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Project Proposal & Screen Design

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FOODLYFT

LYFTING FOOD TOWARDS YOUR MOUTH

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Part 1: Project Proposal

1.1 Introduction

Figure 1.1 Logo of FoodLyft Mobile Application

This document is introduced to propose a restaurant-themed mobile application that goes under the name of "FoodLyft". The proposed application aims to connect the end user of the app, which is the potential customer, with the restaurants listed on FoodLyft app. The registered user of the mobile application has the ability to go through a list of restaurants from different categories, i.e Fast Food Chains, Local Food, Chinese Food, Indian Food and Middle Eastern, etc., and browse through the food items listed in the menus these restaurants have to offer. Each food item is displayed with a short description along with its price next to it.

In case the user decides to purchase an item, they can simply add this item into the cart, then go to the cart to confirm their purchase, where they will choose the payment method to checkout. The user can proceed to complete their payment using VISA or Mastercard. However, in case they choose to pay using cash, then they can pay at the counter when they go pick up their order from the restaurant once their order is confirmed.

1.2 Motivation & Goal of the Project

1.2.1 Project Motivation

Our motive is that many current food-ordering apps are offering similar categories of dishes that does not get the customers excited to try which are mostly focused on fast-food chains such as BurgerKing, PizzaHut and etc. Bringing back the excitement of trying out new food is a unique key that our app is providing to enhance the user experience. The process of enlisting your restaurant in a food ordering app can get very complex, we want restaurants to not go through such a struggle and motivate them to start gaining more exposure.

1.2.2 Goals of the Project

- Help small-sized food businesses to have more exposure without having to pay a fee or go through a complex approval process that most of now-days food apps require.
- Deliver a different experience to the customers by having a set of restaurants that offer a unique taste rather than typical fast-food chains.

1.3 Users of the System

1.3.1 User 1: Customer

FoodLyft has two end-users (primary users) and one secondary user. One of these primary users is the Customer of the application. This user has the ability to register an account of FoodLyft, which allows them to access the features and facilities FoodLyft has to offer. *These features include the following:*

1. Basic Features:
    a. The user shall be able to Register a Customer Account.
    b. The user shall be able to Login to Customer Account.
    c. The user shall be able to Update their basic profile information and location.
    d. The user shall be able to Logout from Customer Account.
2. Primary Features:
    a. The user shall be able to view their dashboard, which consists of a list of the restaurants present in the mobile application in relation to the location inserted by the user ranked and listen by categories.
    b. The user shall be able to view the menu of the restaurant.
    c. The user shall be able to add an item to the cart.
    d. The user shall be able to place an order.
    e. The user shall be able to make payment for the order.
    f. The user shall be able to receive push up notifications with their order status.
    g. The user shall be able to view their order history.

1.3.2 User 2: System Admin

The secondary user of the FoodLyft app is the System Admin. The Admin logs in with their credentials to be able to access some features of the app. *These features include the following:*

1. Basic Features:
    a. The System Admin shall be able to Login to System Admin Account.
    b. The System Admin shall be able to Logout from System Admin Account.
2. Primary Features:
    a. The System Admin shall be able to View the list of Users registered to the system.
    b. The System Admin shall be able View the list of Restaurants registered to the system.
    c. The System Admin shall be able to Add a Restaurant Account to the Application.
    d. The System Admin shall be able to Delete a Restaurant Account from the Application.

1.3.3 User 3: Restaurant

The second end-user (primary user) of the FoodLyft mobile application is the Restaurant. This user joins FoodLyft after being added by the system admin, where they can use the given credentials to access the features and facilities FoodLyft has to offer. *These features include the following:*

1. Basic Features:
    a. The Restaurant shall be able to Login to Restaurant Account.
    b. The Restaurant shall be able to Update their basic profile information. For example: The restaurant's opening hours, location, etc.
    c. The Restaurant shall be able to Logout from the Restaurant Account.
2. Primary Features:
    a. The Restaurant shall be able to view their menu.
    b. The Restaurant shall be able to view the orders list.
    c. The Restaurant shall be able to set the status of the received order (Preparing - Order Ready - Order Completed).
    d. The Restaurant shall be able to edit and add their categories (Drinks, Main Course, Salads, Appetizers,...).
    e. The Restaurant shall be able to edit and add food items to their menu (Title, Description and Price).

1.4 Scope

For a better demonstration, the scopes of this project can be divided into two parts :

1. Features available in this mobile application

    - This application can be used to order food online for self pick up or eat at the restaurant. Only food from listed restaurants in the application can be ordered.

    - Payment can be done though this application. VISA or Mastercard can be used to pay through the application. Cash payment is also allowed.

    - For admin, a new restaurant can be added or an existing one can be deleted through this application. When an admin adds a restaurant, he creates an email and password which would be used by the restaurant owner to login to the application to complete the restaurant profile.

    - For restaurant owners this application will allow them to update restaurant related information like the available food items offered by the restaurant, which category that particular restaurant fits in (middle easteren, fast food, local), location etc.

2. Limitations of this projects

- No delivery service is available for this application.

- For a restaurant user there is only one user, no additional position for any managerial position for looking after the total sales, performance, rating and other necessary data.

- There is no realtime chat between users and restaurant but in future this can be implemented.

Part 2: User Interface Design

2.1 Compulsory Screens

2.1.1 Splash Screen

2.1.1.1 Wireframe Design

2.1.1.2 Description

The screen above represents the splash screen of the proposed FoodLyft mobile application, which will appear during the launch/starting of the application after the right after the user clicks on the app to open it.

2.1.1 Splash Screen

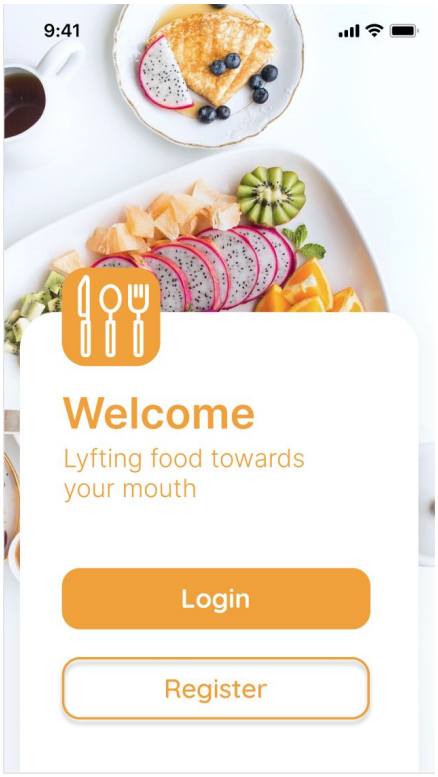
2.1.1.1 Wireframe Design

2.1.1.2 Description

The screen above represents the splash screen of the proposed FoodLyft mobile application, which will appear during the launch/starting of the application after the right after the user clicks on the app to open it.

2.1.2 Homepage Screen

2.1.2.1 Wireframe Design

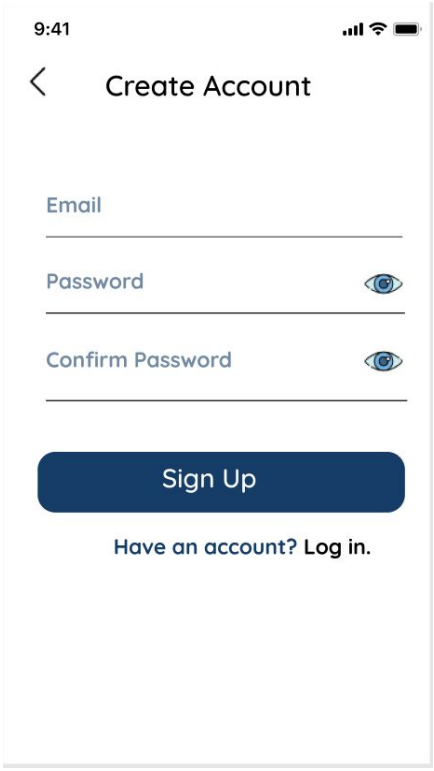


2.1.2.2 Description

The screen above represents the homepage screen of the proposed FoodLyft mobile application, which will appear after the mobile application successfully completes launching. The homepage allows the registered users to register an account to the system if they do not already have an existing account, and to log in to their account if they already have one.

2.1.3 Account Registration Screen

2.1.3.1 Wireframe Design

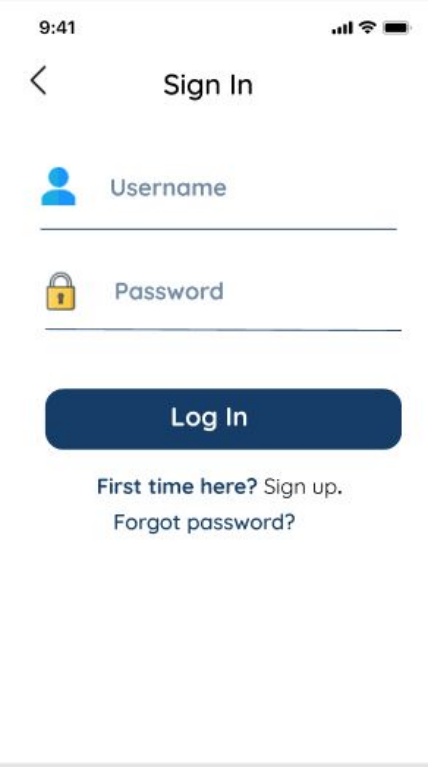


2.1.3.2 Description

The screen above represents the Account Registration page of the proposed FoodLyft mobile application. This screen shall allow the potential customers with interest to join the FoodLyft application to register an account to access the application's features. Where, the page will appear during the launch/starting of the application right after the user clicks on the app to open it.

2.1.4 Account Login Screen

2.1.4.1 Wireframe Design



2.1.4.2 Description

The screen above represents the Account Login page of the proposed FoodLyft mobile application. This screen shall allow the current customers to return back to the account using their credentials to access the application's features. Where, the page will appear during the launch/starting of the application right after the user clicks on the app to open it.

2.1.5 Extra Screen: No Internet Connection

2.1.5.1 Wireframe Design

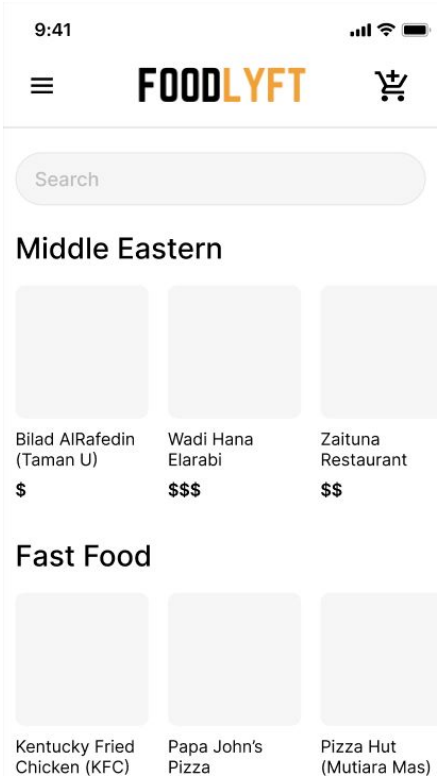
2.1.5.2 Description

The screen above is an extra screen that appears in case the user of the application loses their internet connection. Where, it will appear asking the user to check their internet connection and get back to the application once again.

2.2 Customer View

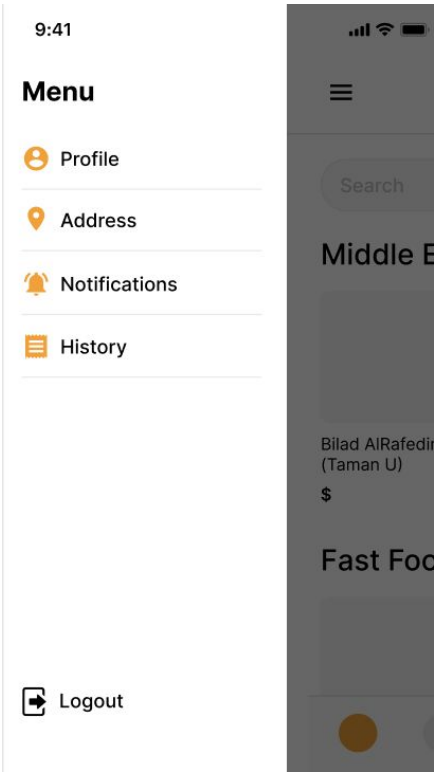
2.2.2 Dashboard Screen

2.2.2.1 Wireframe Design



2.2.2.2 Description

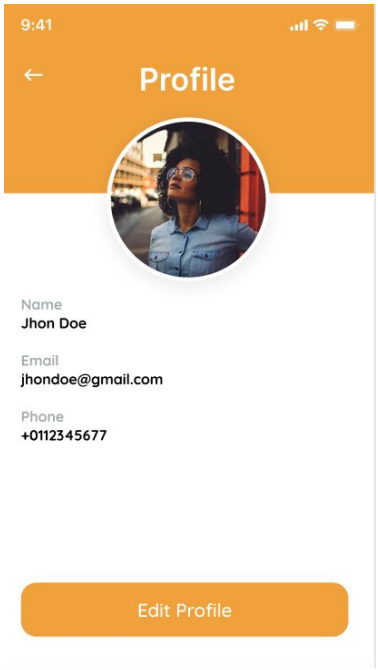
The Customer will get redirected to this screen once he/she logins into the system. Customers will be able to view a list of registered restaurants divided over several rows based on food categories such as Middle Eastern and fast food. Customers will also be able to check his/her cart by clicking on the cart-icon on the top right corner of the screen and possibly proceed to checkout.



This screen will appear to the user once he clicks on the Nav-bar hamburger icon which toggles the state of the side-nav to either visible or invisible and is located at the top left corner of restaurants list screen. The side nav-bar contains various buttons that link to different screens such as user profile screen, user addresses book and history.User does have the option to logout using the side-nav logout button.

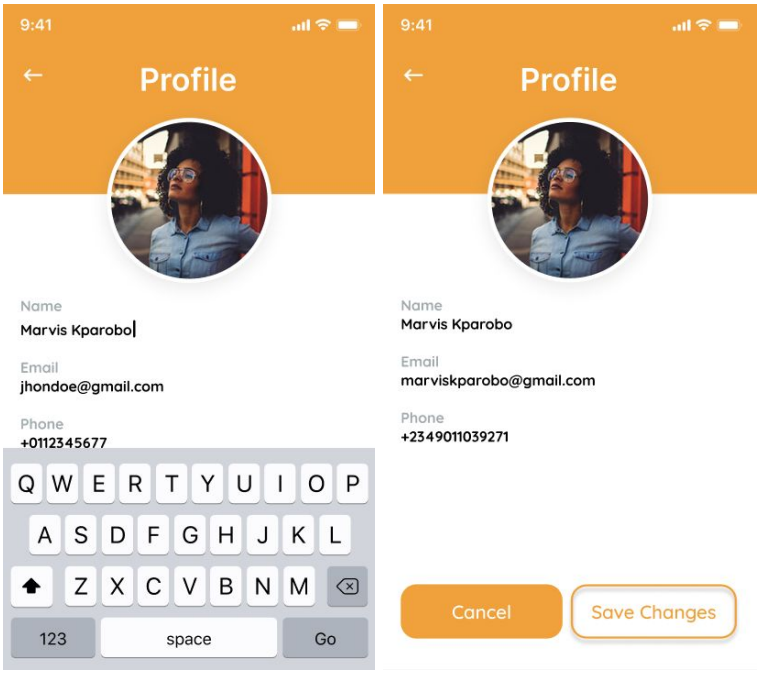
2.2.3 User Profile Screen

2.2.3.1 Wireframe Design



2.2.3.2 Description

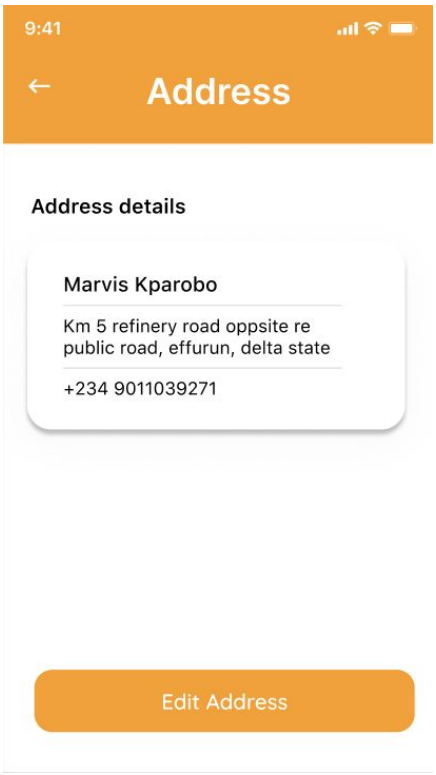
User will be redirected to this screen once he clicks on the profile link on the side-nav, user will be able to see his info including his name,Email and phone number. User could also edit his info by pressing on the Edit profile button that will redirect him/her to another screen that allows him to edit his information.



Users will be redirected to this screen once he/she clicks on the edit profile button at the previous screen. This screen gives the user the ability to modify his information and gives the option of either saving changes or canceling it. Any saved changes within this screen will reflect on the user profile screen.

2.2.4 Address Screen

2.2.4.1 Wireframe Design

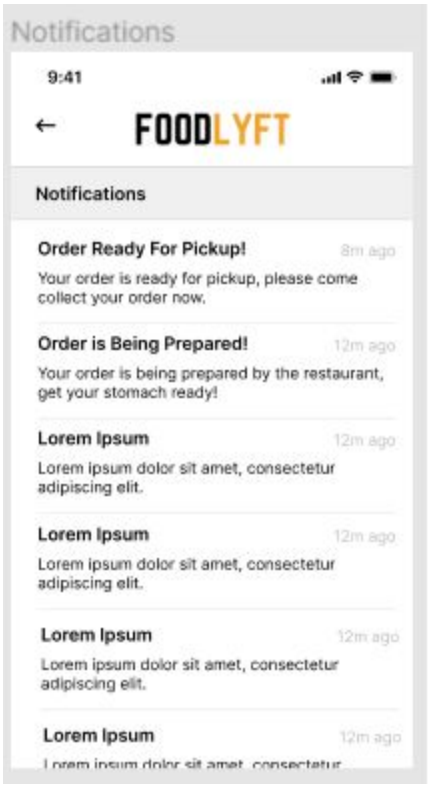


2.2.4.2 Description

This page represents the Address page of the FoodLyft application. This page allows the user to allocate and insert their location into the application, where the list of restaurants will appear in the application accordingly. For instance, if the user is located in Malaysia, State of Johor, then they will be able to see the list of restaurants in Johor.

2.2.5 Notifications Screen

2.2.5.1 Wireframe Design

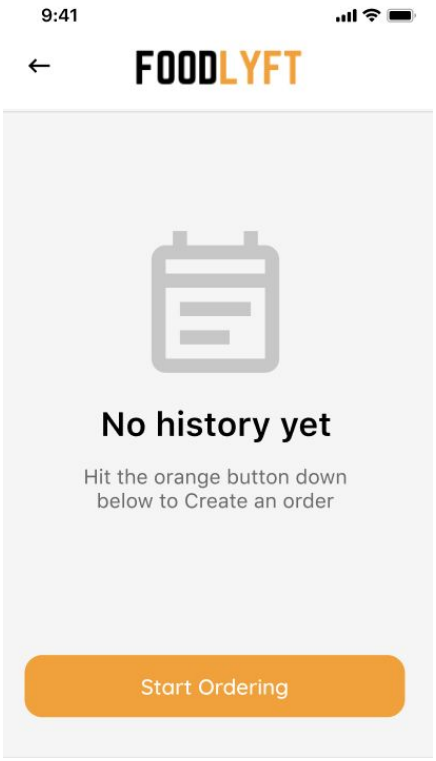


2.2.5.2 Description

This page represents the Notifications page of the FoodLyft application. This page allows the user to view their received notifications, which are the list of notifications received by the restaurant stating the current status of their order (Order is being Prepared & Order Is Ready).

2.2.6 Order History Screen (No History)

2.2.6.1 Wireframe Design

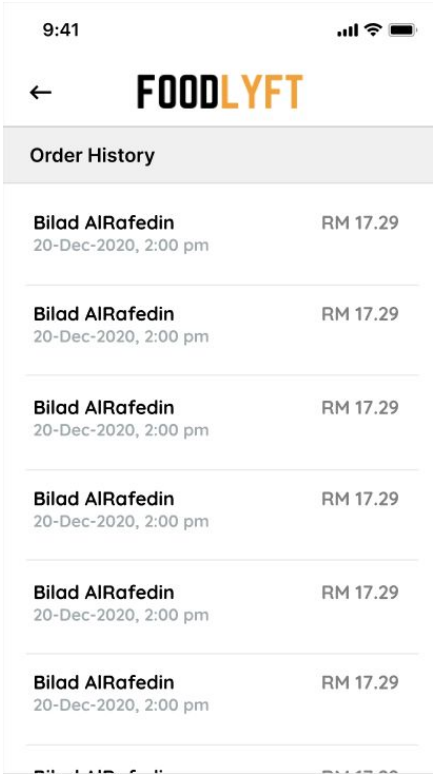


2.2.6.2 Description

This page appears to the user in case they have never made any previous orders. It shows the option for the user to start ordering and place a new order so that they can start using the apps.

2.2.7 Order History Screen

2.2.7.1 Wireframe Design

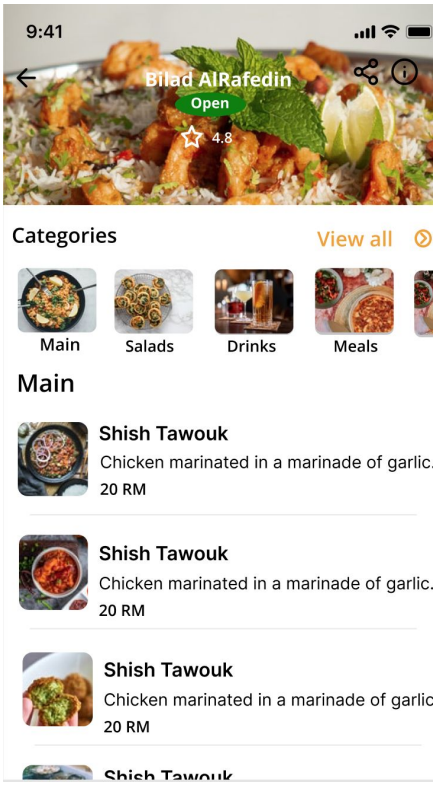


2.2.7.2 Description

This screen will display a list of previously made orders by the user and order info will include the restaurant name, order date and time and also the order price. Users can get back to the previous screen using the left arrow on the top left corner of the screen.

2.2.8 Restaurant Menu Screen

2.2.8.1 Wireframe Design

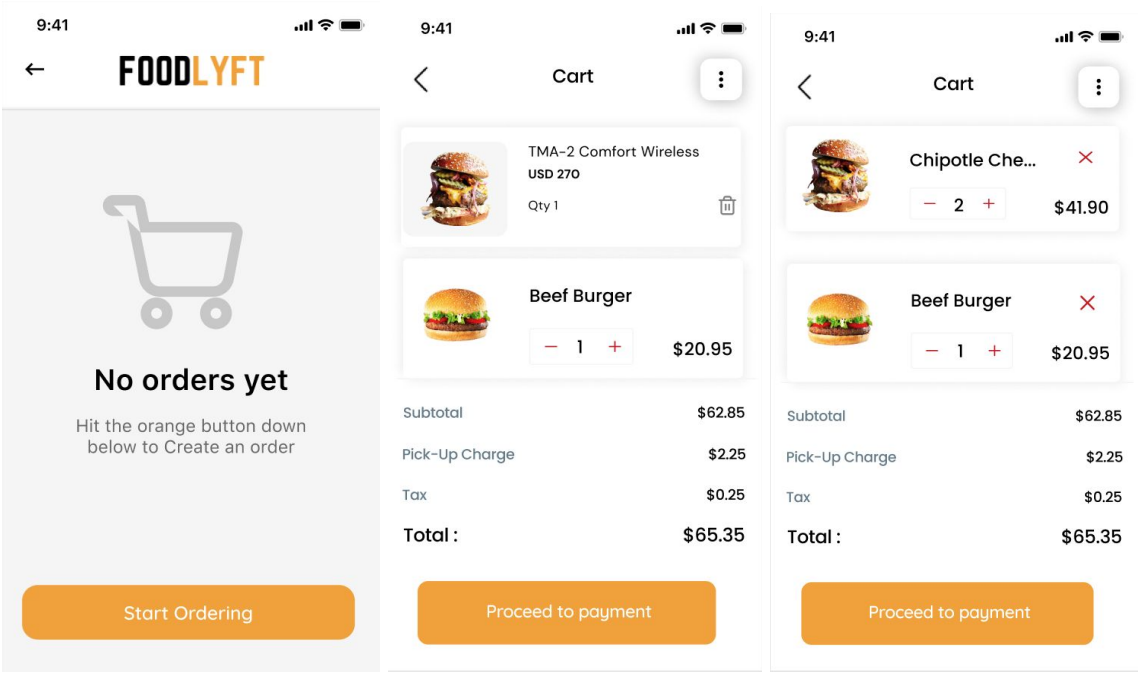


2.2.8.2 Description

The customer will be redirected to this screen after picking his preferred restaurant from the restaurant's list screen. In the Restaurant menu screen, the customer can view all types of categories inside this restaurant adding on the user can also view the location of the specific restaurant to be able to know where to pick up their order from. Finally, the user can pick his preferred choice of the food item and add the food item to the cart.

2.2.9 Cart Screen

2.2.9.1 Wireframe Design



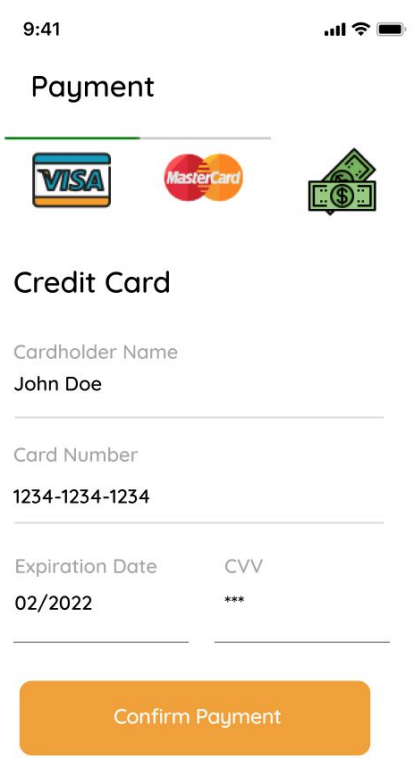
2.2.9.2 Description

After the user has picked his preferred food items from the restaurant's food menu he/she then can complete the order by checking the items in the cart that he/she added, adding on he/she can remove items from the cart or choose the quantity from each item inside the cart finally the user can proceed to the payment screen.

2.2.10 Payment Screen

2.2.10.1 Payment Screen Layout

2.2.10.1.1 Wireframe Design

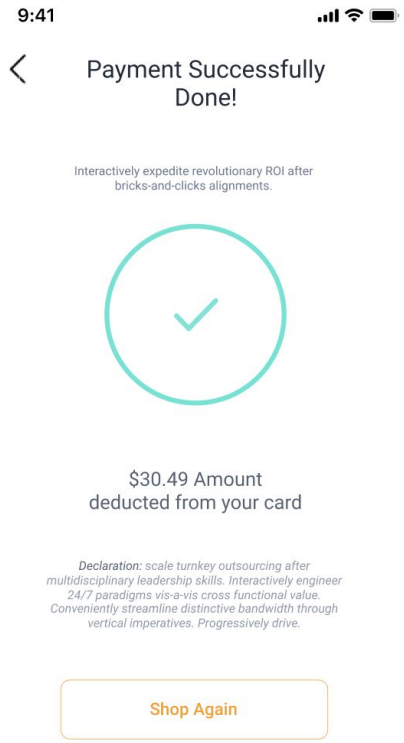


2.2.10.1.2 Description

After the customer is done checking out the food items in their cart screen the user then can proceed to this screen to enter his/her payment credentials and finally confirm the payment.

2.2.10.1 Successful Payment Screen Layout

2.2.10.1.1 Wireframe Design

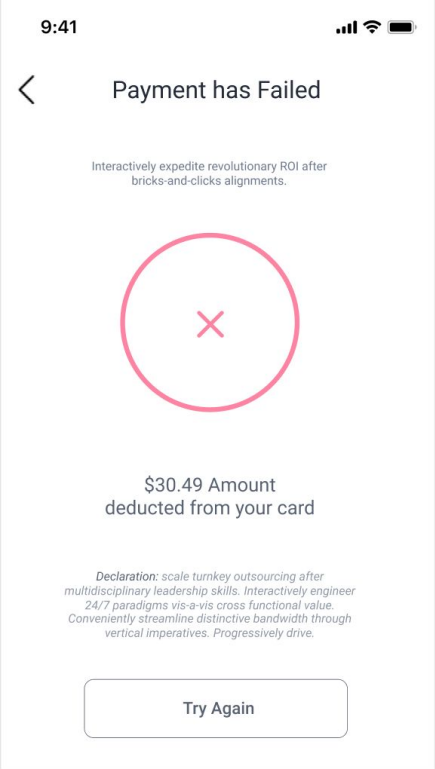


2.2.10.1.2 Description

After the user successfully has entered his/her payment credentials the user will be redirected to one of the payment confirmation screens if the payment is successfully done the user will be redirected to this screen showing that the specific amount has been deducted from his/her credit card and then the user has the option to shop again or exit the application.

2.2.10.3 Unsuccessful Payment Screen Layout

2.2.10.1.1 Wireframe Design



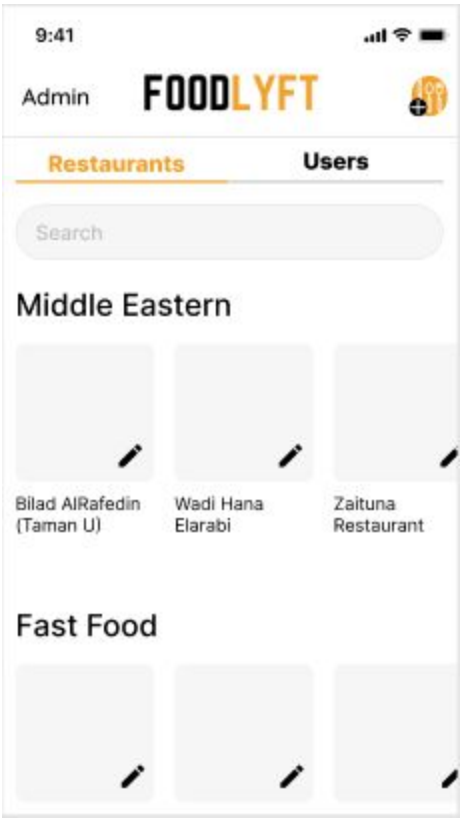
2.2.10.1.2 Description

After the user successfully has entered his/her payment credentials the user will be redirected to one of the payment confirmation screens if the payment is declined the user will be redirected to this screen showing that the payment method failed and then the user has the option to try again using a different payment method or exit the application.

2.3 Admin View

2.3.1 Dashboard-restaurants Screen

2.3.1.1 Wireframe Design

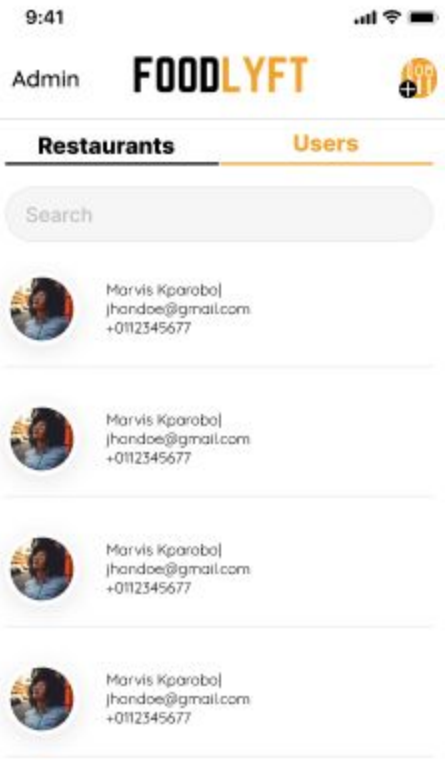


2.3.1.2 Description

This page is where an admin can see all the restaurants that are listed in this application. From the search bar up there, an admin can find a specific restaurant. By clicking on the restaurant name or picture an admin can go to the restaurant profile. If an admin clicks the “add restaurant” icon on the top right corner of the UI. By sliding right to left, an admin can go to the dashboard-customers screen.

2.3.2 Dashboard-user Screen

2.3.2.1 Wireframe Design

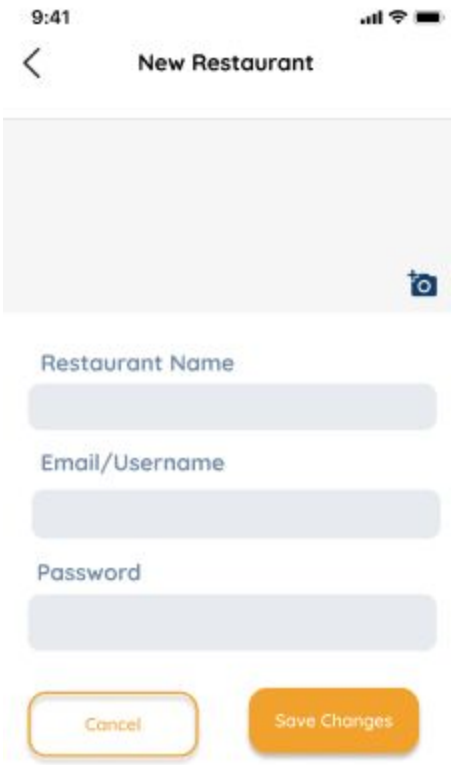


2.3.2.2 Description

This is the screen where every user's information can be seen by an admin.

2.3.3 Add New Restaurant Screen

2.3.3.1 Wireframe Design

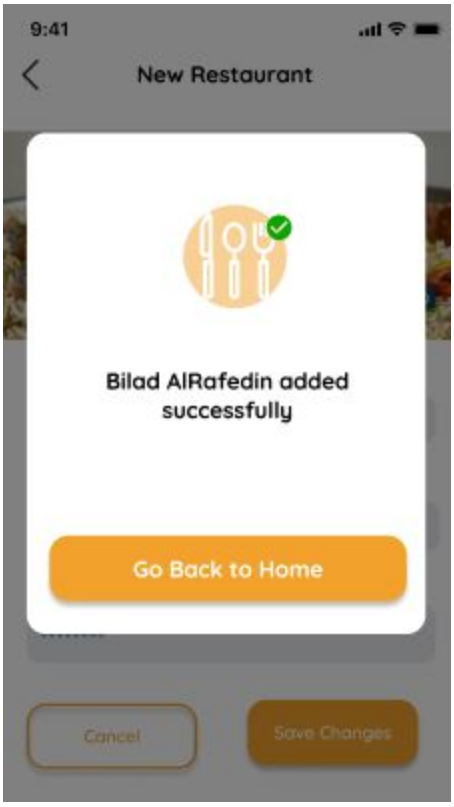


2.3.3.2 Description

This the screen which is accessed by an admin when he clicked the “add restaurant” icon in the dashboard screen. This screen allows an admin to add the new restaurant’s information such as email, password so that a restaurant owner can access when the admin shares the details with them. “Save changes” button allows them to add the restaurant to the list or the “cancel” button leads them to the dashboard.

2.3.4 Adding Restaurant Successful Screen

2.3.4.1 Wireframe Design

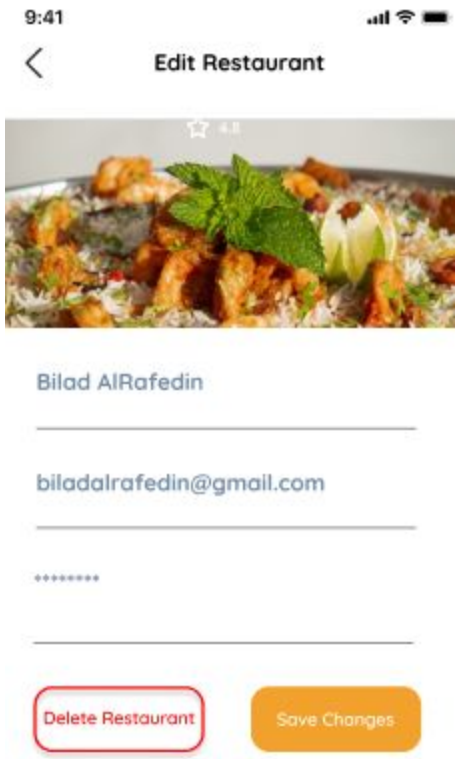


2.3.4.2 Description

This is a screen which appears only when a restaurant is successfully added to the list. When an admin clicks the “save changes” button in the “add new restaurant” screen ,this card appears. From here, by clicking the “Go back to Home screen” will redirect them to the dashboard screen.

2.3.5 Restaurant Information Screen

2.3.5.1 Wireframe Design

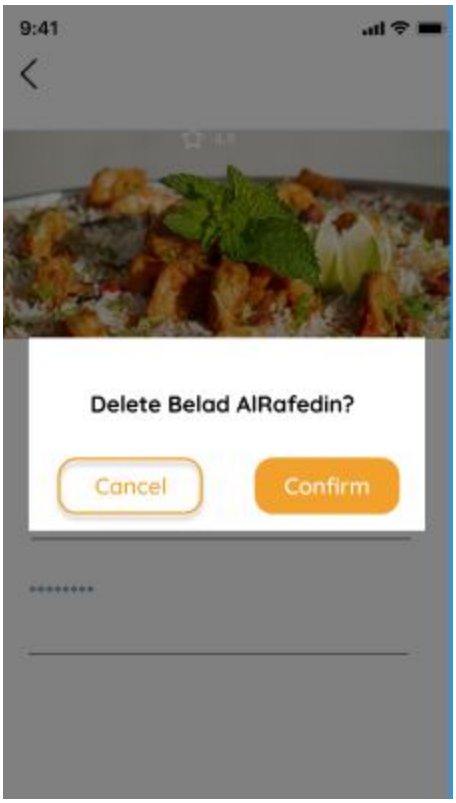


2.3.5.2 Description

This is the screen which is accessed by the admin by clicking on the on the restaurant's picture on name in the dashboard screen. Here an admin can update a restaurant's information or delete the restaurant from the list. In an admin delete the "delete restaurant" button it will prompt an confirmation alert.

2.3.6 Restaurant Delete Confirm Prompt Screen

2.3.6.1 Wireframe Design



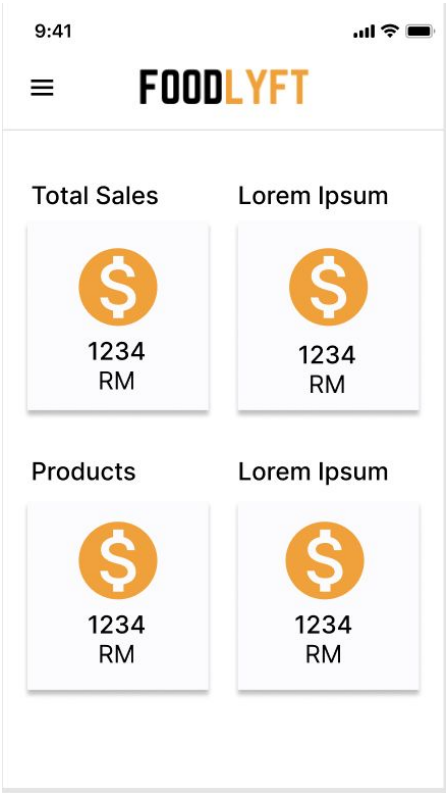
2.3.6.2 Description

This prompt screen appears when an admin wants to delete a restaurant. If the admin presses the “confirm” button then the restaurant will be deleted from the app and directed to the dashboard screen. If “cancel” is clicked then it will close the prompt.

2.4 Restaurant View

2.4.1 Dashboard Screen

2.4.1.1 Wireframe Design

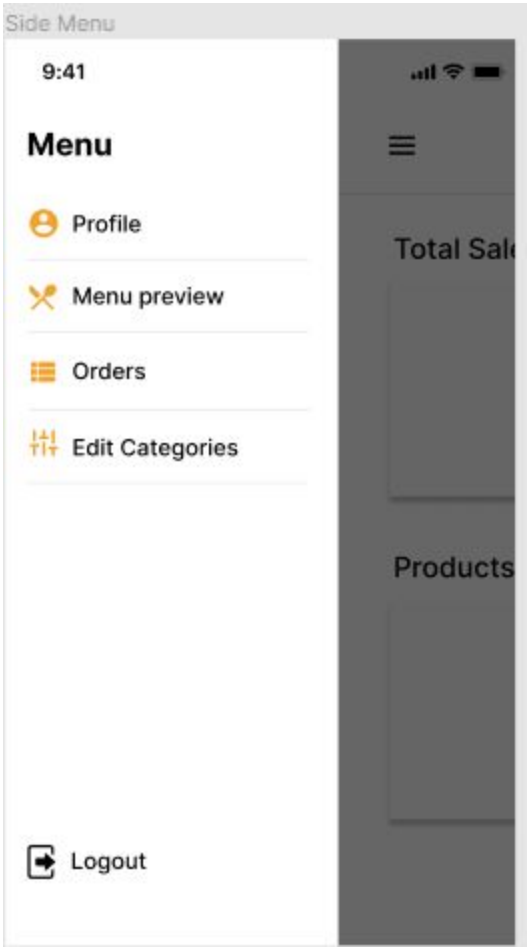


2.4.1.2 Description

If the logged-in user is the Restaurant, then he will be redirected to the restaurant dashboard screen which shows a few statistics. For example, the restaurant's total sales.

2.4.2 Side Menu

2.4.2.1 Wireframe Design

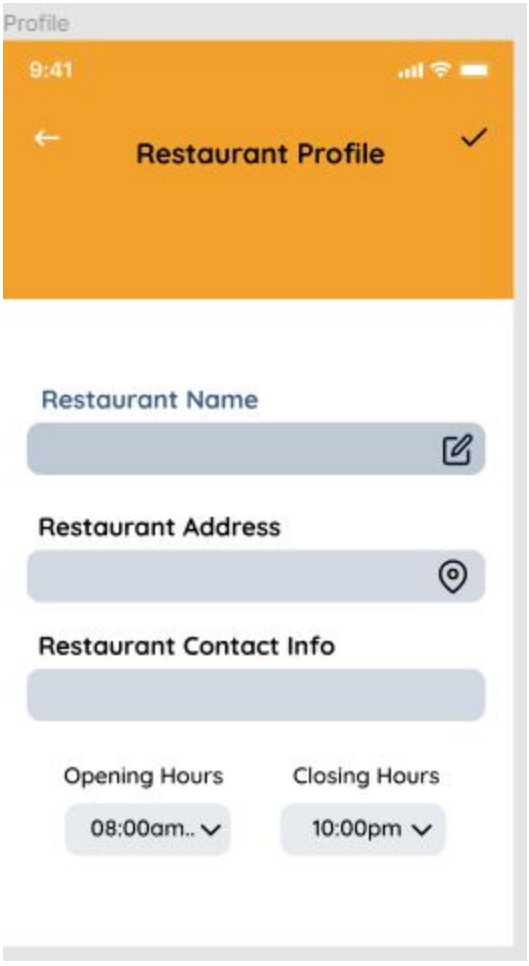


2.4.2.2 Description

In the Restaurant Admin Dashboard Screen if the user pressed on the options slider button multiple options will be shown to the restaurant admin to view the restaurant profile, view the Menu, view the orders current history, and finally to edit the categories.

2.4.3 Restaurant Profile Screen

2.4.3.1 Wireframe Design



2.4.3.2 Restaurant Profile Description

This screen will be redirected if the Restaurant admin chose to view the Restaurant profile which shows the Current Restaurant name ,Restaurant Current Address, Restaurant Contact Info and finally the Opening Hours ,Closing hours and all the changes made in this screen will be reflected to the Food menu screen.

2.4.4 View Menu Screen

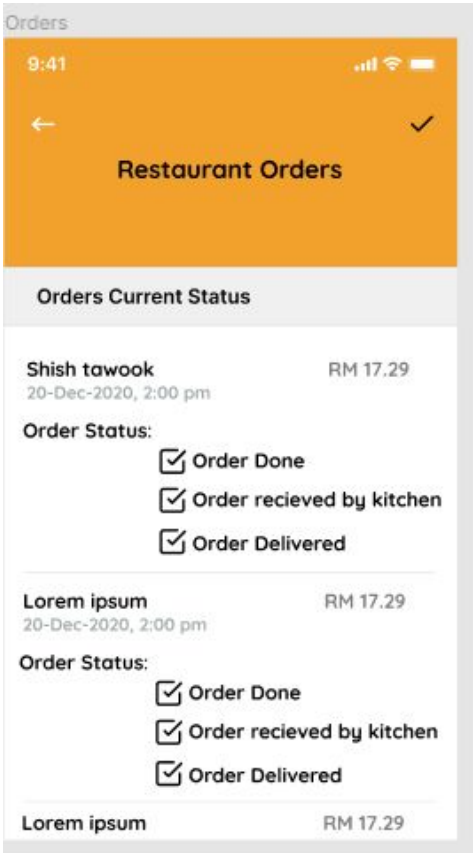
2.4.4.1 Wireframe Design

2.4.4.2 View Menu Description

When the Restaurant admin is logged in he will be able to view the Restaurant menu in a preview mode so the Restaurant admin can view how his own Food menu is rendered to the customer side screen and finally the Restaurant Admin can edit the food menu screen by pressing the editing button which will redirect the restaurant admin to the edit screen.

2.4.5 Orders History Screen

2.4.5.1 Wireframe Design

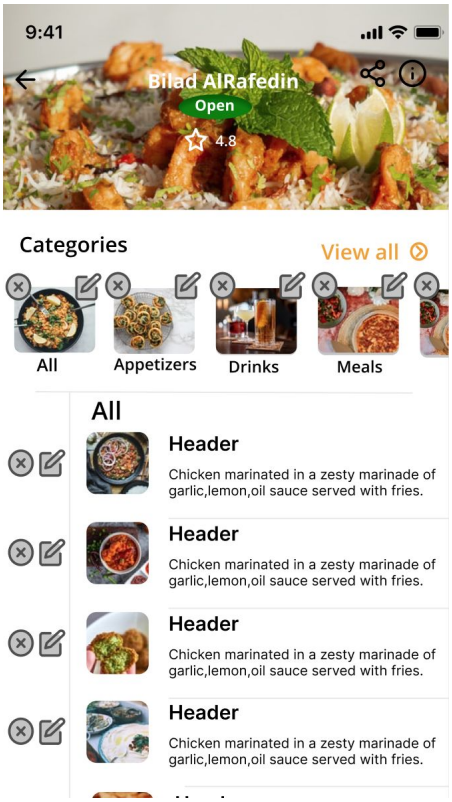


2.4.5.2 Orders History Screen Description

In this Screen The Restaurant Admin will have the access to view the Current Orders history ,in the Orders History it will show the current orders status by showing tick mark boxes for the respective statuses Order Done ,Order received by kitchen and Order Delivered and in each iteration it will check the status if the status is done it will show a ticked box otherwise the box will remain unticked, Adding on it will also show the order type ,order date ,ordered time and order price.

2.4.6 Edit Food Menu Screen

2.4.6.1 Wireframe Design

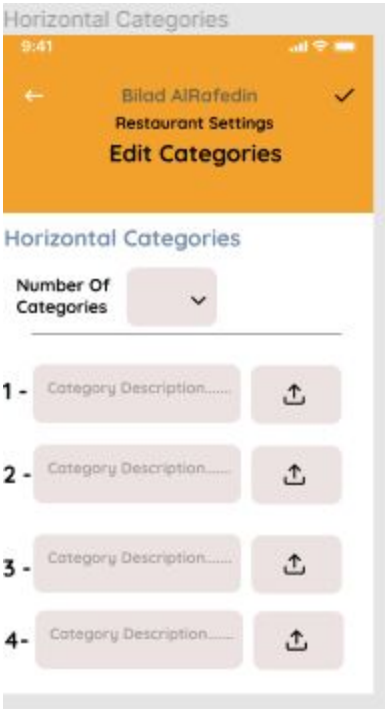


2.4.6.2 Edit Food Menu Description

If the Restaurant Admin pressed on the edit button in the previous screen he'll be redirected to this page which displays the exact same as the previous screen but in addition it will show the editing tools to the Restaurant admin then he /she can remove categories or edit them and also he/she can remove or edit the items Adding on by pressing the edit button it will redirect the Restaurant Admin to the respective screen for editing items or editing categories.

2.4.7 Categories Edit Screen

2.4.7.1 Wireframe Design

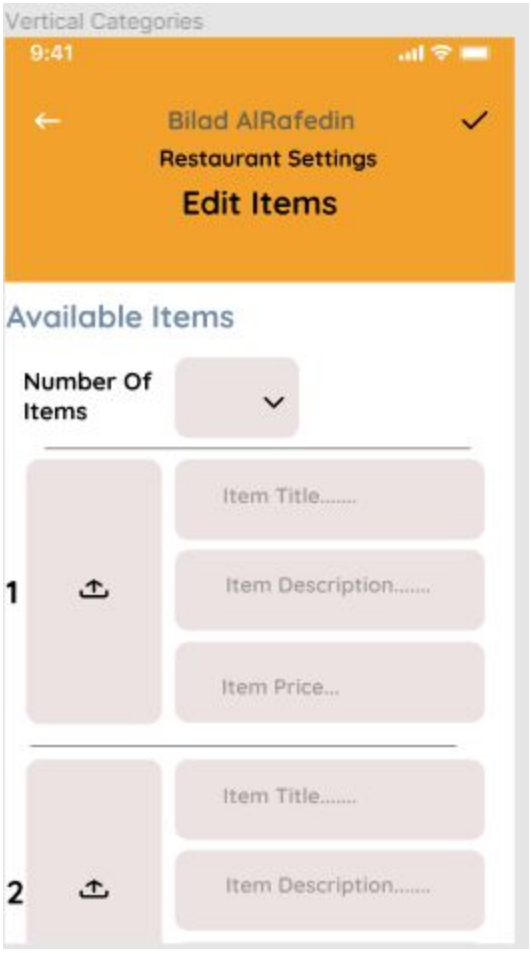


2.4.7.2 Categories Edit Screen Description

According to the UI design in the restaurant menu, the restaurant admin will have the access to edit the categories he'll be able to specify the number of categories he wants in the categories section and depending on the number of categories chosen multiple fields will be shown to the admin depending on the number of categories he/she picked, in each category field the admin can state the category item description and upload a picture for the specified category finally the admin can hit the save button to save the progress done in the edit categories screen and all the changes should be updated to the restaurant menu screen.

2.4.8 Items Edit Screen

2.4.8.1 Wireframe Design



2.4.8.2 Items Edit Screen Description

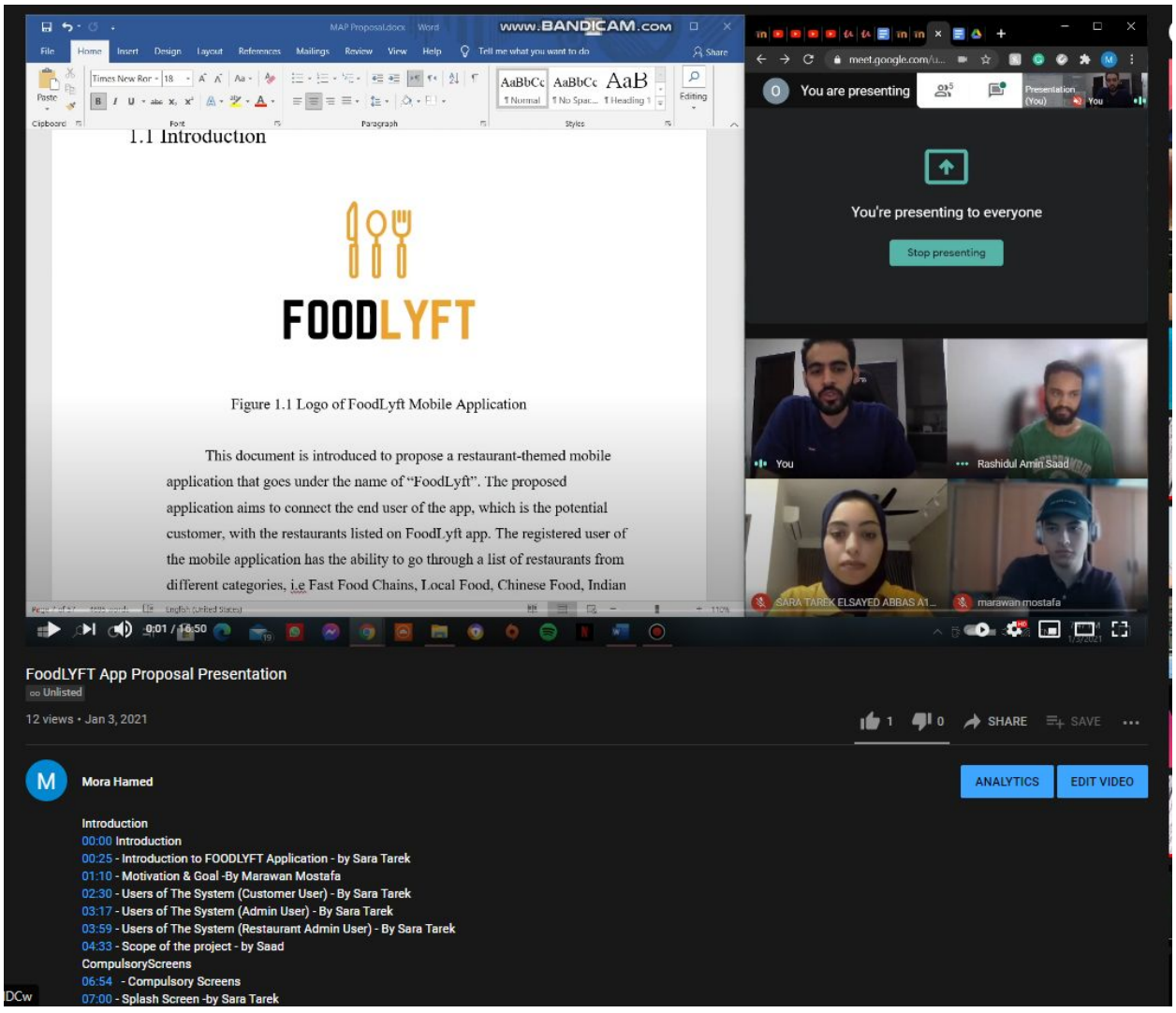
For this screen the restaurant admin will be able to edit the Items inside the Food menu he/she will be able to specify the number of Items he wants in the items screen and depending on the number of Items chosen multiple fields will be shown to the admin depending on the number of Items he/she picked, in each Item field the admin can state the Item Title,item description, price and upload a picture for the specified Item finally the admin can hit the save button to save the progress done in the Items edit screen and all the changes should be updated to the restaurant menu screen.

Part 3: YouTube Video URL

Presentation Video Below:

https://www.youtube.com/watch?v=6U6Au5QZPoM&feature=youtu.be

Screenshots proof:



Appendix

3.1 Project Report Task Division

Task(s)	Assigned To	Reviewed?
General Tasks		
Prepare & maintain the document template	Sara	N/A
Create the logo for the app	Sara	N/A
Create & Monitor the Trello Board	Marawan	N/A
Create the Figma Board	Marawan	N/A
Write Minute Meeting #1	Marawan	N/A
Write Minute Meeting #2	Saad	N/A
Write Minute Meeting #3	Sara	N/A
Record, Upload the video with timestamps to YouTube	Omar	N/A
Project Specific Tasks		
Part 1: Project Proposal		
Introduction	Sara	Yes
Motivation & Goal of the Project	Marawan	Yes
Users of the System	Sara	Yes
Scope	Saad	Yes
Part 2: User Interface Design		
1. Compulsory Screens		
Splash Screen (Screen Design)	Sara	Yes

Splash Screen (Screen Description)	Sara	Yes
Homepage Screen (Screen Design)	Sara	Yes
Homepage Screen (Screen Description)	Sara	Yes
Account Registration Screen (Screen Design)	Marawan	Yes
Account Registration (Screen Description)	Sara	Yes
Account Login (Screen Design)	Marawan	Yes
Account Login (Screen Description)	Sara	Yes
No Internet Connection (Screen Design)	Sara	Yes
No Internet Connection (Screen Description)	Sara	Yes
2. Customer View		
Dashboard Design (Screen Design)	Sara	Yes
Dashboard Design (Screen Description)	Marawan	Yes
User Profile Screens (Screen Design)	Sara	Yes
User Profile Screens (Screen Description)	Marawan	Yes
Address Screen (Screen Design)	Sara	Yes
Address Screen (Screen Description)	Sara	Yes
Notifications Screen (Screen Design)	Sara	Yes
Notifications Screen (Screen Description)	Sara	Yes
Order History Screen - No History (Screen Design)	Sara	Yes
Order History Screen - No History (Screen Description)	Marawan	Yes
Order History Screen (Screen Design)	Saad	Yes
Order History Screen (Screen Description)	Marawan	Yes
Restaurant Menu Screen (Screen Design)	Omar	Yes

Restaurant Menu Screen (Screen Description)	Omar	Yes
Cart Screen - No Orders (Screen Design)	Sara	Yes
Cart Screen (Screen Design)	Marawan	Yes
Cart Screen (Screen Description)	Omar	Yes
Payment Screen Layout (Screen Design)	Marawan	Yes
Payment Screen Layout (Screen Description)	Omar	Yes
Payment Screen - Successful (Screen Design)	Marawan	Yes
Payment Screen - Successful (Screen Description)	Omar	Yes
Payment Screen - Unsuccessful (Screen Design)	Marawan	Yes
Payment Screen - Unsuccessful (Screen Description)	Omar	Yes
3. Admin View		
Dashboard-restaurants Screen (Screen Design)	Saad	Yes
Dashboard-restaurants Screen (Screen Description)	Saad	Yes
Dashboard-users Screen (Screen Design)	Saad	Yes
Dashboard-users Screen (Screen Description)	Saad	Yes
Add New Restaurant Screen (Screen Design)	Saad	Yes
Add New Restaurant Screen (Screen Description)	Saad	Yes
Adding Restaurant Successful Screen (Screen Design)	Saad	Yes
Adding Restaurant Successful Screen (Screen Description)	Saad	Yes
Restaurant Information Screen (Screen Design)	Saad	Yes
Restaurant Information Screen (Screen Description)	Saad	Yes

Restaurant Delete Confirm Prompt Screen (Screen Design)	Saad	Yes
Restaurant Delete Confirm Prompt Screen (Screen Description)	Saad	Yes
4. Restaurant View		
Dashboard Screen Layout (Screen Design)	Sara	Yes
Dashboard Screen Layout (Screen Description)	Omar	Yes
Side Menu (Screen Design)	Sara	Yes
Side Menu (Screen Description)	Omar	Yes
Profile (Screen Design)	Omar	Yes
Profile (Screen Description)	Omar	Yes
View Menu (Screen Design)	Omar	Yes
View Menu (Screen Description)	Omar	Yes
Orders Screen (Screen Design)	Omar	Yes
Orders Screen (Screen Description)	Omar	Yes
Edit Categories (Screen Design)	Omar	Yes
Edit Categories (Screen Description)	Omar	Yes
Edit Items (Screen Design)	Omar	Yes
Edit Items (Screen Description)	Omar	Yes

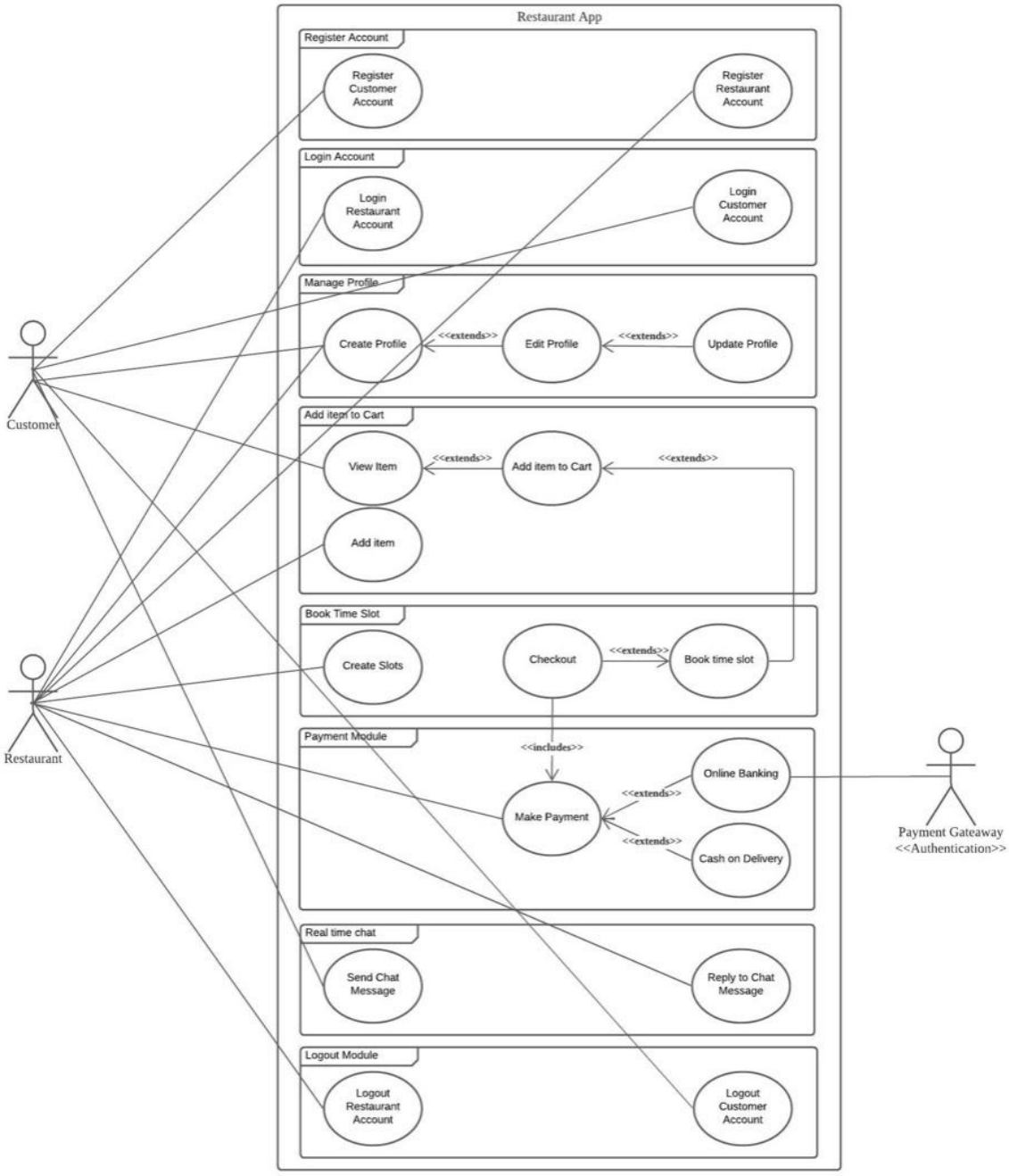
3.2 Meeting Minutes

3.2.1 Meeting 1

3.2.1.1 Meeting Details

Date	5/11/2020
Venue	Online Platform (Google Meet)
Time	6:00PM-8:30PM
Attendee	Marwan,Sara,Omar and Saad
Agenda	1- Choosing an industry to focus on. 2- Brainstorming project ideas related to chosen industry 3- identifying the technical feasibility of each idea's current features implementation using use-case diagram 4- Choosing a project idea to continue with based on its technical feasibility. 5- Thinking of new features to add to uniquify our project idea. 6- identifying the technical feasibility of the newly added features. 7- Adding the feasible newly-added features to our project feature list. 8- Deciding on the next meeting's date to finalize the idea.

3.2.1.2 References for Meeting 1



3.2.2 Meeting 2

3.2.2.1 Meeting Details

Date	11th of November,2020
Venue	Online Platform (Google Meet)
Time	7:00 PM to 9:00 PM
Attendee	1. Sara 2. Omar 3. Marawan 4. Saad
Agenda	1. Shortlist the topic from the previous meeting. 2. Finalize our project topic to be food Application. 3. Making adjustments to our project idea consulting with Mr Jumail. 4. Discussion about the probable features of our application. 5. Inquire about the existing similar applications. 6. Discussion about the must do functionalities for a better outcome of our application. 7. Discussion about the limitations of our project.

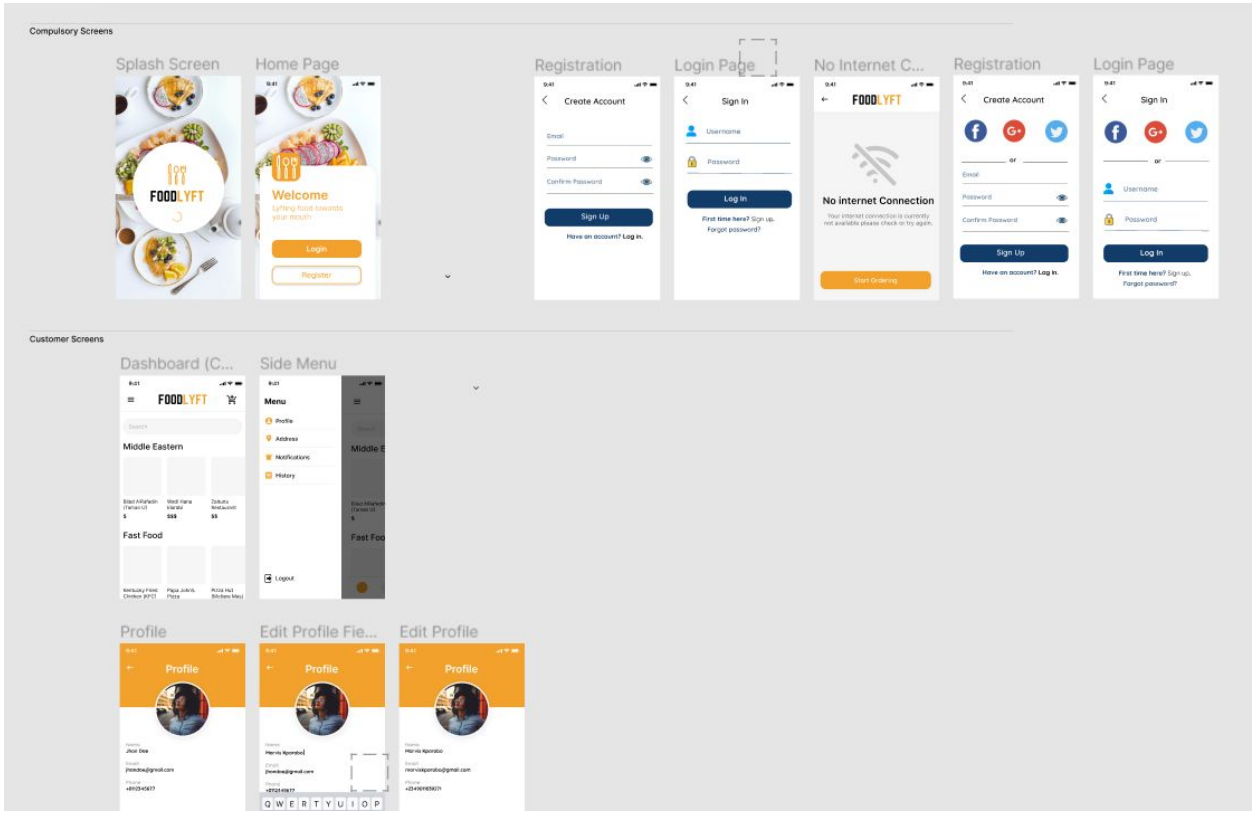
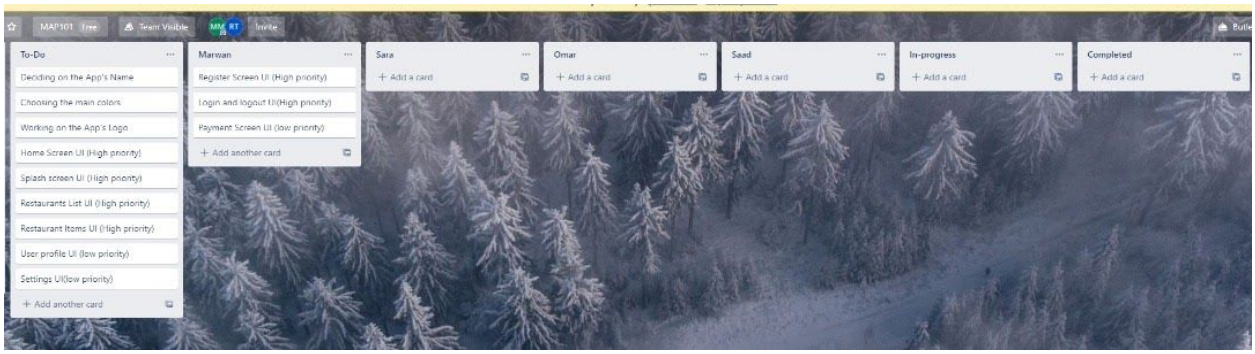
3.2.3 Meeting 3

3.2.3.1 Meeting Details

Date	24th of December, 2020
Venue	Online Platform (Google Meet)
Time	5:30 PM - 7:00 PM
Attendee	1. Sara 2. Omar 3. Marawan 4. Saad
Agenda	1. Revisit the Proposed Project Idea. 2. Settle on the Modules/Functionalities of the App. 3. Understand the Project Specifications. 4. Understand The Project Deliverables. 5. List Down the Screens of the app. 6. Decide on the design software to-be used for designing the wireframe of the project (Figma). 7. Each member showcases the chosen template. 8. Vote for the best Project Template to follow. 9. Decide on the name & motto of the app. 10. Create the project template on Google Docs. 11. Create the Trello Board for task division and assignment. 12. Create the Figma Board. 13. Divide Tasks among the Members.

3.2.3.2 References for Meeting 3

- Figma Board:



- Trello Board Reference: https://trello.com/invite/accept-board
- Trello Board: