App Design

# A - Background Research

## Task 1: Project choice and executive summary of the chosen project

### Concept

Our app aims to help people to figure out what food is best at the shop they are eating at, or where to find a specific item of food. This specific search is missing within the current app context, with many services providing overall restaurant reviews, but never ranking the individual meals. We aim to fill this niche, giving users more information so that they can more easily decide where and what to eat.

### Required features and functionalities

### Target user group

*Probably needs more detail*

Live in urban are with many food options

Have disposable income

Tech literate & own mobile phone

Age range *(check reference) – refer to demographics using related apps or research study as source*

### User demand and benefits of your app

### Other existing apps

### Explain how your mobile app will fulfil user needs

## Task 2 – Background research and review of related mobile applications

### Problem Space Presentation and Discussion

* Stakeholders and their challenges and needs
* Reasoning and how the problem space informed your approach

### Mobile Application Review

*For each reviewed app include: the name of the app, its URL (in Appstore) and screenshots of each key UI (user interface) component with a description of how it is used*

*Discuss the positive and negative aspects of each app from the perspectives of: approach, features and functionality, general UI design, page navigation*

*Focus your discussion on what you can learn from the reviewed apps and how it can improve and inform your own app design*

**Oink[[1]](#footnote-1)**

Oink was an app from the developer Milk which had similar core concept to FoodRadar. Unfortunately, it was shut down after just five months[[2]](#footnote-2). The developer abandoned the project to work on other ideas, leaving behind a number of users. This project is an excellent case study, as we will be able to learn from both their successes and failures in terms of UI and other aspects.

Positive:

* It provides a more detailed rating system than other apps.
* Newsfeed on friend’s ratings.

Negative:

* The applications scope was too large, allowing users to rate anything.
* Depends entirely on user input for data.

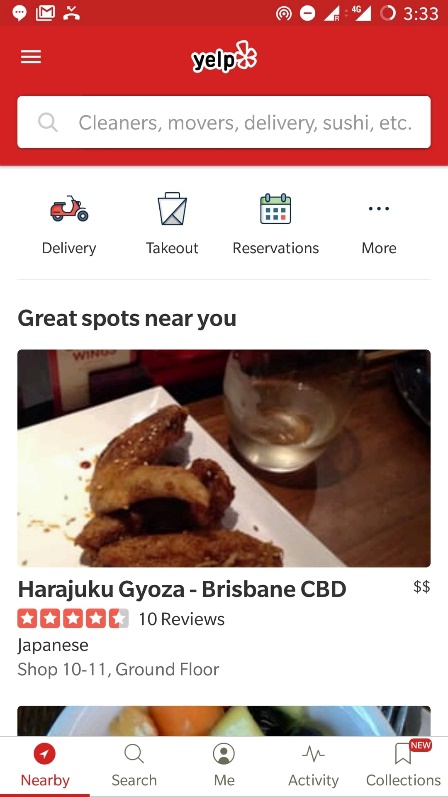
Conclusion:

* Oink had a clear problem with the scope of their application being too large. As all their data comes from user input the result is likely to be too chaotic and inaccurate.

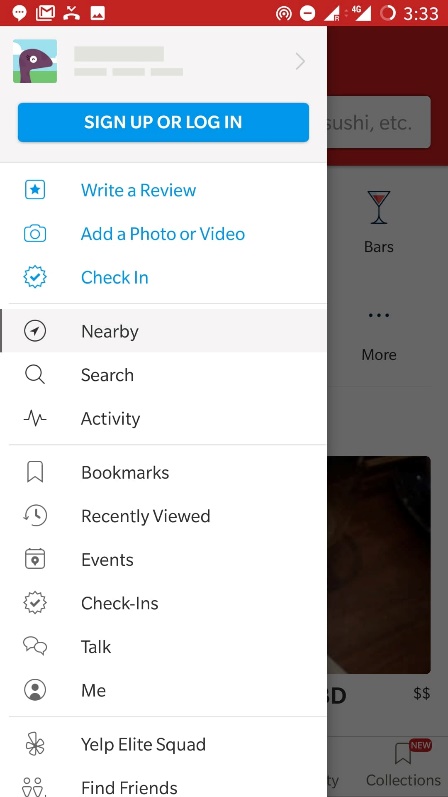
**Yelp**

Android: <https://play.google.com/store/apps/details?id=com.yelp.android&hl=en_AU>  
Apple: <https://itunes.apple.com/au/app/yelp-discover-local-favorites/id284910350?mt=8>

Yelp is one of the most famous websites for rating restaurants and other locations. Yelp presents the general rating, price and some more information so the customer can decide is the location fits their needs.

UserInteface:

**Home page**: The main page has a stack layout with some recommended restaurants/businesses near you. The



Positive:

**TripAdvisor**

Yelp and TripAdvisor are some of the most famous websites for rating restaurants and other locations. Yelp presents the general rating, price and some more information so the customer can decide is the location fits their needs. But both Apps/Websites are missing our key feature, they do not show the menu of a restaurant and so you also can not rate or see ratings to special dishes.

**OpenTable**

OpenTable is an Application, which allows the user to reserve a table at restaurants. Additionally, it shows the menu to all the listed places and also ratings for the restaurant overall. It is not possible with this app to rate the individual dishes on the menu.

# B – Mobile App Design

## Task 1: User Interface Design

UI prototype (wireframes)

*Present your prototype of pages and explain the user interface. Elaborate on the UI layout of pages (e.g., user inputs), the applied navigation strategy, applied navigation patterns, applied forms patterns, applied design principles*

### Storyboards

**Scenario 1 – “What to order at this store?”:**

Without FoodRadar:



With FoodRadar:



**Scenario 2 – “Where to find a good burger?”:**

Without FoodRadar:



With FoodRadar:



### Explain the applied UI patterns and UI styling considerations

*Maybe this section should be moved directly under the wireframes section? Not sure*

## Task 2: Software architecture and implementation

### Describe the overall system architecture

*Provide a diagram and description of the various components in the broader system, their role and how they integrate with your application.*

### Describe the overall software architecture

*Describe your data model (e.g., using UML), explain which architectural patterns you are planning to apply and justify why.*

### Flexibility and Maintainability

*Explain how your architecture supports adaptations for changes of requirements (e.g. UI changes), technologies (e.g., migrate to other platforms), application logic (e.g., page navigation) and additional features. Identify and discuss whether the chosen patterns may have drawbacks.*

### Integration

*Explain how your architecture supports the future integration with Cloud solutions, Web Services or back-end systems.*

The application is using the Customers location to display nearby restaurants and filter the result by the user needs. The user gets the ability to filter with the appropriate GUI by distance, price, and items served.

The app is displaying data from our cloud-based database. When the user rate a meal, they are adding data to this database.

To fill the database, we will use the Zomato API[[3]](#footnote-3). This offers 1000 requests per day for free and can deliver lot of data about restaurants all over the world. It also provides the menu for a lot of restaurants. This data will be combined with the data which the community will provide, to add ratings to the list of dishes available at the location.

### Testing

*Explain how your software architecture supports testing.*

# Reference List

1. https://www.youtube.com/watch?v=5xADESocujo [↑](#footnote-ref-1)
2. https://www.theverge.com/2012/3/14/2872172/oink-app-kevin-rose-shut-down [↑](#footnote-ref-2)
3. https://developers.zomato.com/documentation [↑](#footnote-ref-3)