

Uber Search

Anything at the push of a button



Solution

The key to solving this problem lies in providing a minimal user interface which does the job as prescribed, consistent with Uber's current design. The user should be able to get anything at the push of a button.

Key Features

Interaction

The proposed solution is in the form of a simple search button, that allows the user to search for virtually any item in her vicinity, and allows her to order it at the push of a button.

Lists

I believe that certain items are bought at regular intervals of time, like groceries. In order to serve this need, the user can create new lists, which can later be re-used to order again.

Subscriptions

Lists would have a subscribe option, with a time interval associated with them. This way, the user doesn't have to order again and again for regular household items.

Note: Payment leverages Uber Wallet, which hence does not require additional payment integration

Flow

1. Home Screen

There is a simple search button added to the Home Screen ^[1] animates on to displaying Product Search Screen ^[2] with a Pop Expand Animation

2. Product Search Screen

The user searches for products here. The search works in the usual auto complete way, with the search results showing 'Recent Searches' by default [no search term], and showing relevant search results matching the keyword when the user starts entering it.

The user can select one of his previously created lists, through 'Current Lists'. This then flip animates to the User Lists Search Screen ^[3]

The user can also select 'New List' by tapping on the '+' button, which would then result in modal slide up transition to the New List Screen ^[4]

If the user taps on an item in the search results, he is redirected to the Product Screen ^[5] wherein he simply checkouts, and the order is placed.

3. User Lists Search Screen

This screen makes use of the Search Autocomplete functionality for searching through the user's lists in the usual way.

Each of the lists has an upcoming delivery date, if it is subscription based. This date is displayed to the user for him to easily see what's upcoming. If it is not subscribed to, the tag simply shows 'None'.

These lists can be filtered based on latest upcoming delivery date or price or a combination of both. That is what the blue icons indicate. They are ON-OFF filters.

Clicking on one of these lists would display the List Screen ^[6] with a push left animation. The bottom button would be 'Buy' instead of 'Save'. On clicking 'Buy', a confirmation dialog with price would be displayed, following which the order is placed.

4. New List Screen

This screen enables the user to create a new list. The name field is custom. The type field will contain usual types + a 'Miscellaneous' or 'Other' type for custom lists.

The user can choose to keep the list as scheduled or unscheduled. If he creates a list that he wants delivered regularly, like Groceries, the scheduling would be turned ON by him and a delivery time and date would be specified. The user also specifies at what intervals [say 1 week] he wants the list delivered and the date of the first delivery. All of this is only available when scheduling is ON. Else, it's a simple list without any subscription.

Clicking on the 'Create and Add Items' would redirect to the List Screen ^[6] following which the user can add items to the list

5. Product Screen

The product screen is a simple screen for modifying the quantity of the selected product and the place from which it is bought. The blue icons are again 'filters'. There is a price filter, a nearby filter [which dictates shortest time taken to deliver], and a mixture of both if both are turned ON.

If the user is coming to this screen from the New List Screen ^[4] or the List Screen ^[6], the button at the bottom indicates 'Add to List' or 'Save' instead of

'Checkout'. If he comes from the Product Search Screen ^[2], the button is of Checkout for quick checkout.

6. List Screen

This screen is the core list screen, that is used to create lists. The search simply functions in the autocomplete way, showing relevant products. A simple '+' icon allows for a quick add to the list. For more refined modifications to the product, the user can tap on the edit button to make modifications, which will redirect to the Product Screen ^[5]

Quantities can also be modified quickly by pushing the upward arrow. Functionality for decreasing the quantity is something that needs to be thought about. If decided that this should be in the UX, it would simply modify the UX in the following way.

There would be a slide right for each cell in the products table view, which would allow for + or - for quantities. The user will be informed about this when the screen loads by a small fadeIn popup.

Alternatively, including a button can also be considered. This would simply modify the current UI to have a downward arrow as well.

If the user arrives at this list from the User List Search Screen ^[3], there would be no textfield to add products. The screen would simply show the existing list with a 'Buy' button instead of the 'Save' button. If the user arrives from the New List Screen ^[4], it would be as shown. Once the user clicks on the Save button, the user would also be asked if he wants to buy the list now. If he selects yes, the checkout would be performed.

Thanks,

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