

Overall course assignment

- Create an app that *supports food delivery by bike riders*
 - The app should be used by three kind of users
 - End users who order food and will receive it at home
 - Restaurant owners that advertise their offering and prepare the food to be delivered
 - Bikers that offer their time to deliver food and get paid for that
 - Whenever an ordered meal is ready to be delivered, the app helps locating the nearest available rider that will deliver it
 - When the food is delivered, the end user acknowledge it via her app, thus informing all interested parties of the successful result of the process
- Groups are encouraged to propose extensions to these basic requirements

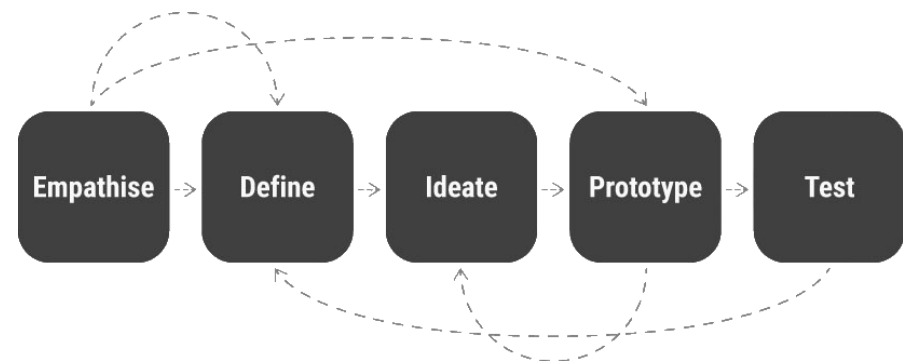
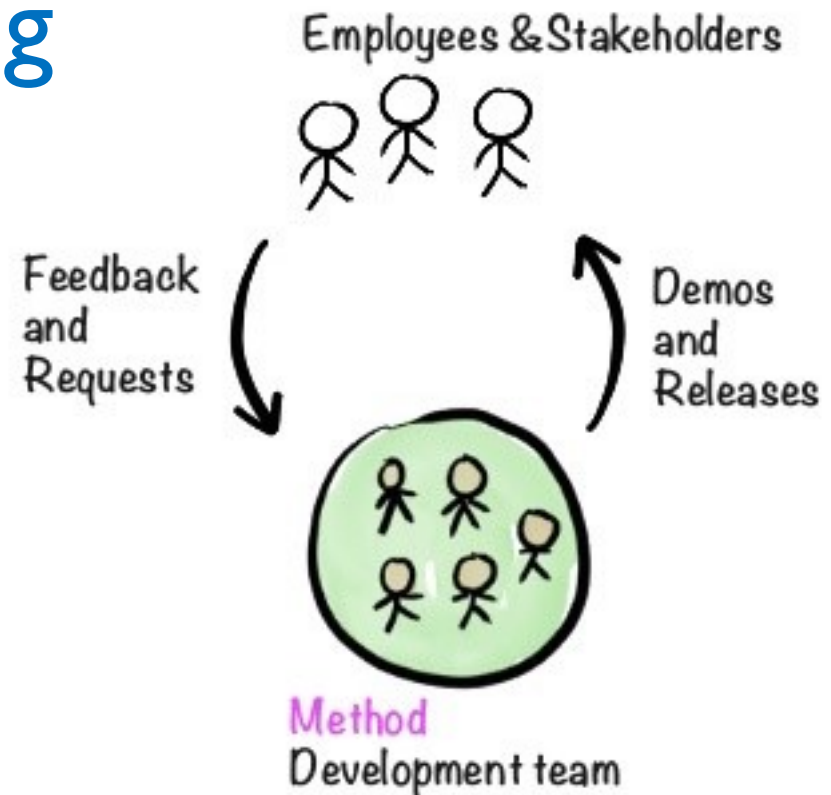
First assignment

- Have a look to existing food ordering applications and try to answer to the following questions
 - What are the main feature they offer?
 - How are offers managed?
 - How is food advertised?
 - Is there any support for the delivery?
 - What features are they lacking (if any) with respect to the proposed scenario?



Design thinking

- The overall development process will follow the design thinking approach
 - First of all, **think and empathize** with
 - users
 - the possible use cases
 - the consequent design of the app (information architecture, interaction and visual design)
 - Only then, **start coding** and **check your results** with users
- Keep agile
 - Set goals
 - Provide tests
 - Share your results and materials on GitHub
 - Collaborate using Slack
 - Weekly review your work



Mobile design

- Designing an app is a complex process and requires to:
 - take into account the context of use (mobility, attention level, stress situation)
 - consider the typical user interactions (touch gestures, thumb rule, pattern)
 - make the tasks easy and mobile oriented (display size, web speed, battery)

