# UI Specification for delivery/catering application

Informatics

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# Objectives and methodology of work

- **Main goal:** Create a User interface specification and functional prototype for a delivery and catering mobile application.

- **Partial goals**:

- Conduct usability testing

- Application should contain features:
    - Online menu in the catering place
    - Delivery
    - Table reservation

- **Methodology**:
    - Analyze existing solutions through study of literature sources and analysis of similar software
    - Test prototype on real users via Usability testing methods
    - Focus on UI specification for application, functional prototype creation, and usability testing

# Theoretical Part

Human-computer interaction

User interface

User experience

UI specification

Analysis of similar software

# Practical Part: Use of Methods

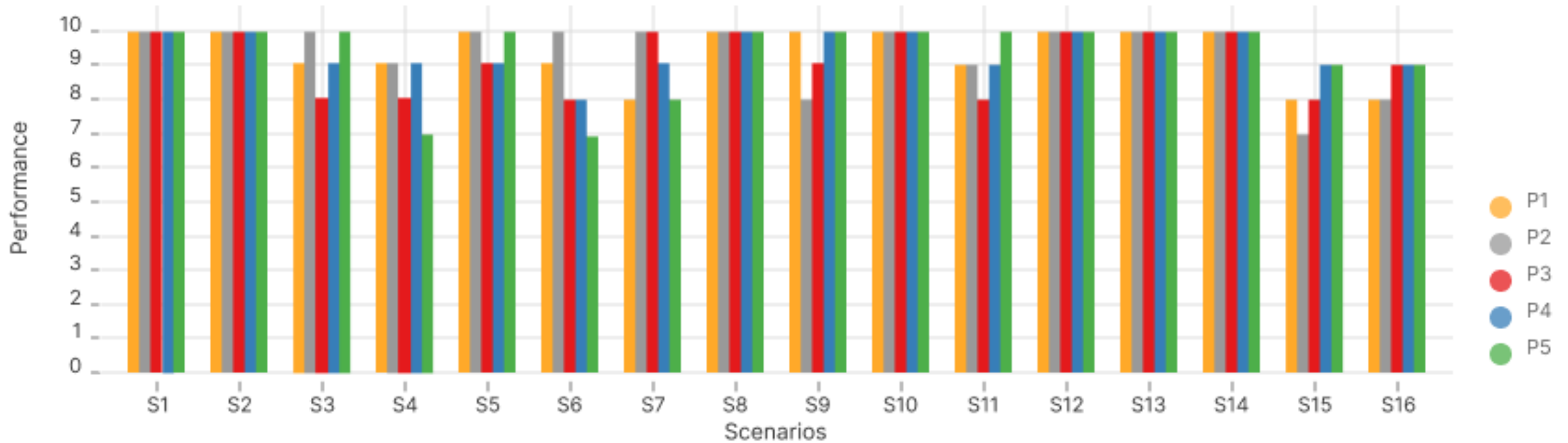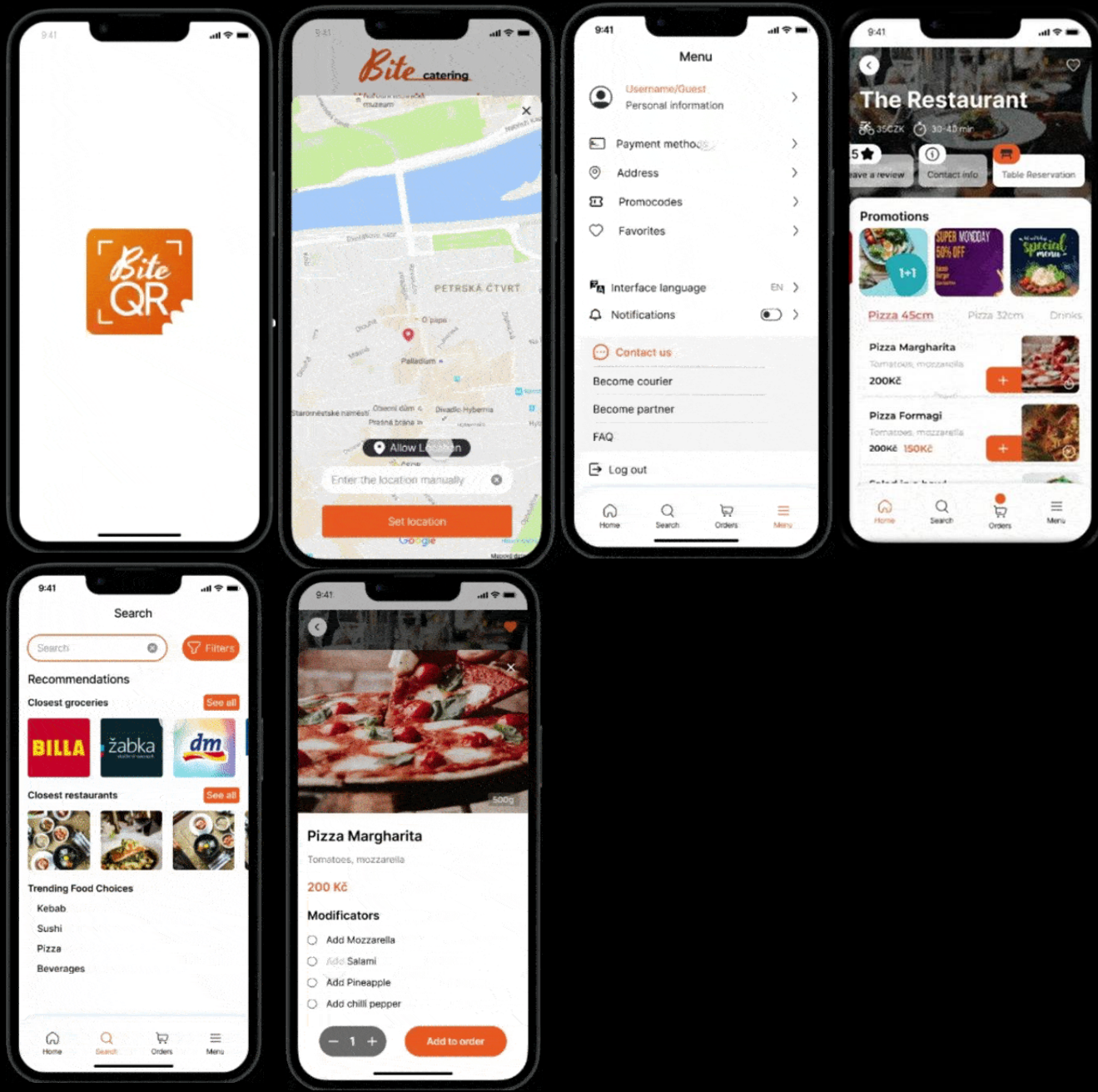| | | |
|---|---|---|
| Design system | User Interface principles | User Personas, target audience. |
| Lo-fi and Hi-fi wireframes | Use cases and scenarios | Usability testing |

# Practical Part:
# Data Collection

- Usability testing
- Testing process

Results

- Usability testing results
- Modifications on found issues
- Functional prototype
- Conclusion