status is a reflection of principle of accessibility.
- **Efficiency**
 - Have made sure to reduce the no.of steps and implementing minimalistic design
- **Consistency and standards**
 - The meaning of each symbol is same throughout the application ('+' for increasing quantity and 'Add' option to add to cart)
- **Recognition vs. recall**
 - With the use of icons and easy interface, users do not need to memorise any part.
- **Memorability**
 - The steps to complete a task are completely logical and doesn't require memorization.
- **Error prevention**
 - Provision of removing dishes from cart, back buttons etc.

Timeline

- Proposed
- Future

Timeline proposed

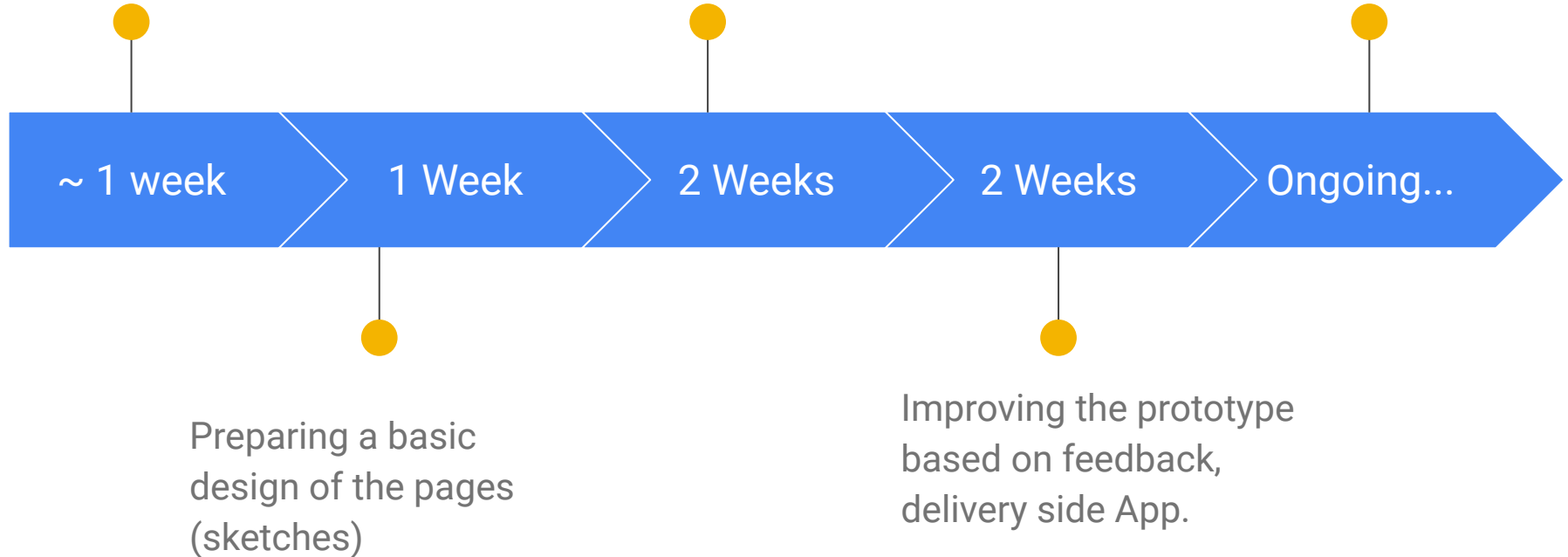
Process	Duration
Research and Data collection	1-2 weeks
Design prototyping	2 weeks
Reconnaissance	1 week
Development	2 weeks
Testing and Improvisation	1 week

Progress so far:

Data collection on
relevance and design
choices

Implementing the
design in the prototype,
User side App.

Error checking



Collecting responses for the User study throughout this period

Next Steps:

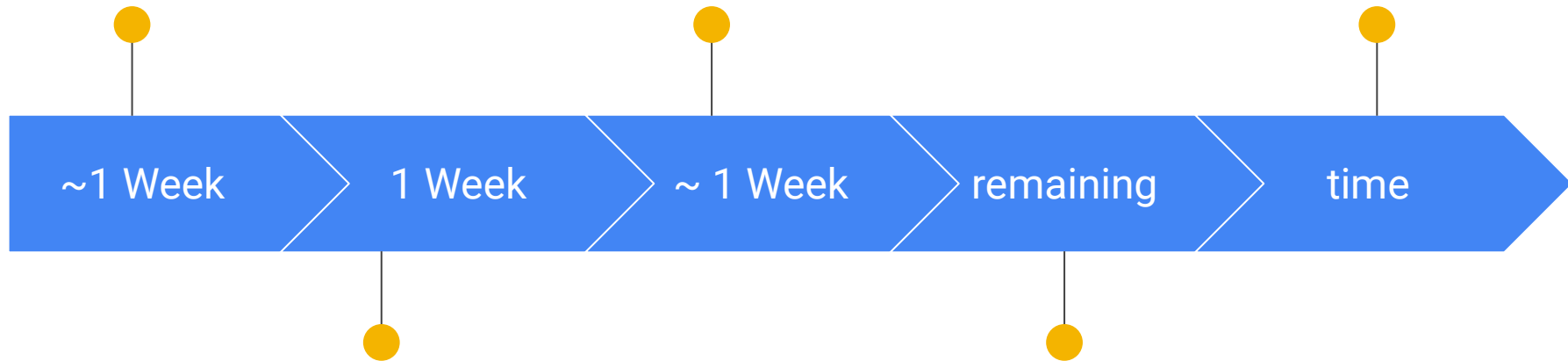
- Adding the restaurant side of the application
- User and usage Studies for all the three facets of the app combined.
- Prioritize improvements based on the usability test.
- Error checking

Future Plan:

Adding the restaurant
profile page

User and usage Studies
for all the three facets of
the app combined.

Final round of error
checking



Outlet side application:
Menu Updation, Price
Updating

Prioritize improvements
based on the usability test.

Thank You