User research and prototypes for ice cream app

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How do you create an application that meets both the needs of the parents and the children?

Objective

- Create an application where parents and children can order ice cream before it comes to avoid line and dealing with money
- KEY FEATURES: quick order, reorder and create a new order
- Has to be user friendly for children who can't read and have trouble using smartphones

Design elements

- Something simple that doesn't have a lot of distractions for children
- Captures the ice cream truck experience
- Lots of pictures and icons for children
- Colorful interface

Capture the experience

- Excitement
- Happiness
- Energy
- Options
- Choices
- Color
- Imagery



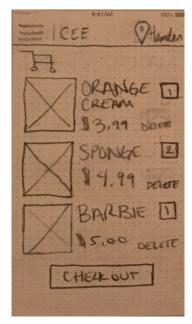




Paper prototype

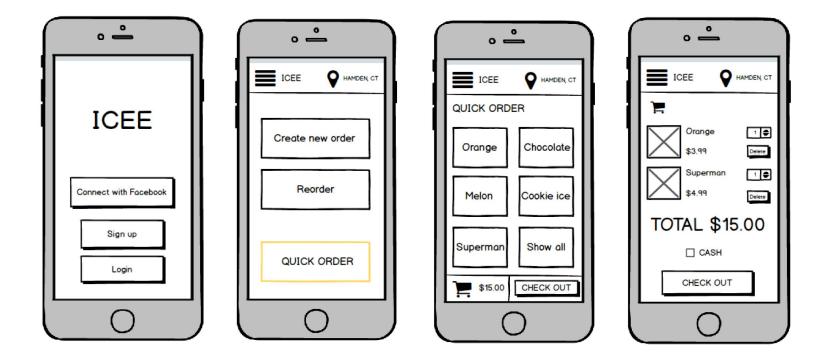






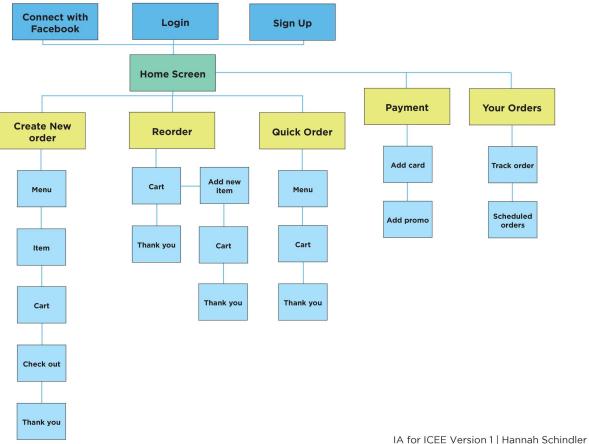


Low fidelity prototype (balsamiq)



Testing low fidelity prototype

- Hamburger menu vs. bottom bar icons
- Creating quick order option
- Saving past orders to easy reorder
- Saving past locations
- CASH ONLY option
- Categories for ice cream
- Using images so kids can see what they are choosing if they can't read
- Keep the buttons big so they can click on items



High fidelity prototype

