

StreetBite

Skip the line, order online: the ultimate food truck experience!



By Alex Eischeid

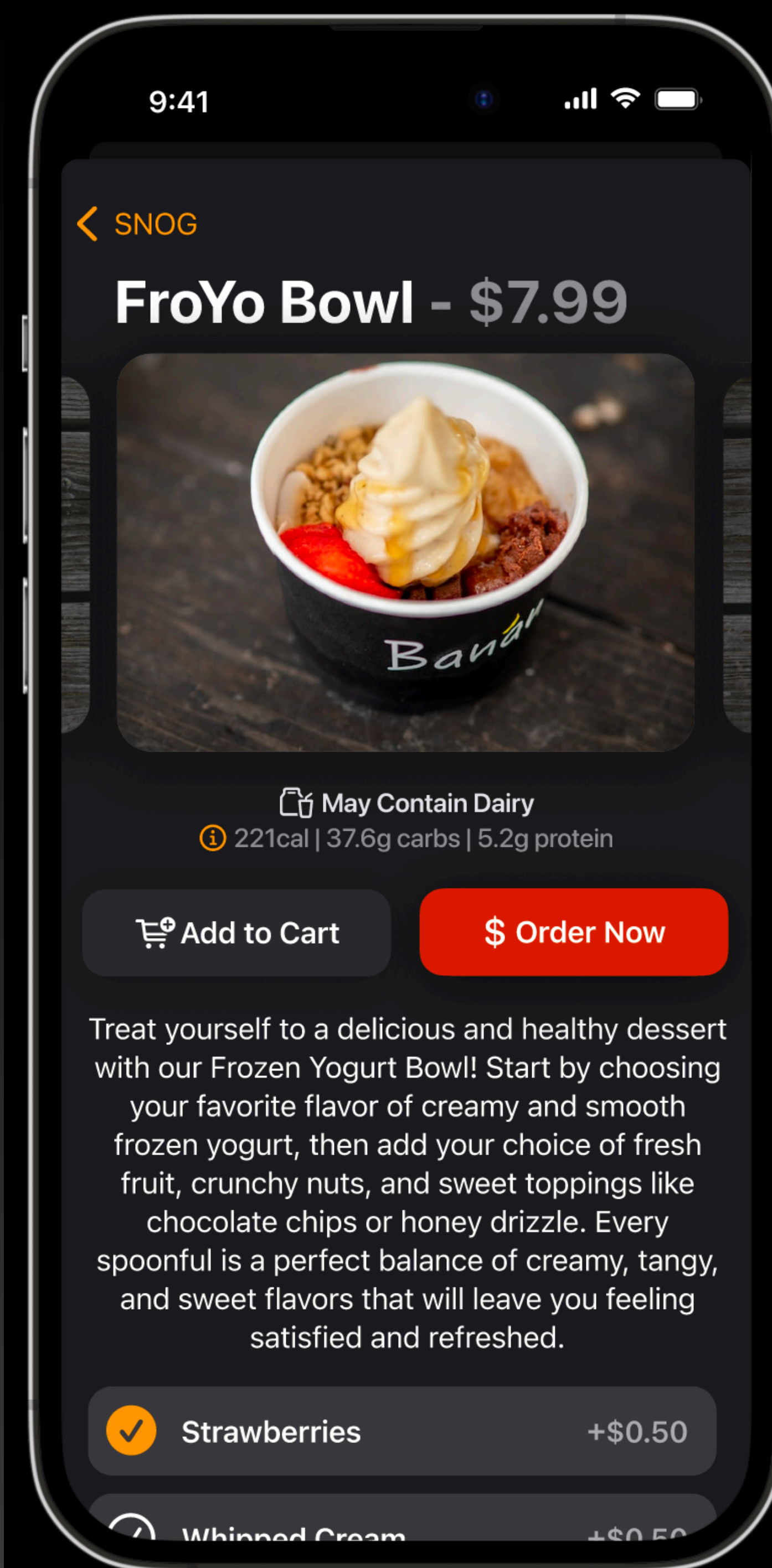
Project Overview

The Product

StreetBite is a mobile app that allows users to find, browse, and order food from food trucks in their area.

My Timeline

I began this project in February of 2023. This is still an ongoing project. I conducted user research, obtained feedback on low-fidelity prototypes and wireframes, and conducted usability testing on a functioning high-fidelity prototype.



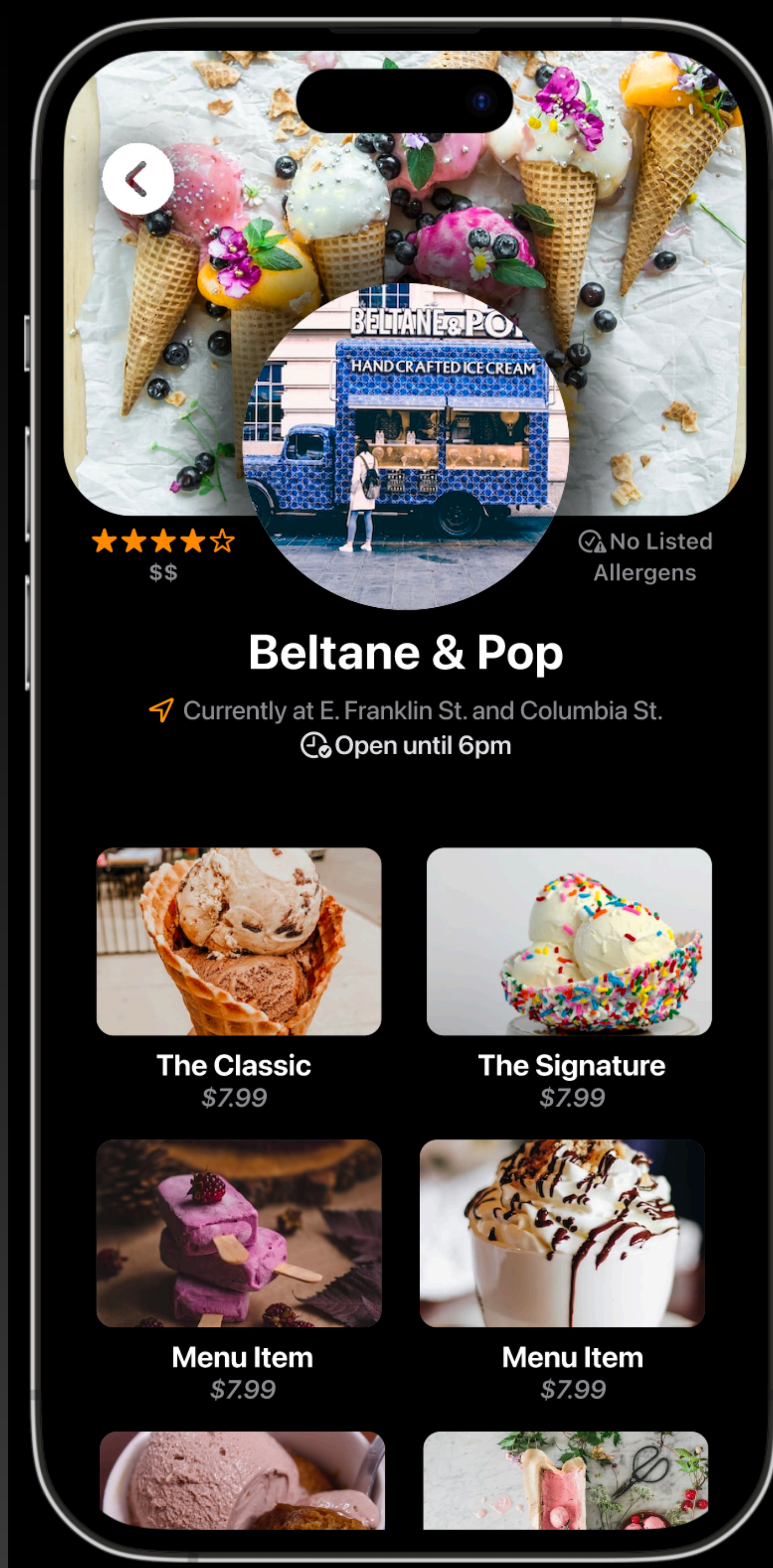
Why Streetbite?

The Problem

Currently all mobile food apps focus on restaurants. There are little to no apps or websites that offer the same functionality for food trucks.

The Goal

My goal is to create a visually pleasing and intuitive app that offers the same functionality of large scale food ordering apps, only for food trucks.



My Role: Lead UX Designer

My Responsibilities

UX Research

Usability Testing

Wireframing

Prototyping

Iteration

My Demographic

Who would use this app?

- College students looking for good food between their schedules
- People that live near cities and parks with food trucks
- Anyone that generally enjoys street food of different kinds

User Research

Summary

First, I started by analyzing market competitors and their strengths/weaknesses, and user pain points. I then began creating wireframes, low fidelity mockups of what I thought the app should look like based on my findings. I conducted multiple listening sessions and usability studies after prototyping the low fidelity wireframe, and received very positive feedback. I then created a high-fidelity prototype and conducted usability studies on that as well.

Competitor Analysis

DoorDash



Ordering food for pickup or delivery from local restaurants

GrubHub



Similar to DoorDash, offers functionality of ordering food from restaurants

StreetFoodFinder



A website and iPhone app that lets users find food trucks near them

Food Truck Pub



Similar to StreetFoodFinder, although there is no mobile app, only a website.

User Pain Points

Ease of use

- Sometimes hard to tell where to navigate
- Browsing menus difficult
- Not intuitive for daily use

Complexity

- Often many elements on screen all the time
- Often bombarded with options
- More complicated than in-person ordering

Visuals

- Confusing icons or no icons
- Can be lots of text at once
- Often no general direction on smaller websites

Payment

- Difficult to setup or nonexistent on smaller websites
- Can be hard to edit after

How might we make it easy for people to find and order their favorite street food?

Starting the Design

User Journey, Information Architecture, Wireframes, High-Fidelity Prototype



“Food is our body’s fuel, and with my schedule it feels like a sports car!”

Goals

- Grab lunch on the go and/or when in a hurry
- pay/order food beforehand to minimize waiting

Frustrations

- Waiting for food to be made
- Having to dig through her purse for her wallet

Georgia Dursley

Age: 28

Education: Bachelors in Business

Hometown: Fort Mill

Family: 1 younger sister

Occupation: Saleswoman

Georgia works as a sales consultant for a company near her hometown. She likes to grab lunch on her way to meetings occasionally, and when doing so stops by the food trucks parked on her street. However, she would like to grab the food and go straight to her meeting instead of waiting.



Andrew Jones

Age: 35

Education: GED

Hometown: Zion

Family: 2 older brothers

Occupation: Trucker

“Just because my schedule is fast, doesn’t mean my food has to be”

Goals

- Get food quickly when stopped
- Find available food trucks near him to buy from

Frustrations

- Not being able to get a good meal
- Waiting long times for food
- Having to carry cash for some food places

Andrew works as a trucker shipping various supplies to stores around the country. A lot of what he ships is produce, so he is often on a tight schedule. He likes to stop and grab food while he’s trucking but doesn’t want to keep eating fast food, as he passes food trucks a lot.

Information Architecture

User Flow

- Main User Flow

Open app -> browse food trucks -> choose truck-> browse food -> choose food -> order food -> confirm

- Alternate:

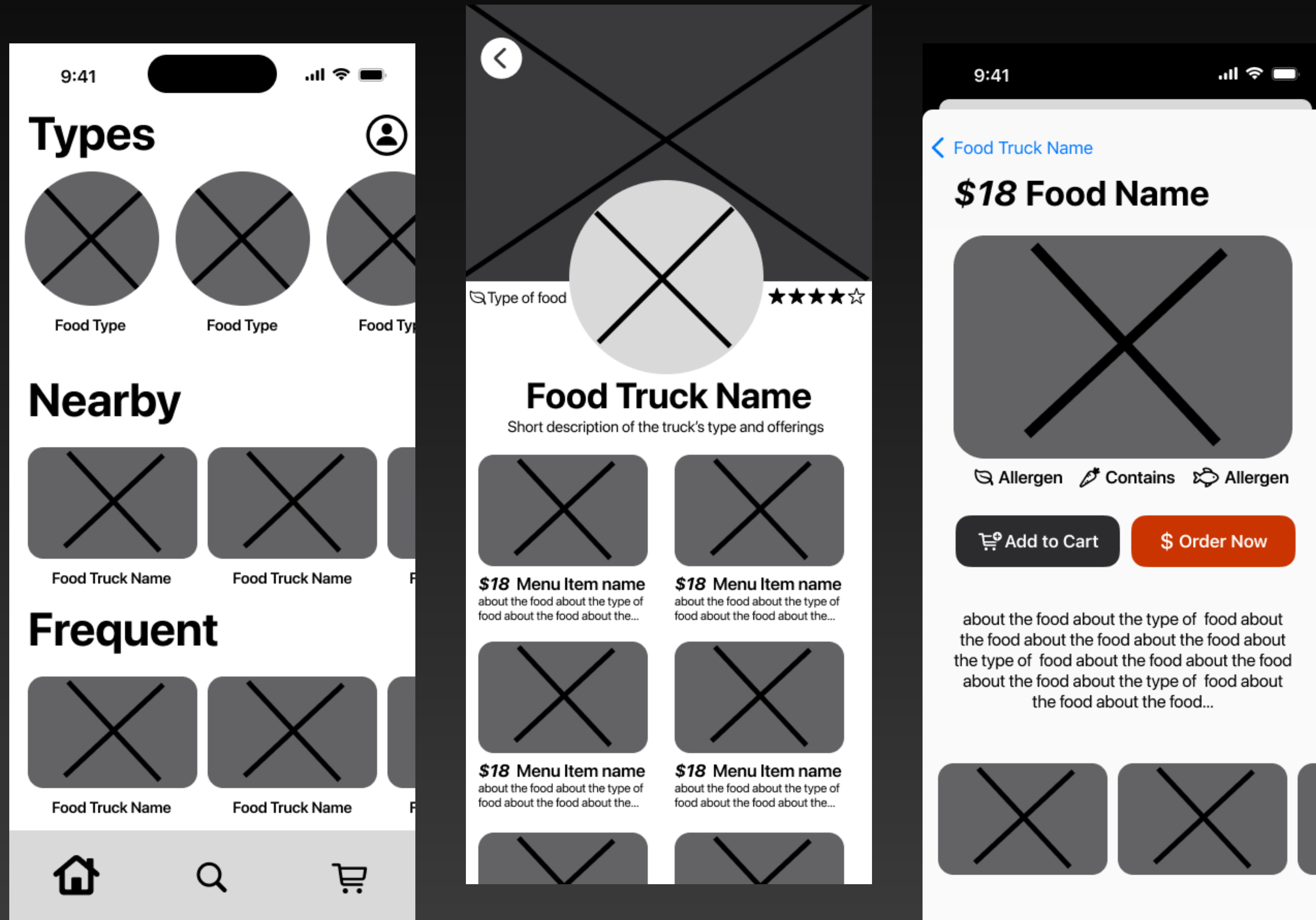
Open app -> search for specific truck -> find truck food trucks -> -> browse food -> choose food -> order food -> confirm

- Alternate:

Open app -> view previous order -> order again -> confirm

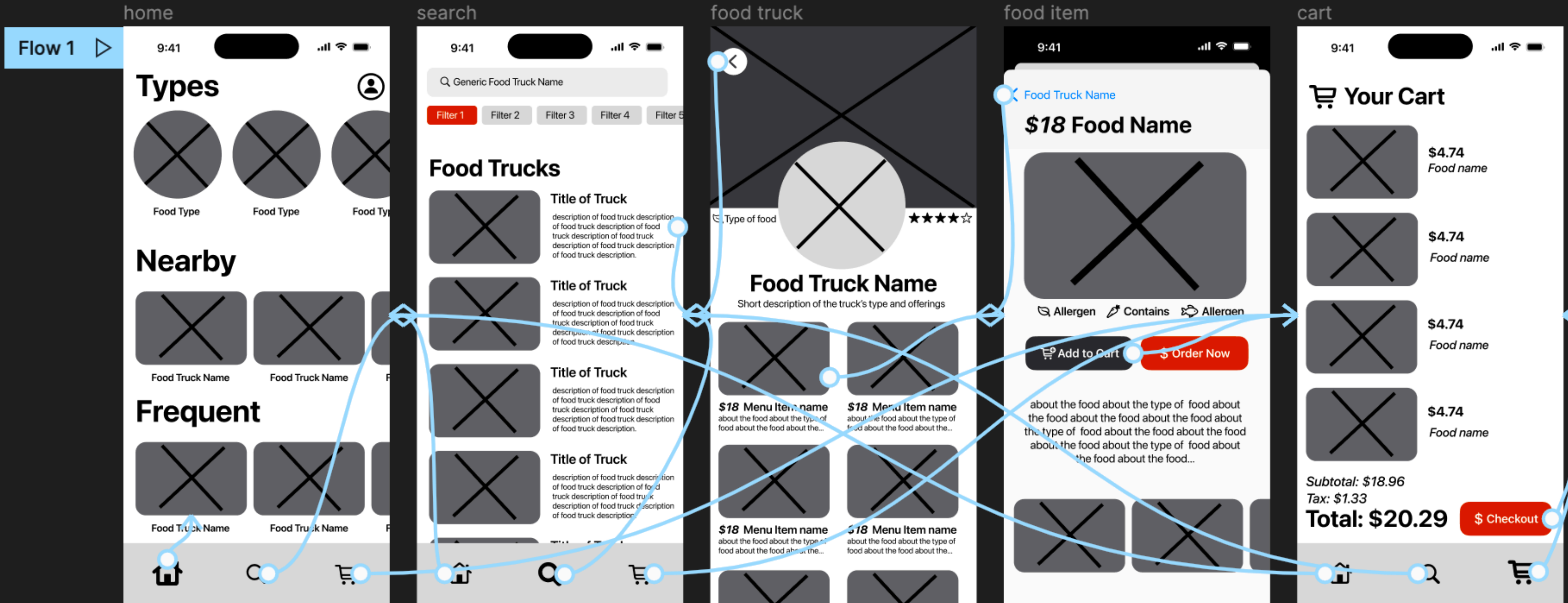
Digital Wireframe

(Low Fidelity Mockups)



Low Fidelity Prototype

[Link to Figma](#)



user opens app to homescreen

user searches for food truck

user selects truck and browses menu

user selects food

user orders food

Usability Study

Unmoderated usability study with 5 participants

- Participants: college students, parents, and other designers
- The user went through two tasks that I found were common use cases after initial research
- Users noted screens/details they found unclear or overly complicated.
- Users noted their click pattern/journey to complete the tasks

Usability Study

Constructive Feedback

- Less text on screens is better
- Titles look better when white
- More information about the truck and menu on screens is better than more detailed descriptions
- Open times and location should be moved from bottom
- Nutrition facts in obvious locations are good

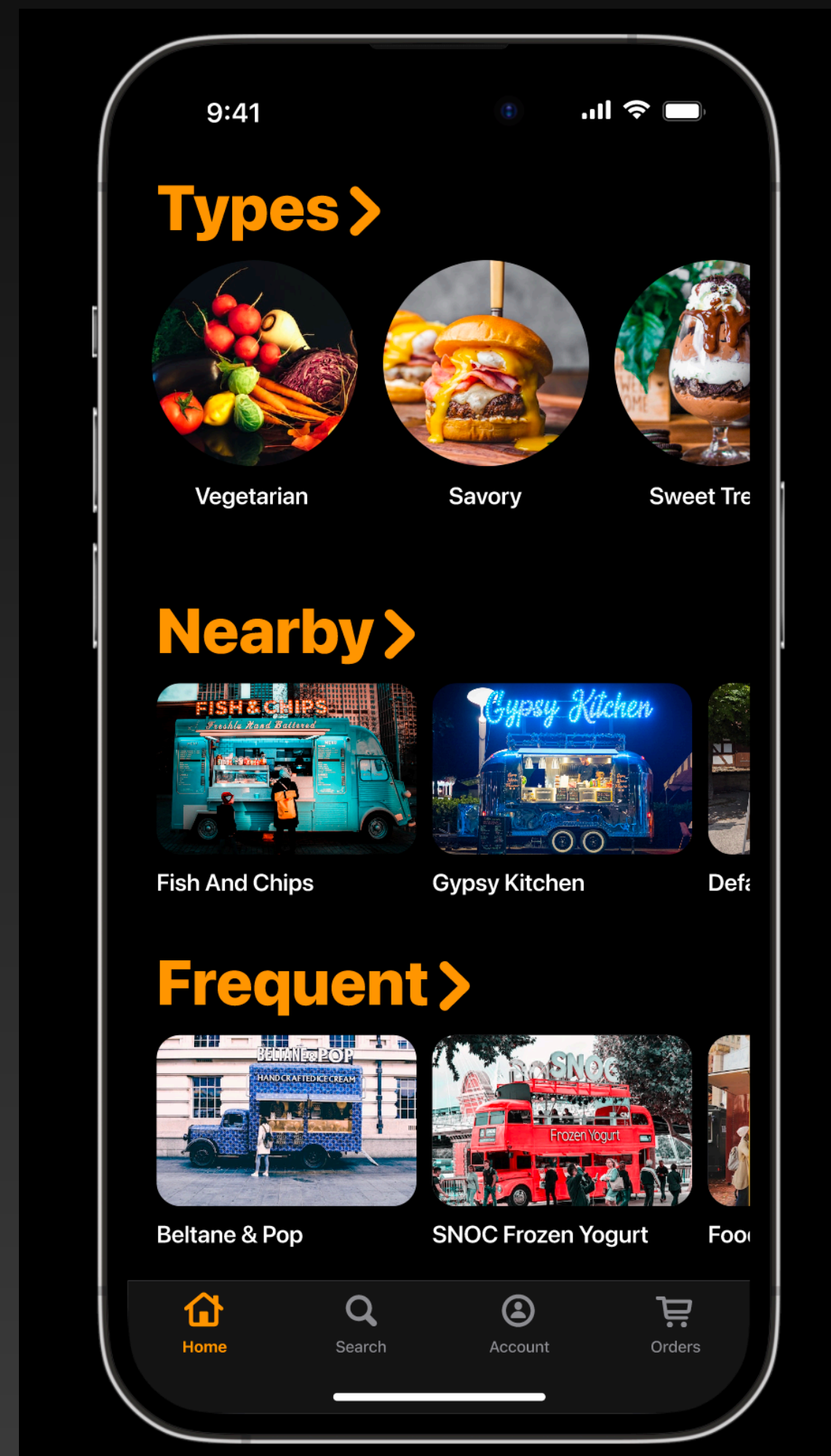
Refining the Design

Usability Testing, Iterations, High-Fidelity Prototype, Accessibility, Style Guide

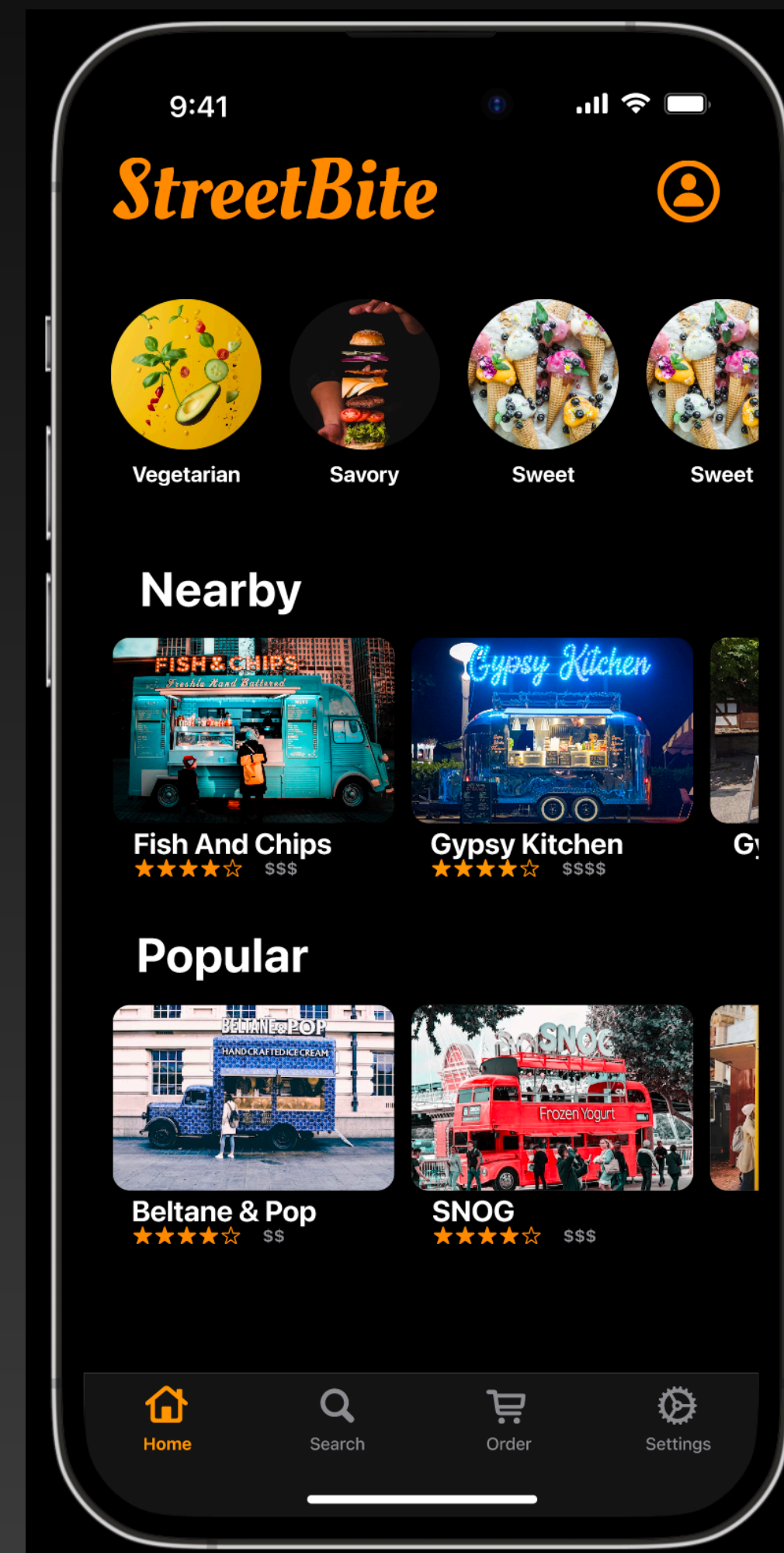
Refined Mockups (pt. 1)

Home, after feedback

Before



After



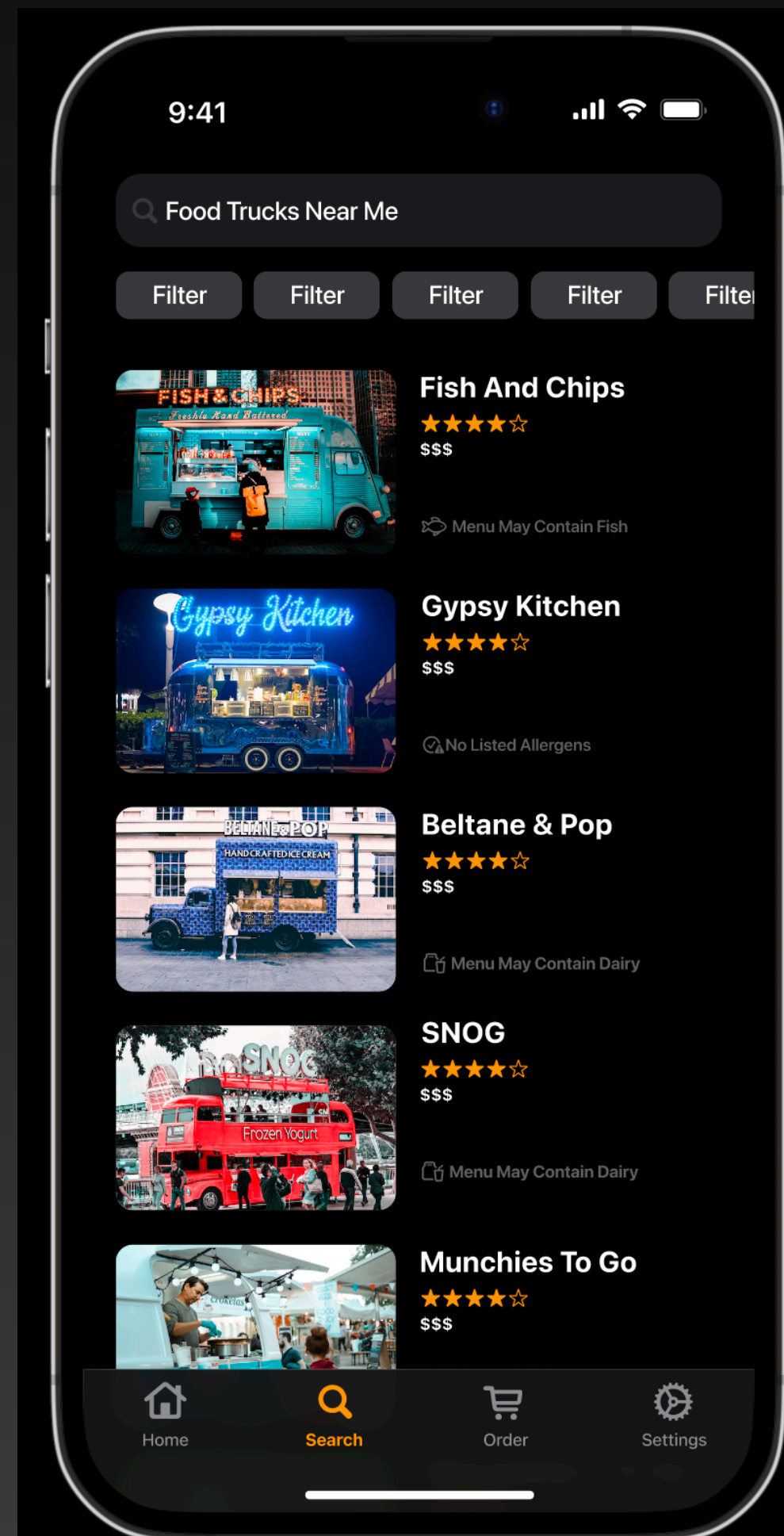
Refined Mockups (pt. 2)

Search, after feedback

Before



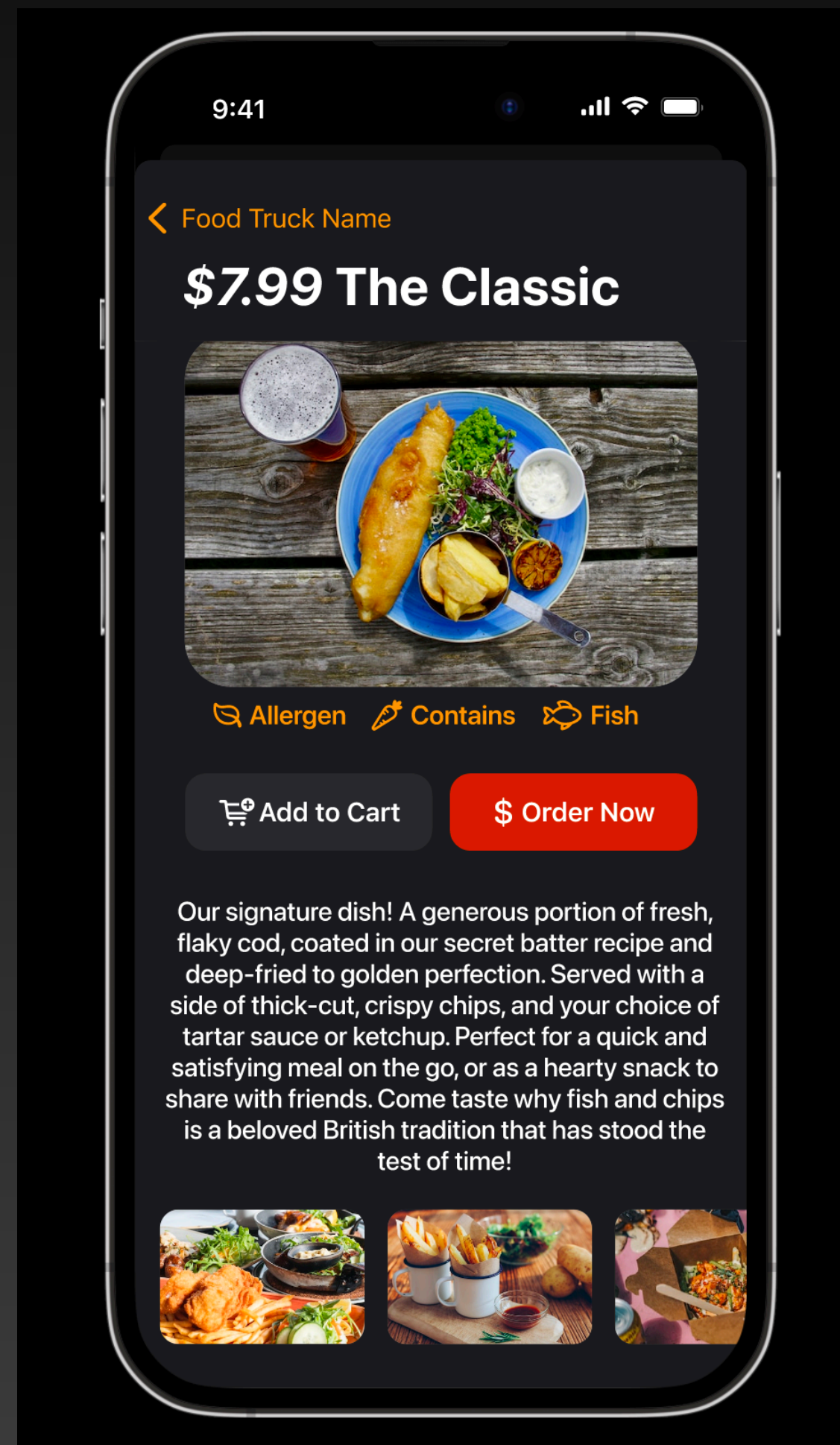
After



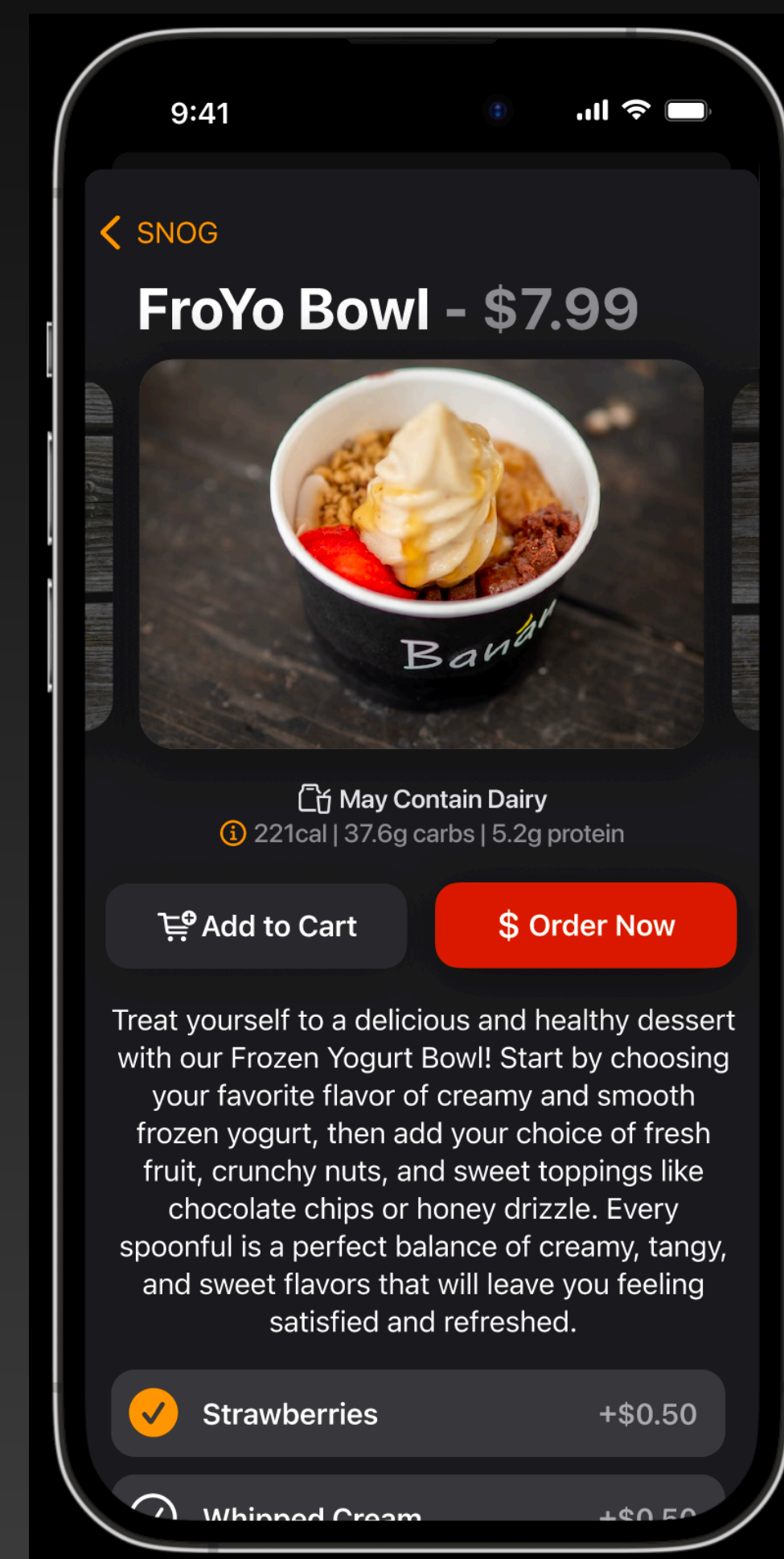
Refined Mockups (pt. 3)

Menu Item, after feedback

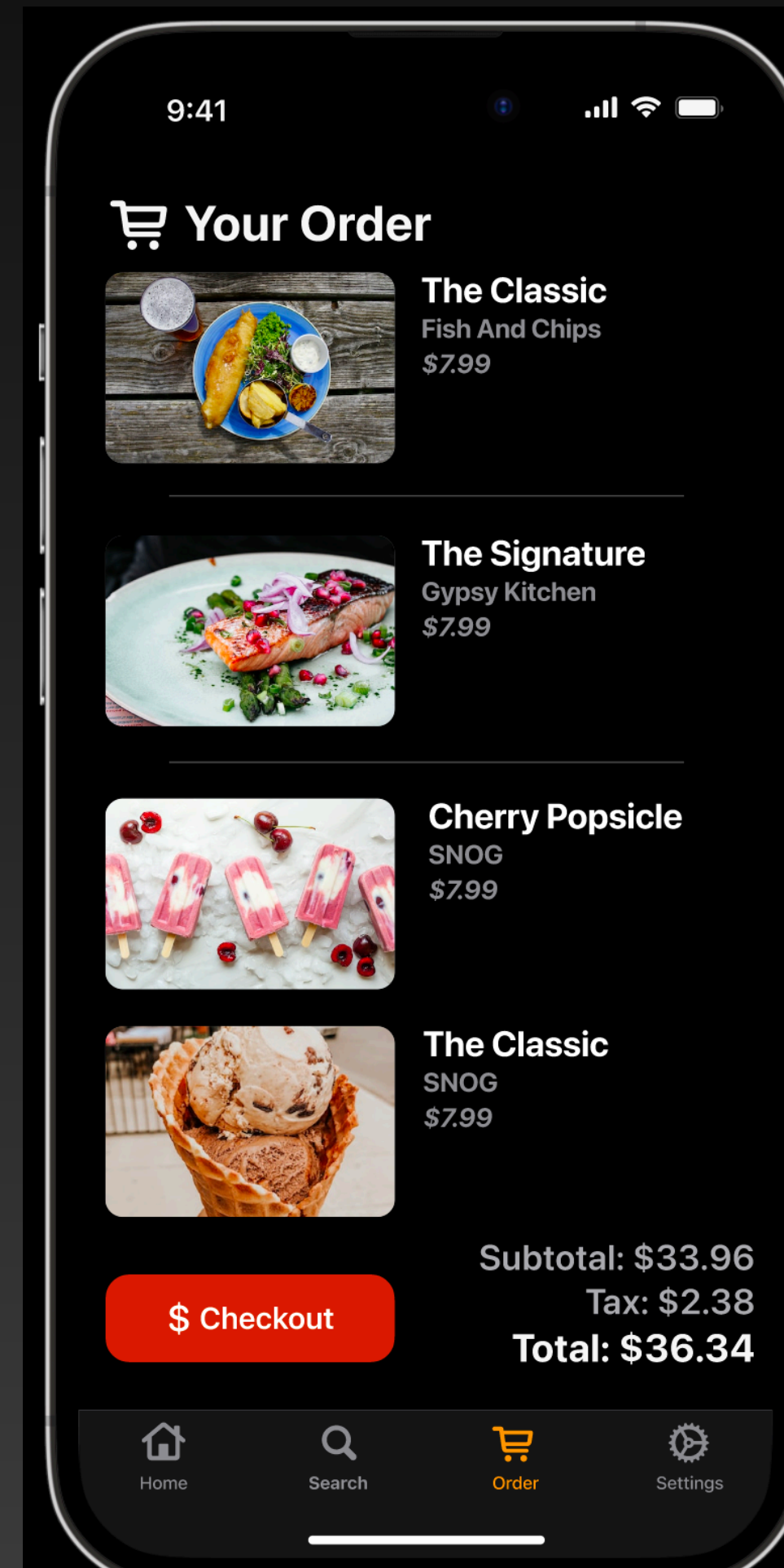
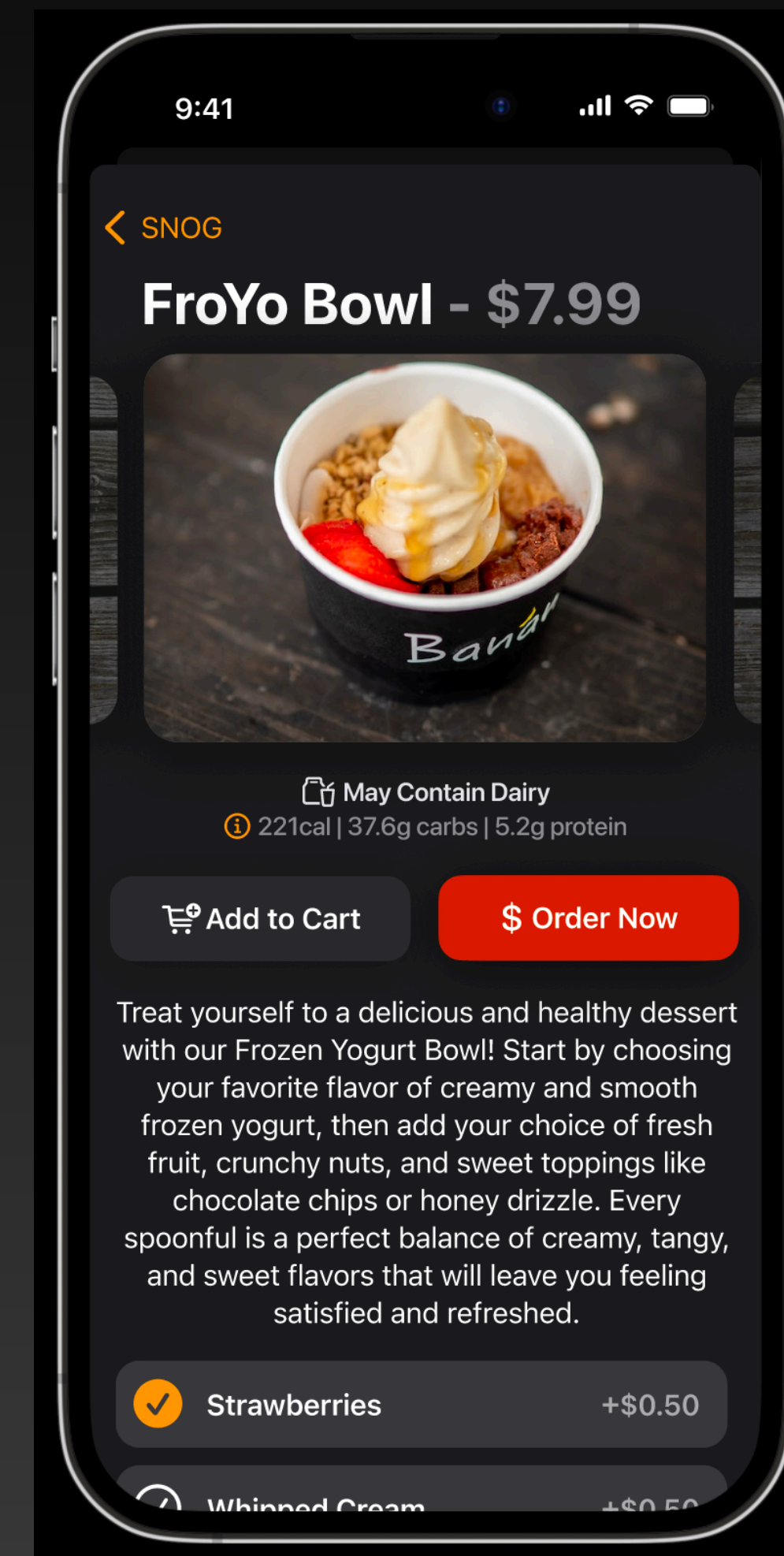
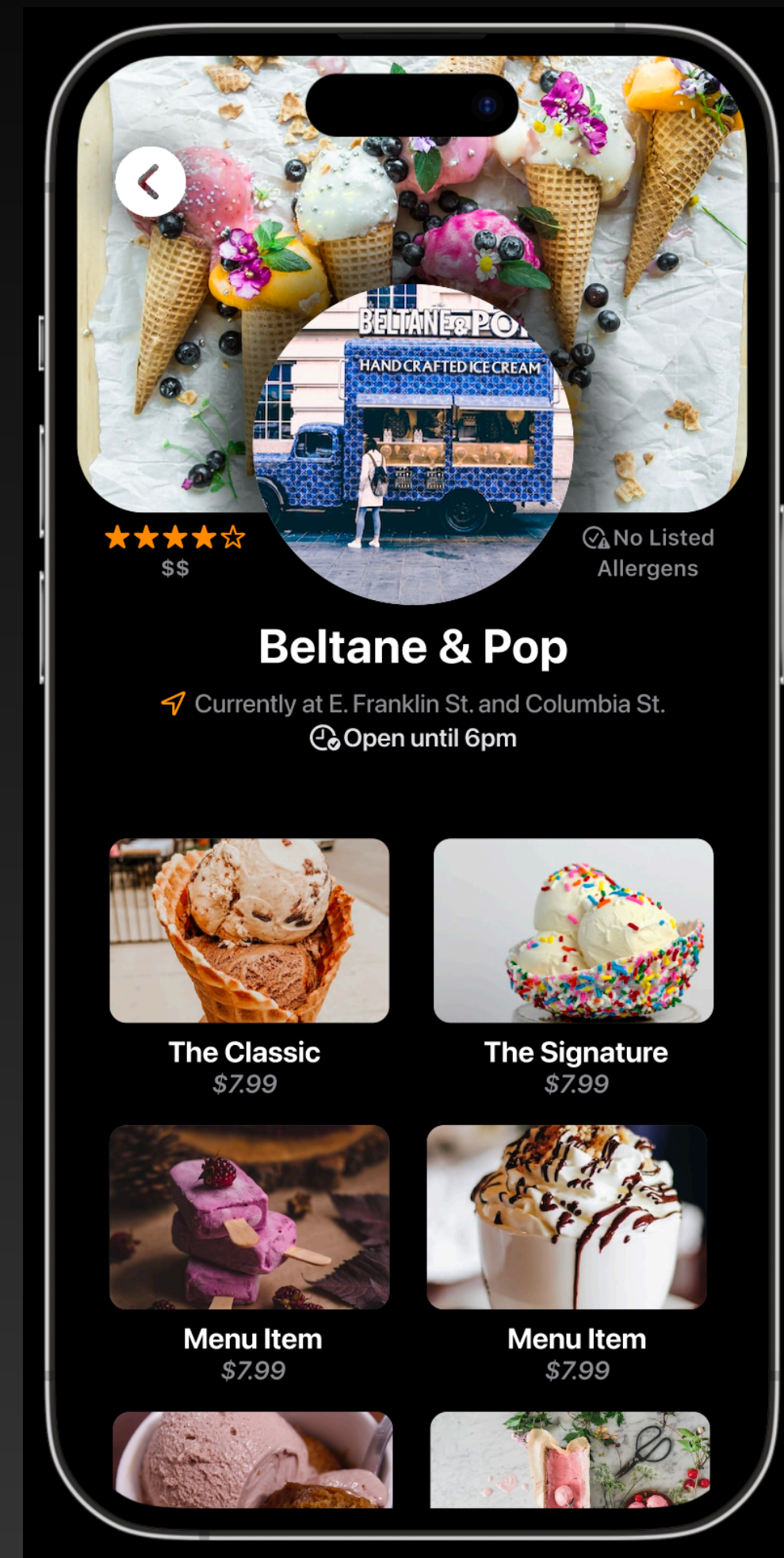
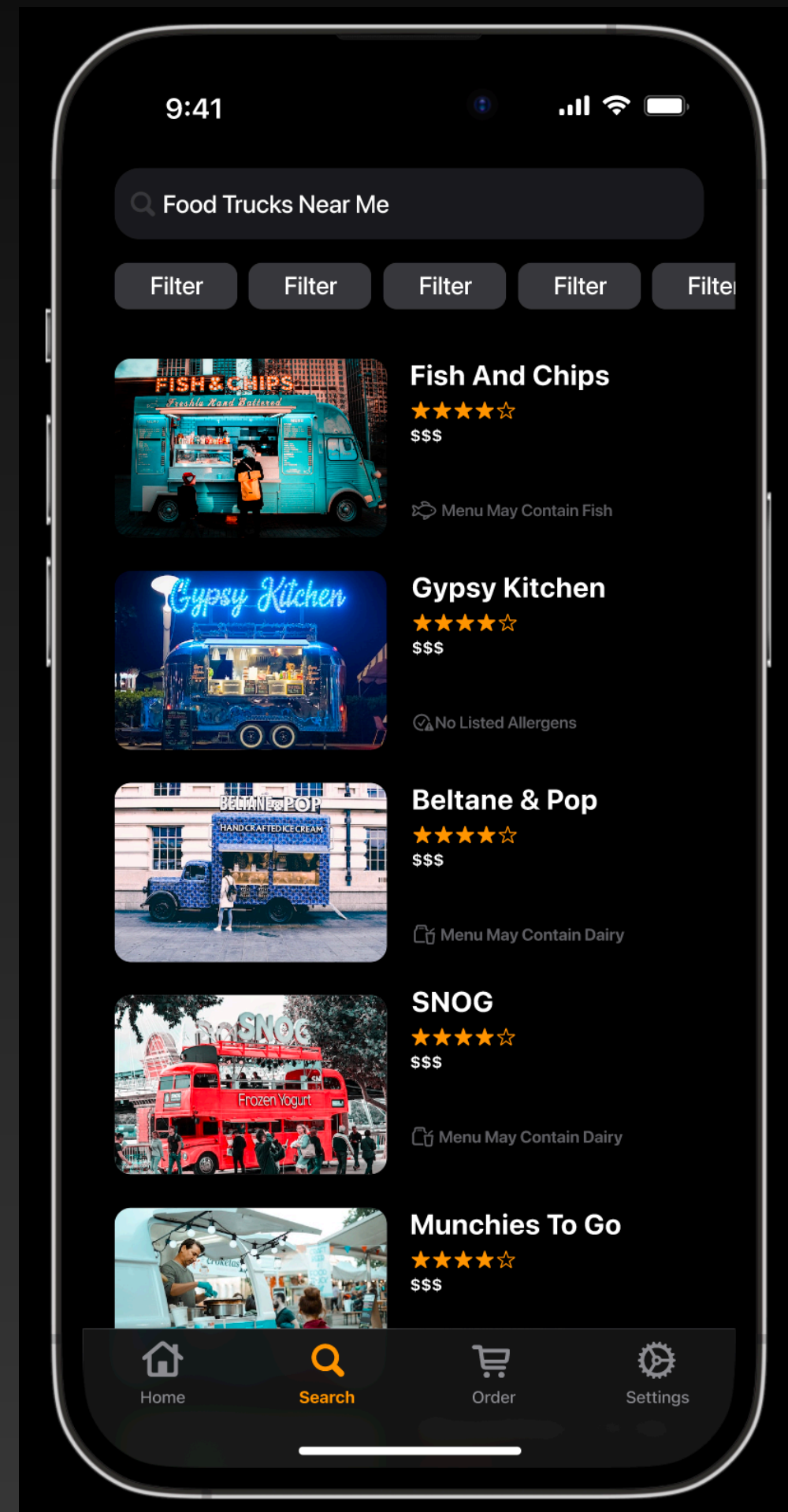
Before



After

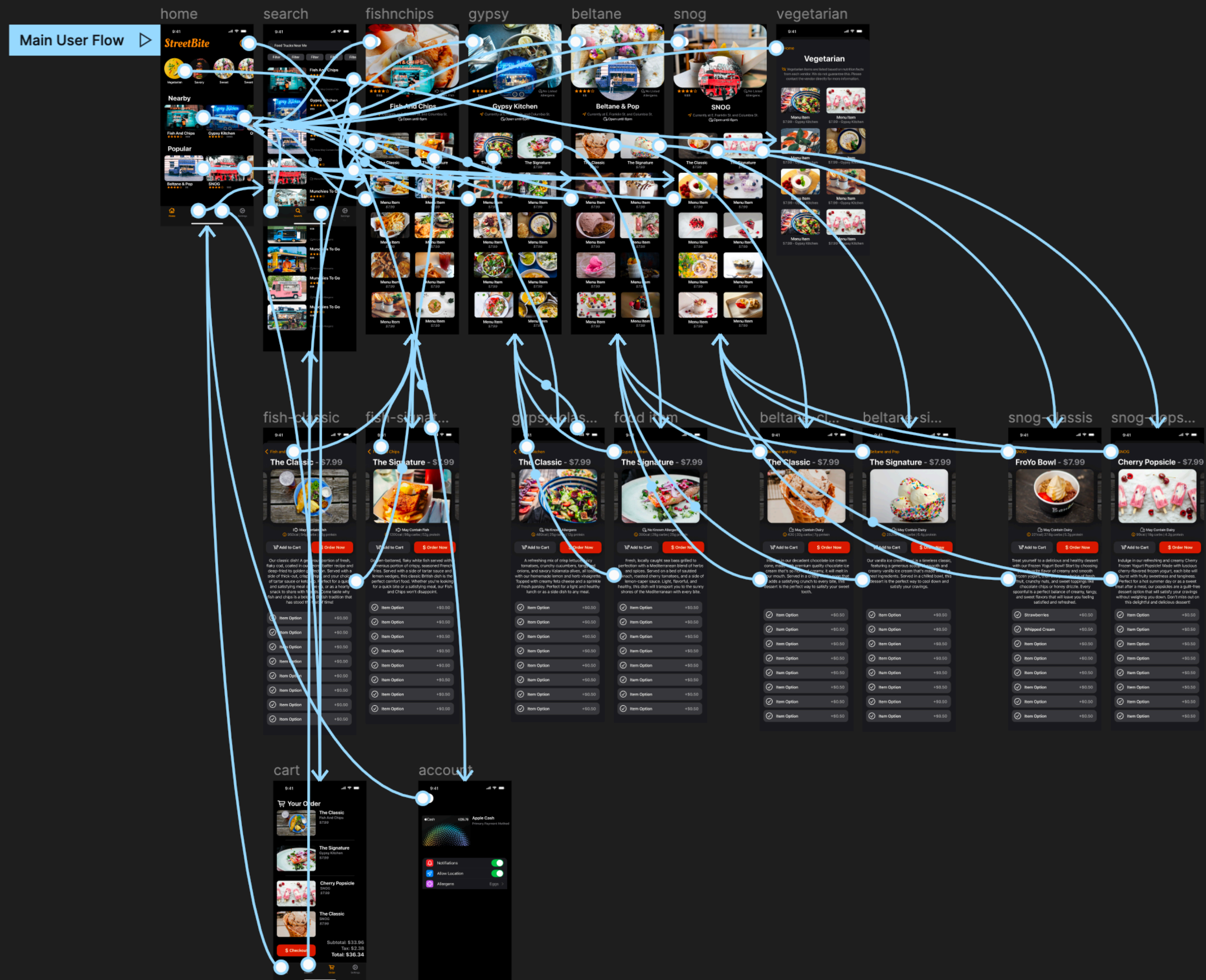


High Fidelity Mockups



High Fidelity Prototype

[Link to Figma](#)



Accessibility

High Contrast

The interface was made with high contrast icons, text, and buttons, making use and navigation easier for people with visual impairments.

No Complex Text

The only small text in the app are the food menu item descriptions, which allows an easier and less stressful experience navigating the app.

Symbols/visuals

Many or all of the buttons have icons in addition to text, making their function clearer.

Style Guide

StreetBite - iOS 16 UI Kit

- Typography: SF Pro Display
- Title/Header: Title1/Bold, Label Color/Dark/Primary
- Body text: Body/Regular, Label Color/Dark/Primary
- Color palette: Label Color/Dark/Primary, System Background/Dark Base, Accessible/SystemOrange/Light, Default/SystemOrange/Dark

Going Forward

Impact, Takeaways, Next Steps and Future Plans

Takeaways

What I learned

- An app doesn't have to be full of features to be good
- A good app prioritizes usefulness over features
- UX Design is more important than UI design, although they work together
- Consistency is key when designing many different views and screens

Next Steps and Future Plans

What's next for StreetBite?

- Creation of a settings page for users to customize their experience
- Adding allergens to settings to be listed in menus and searches
- Allowing users to favorite food trucks and get notifications about their hours and location
- Many more ideas currently being researched!

Questions?

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