

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.

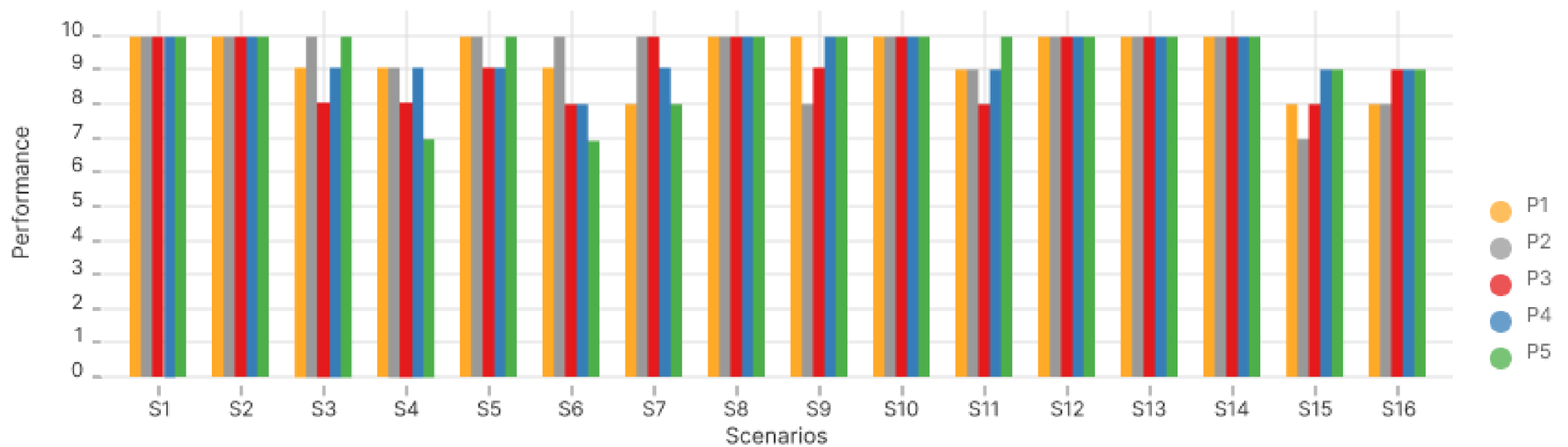
Lo-fi and Hi-fi wireframes

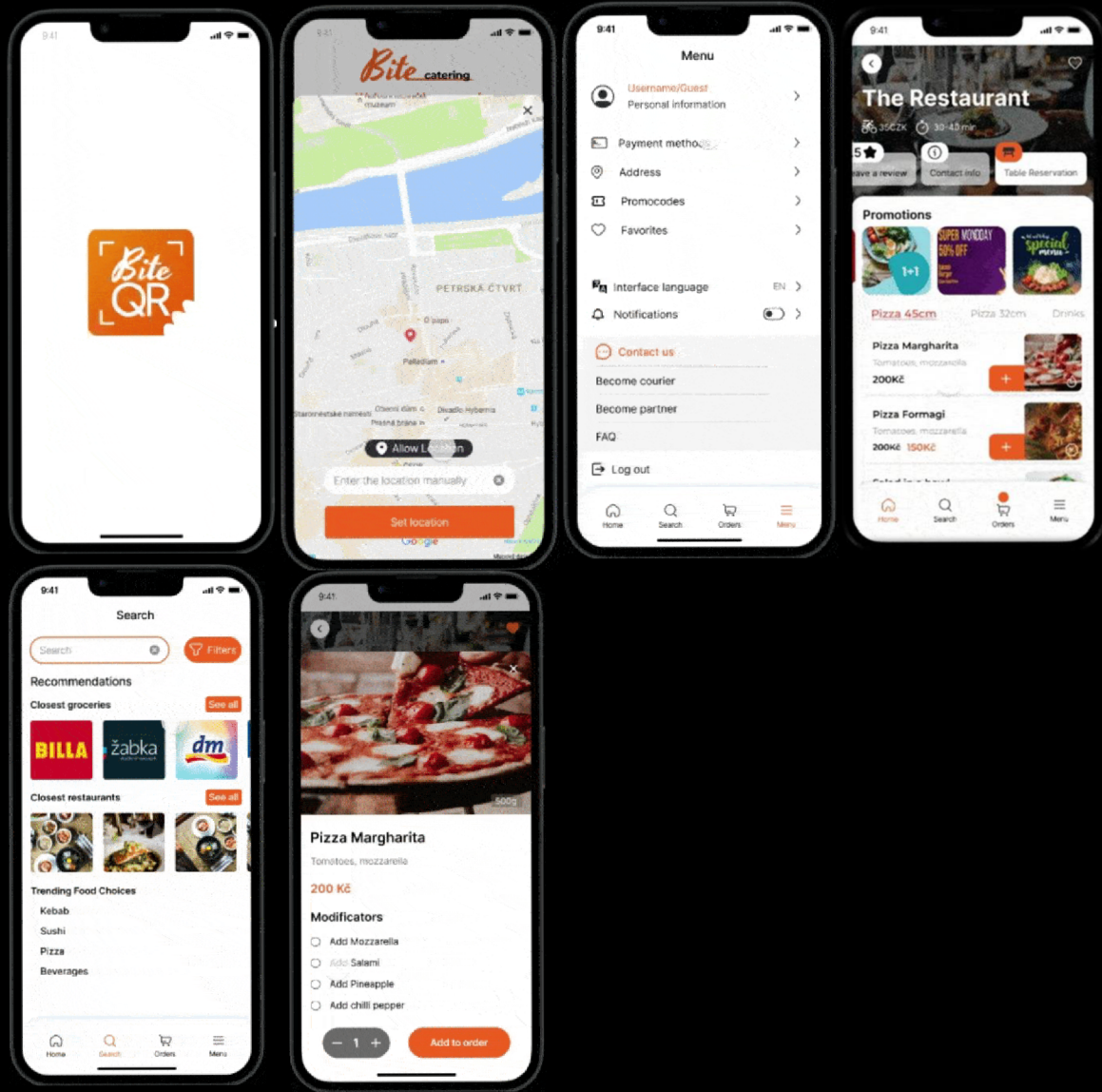
Use cases and scenarios

Usability testing

Practical Part: Data Collection

- Usability testing
- Testing process





Results

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