THEME:	A3:		TEAM:	AUTHOR:	DATE:
Restaurants				Jan Paul Culpeper	27/JAN/2020

PROBLEM STATEMENT What problem do we need to solve for customers and users (either internal or external)?

Process of ordering and paying in a restaurant. At the time of payment you could divide your account into as many people as you want and send them their parts to pay to their respective devices to pay from.

CONSTRAINTS What existing user workflows and technical constraints should we consider to design a solution?

There are multiple places that use mechanisms as desired. From McDonalds to bars at airports

TARGET USERS Which personas (and editions) are feeling pain now? What job are they hiring us to do?

Anyone under 50 years old. Facilitate and speed up ordering and paying in a restaurant.

NEW USER EXPERIENCE How will the interface (web, mobile, API) and user workflow change?

It should be an application that can be accessed from different devices. Customers will order and pay without relying on a waiter at their table.

COST OF DELAY What is the opportunity cost if we don't solve this problem? How can we measure success?

Customers will continue to complain about the waiters when they are not 100% focused on their tables. Success can be measured through feedback as well as calculating the average time it takes for a table to complete its visit.

VALIDATION & MEASUREMENT PLAN How do we make sure that we solved the problem?

If we find that people are more satisfied with the restaurant experience you win.

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