



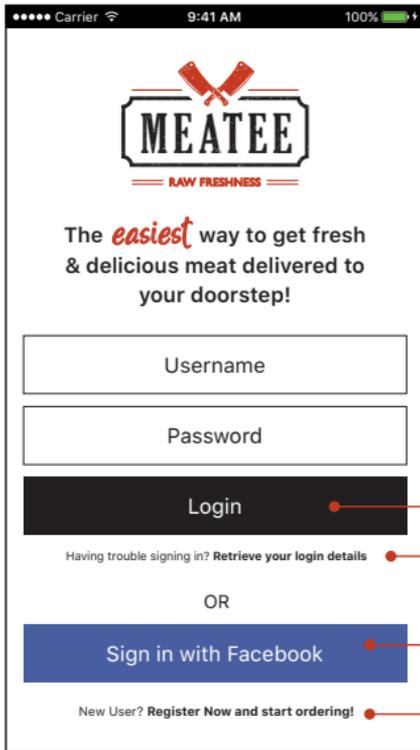
**FRONT-END**

**MOBILE APPLICATION**

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**PHASE ZERO**

**PRE-REGISTRATION**

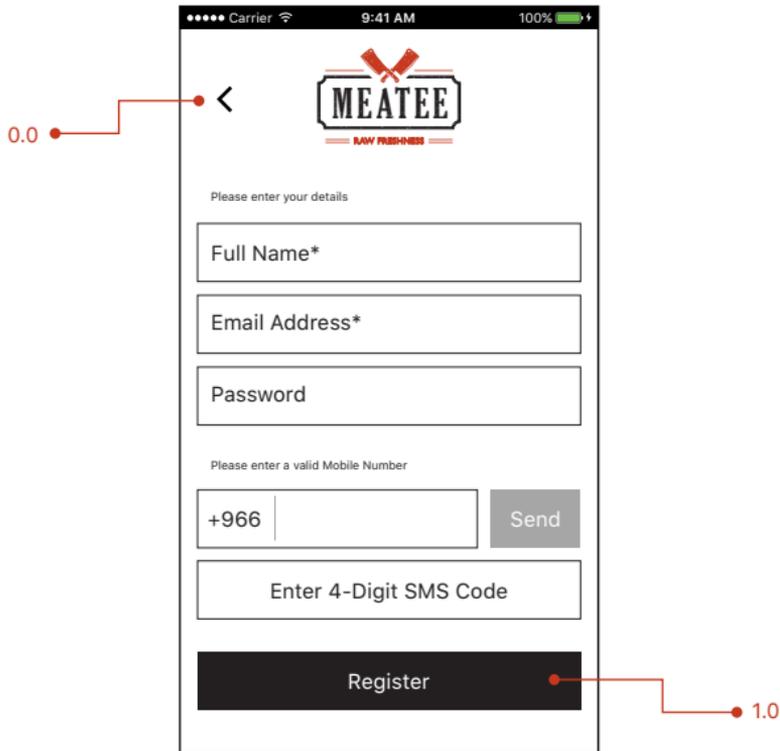


## 0.0 Login

This is the first screen that the user sees after installing and opening the Meatee app.

This screen contains the following scenarios:

1. Login (Already a user)
2. Retrieve your username and password (Already a user)
3. Sign in with Facebook (New user)
4. Registration through app (New user)



## 0.1 Register Now

This screen lets the user register by filling out the required information.

We need to make sure that every user has a verified mobile number, therefore a 4-digit sms code needs to be filled in order to complete the registration.

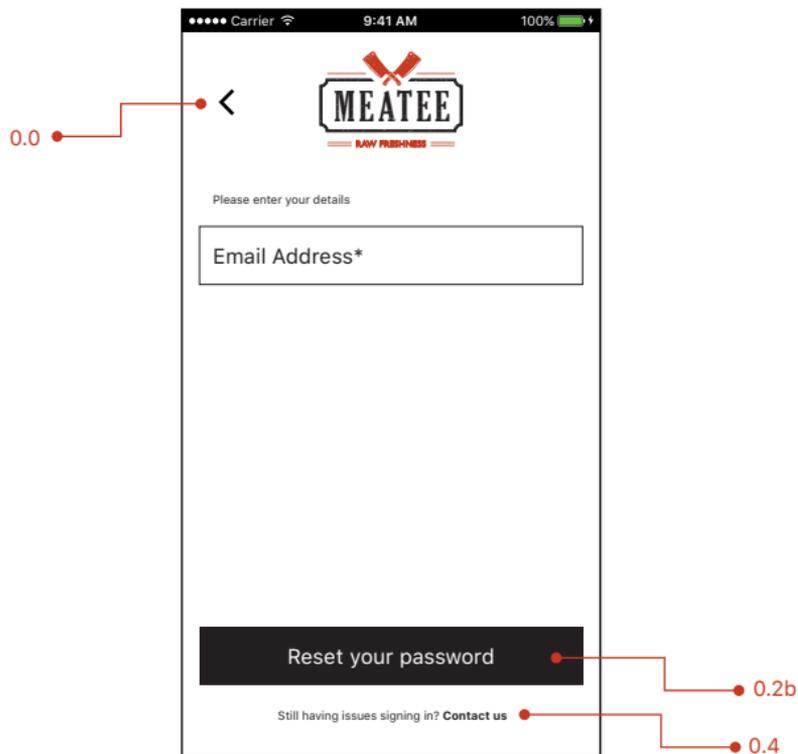
### Error state

Full Name\*

Border and text color of each field returning an error would be turned to **Meatee red**.

### Success state

A Welcome email will be sent to user's email address.



## 0.2 Retrieve your password

Registered users with forgotten login details can enter their email address in order to retrieve their details.

An email with reset password link would be sent to the user. After the user clicks the link, he/she would be redirected to the application at [Set New Password \(0.2c\)](#).

### Error state

Email Address\*

Border and text color of each field returning an error would be turned to **Meatee red**.

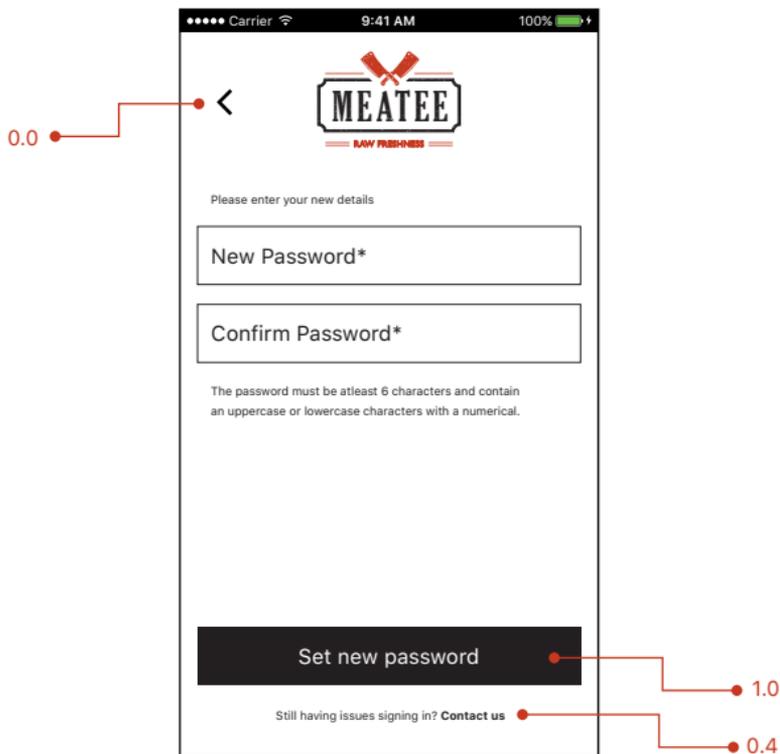
### Success state

An email with reset password link will be sent to user's email address



## 0.2b Reset password modal

This modal informs the user that an email has been sent to his email address with password reset instructions.



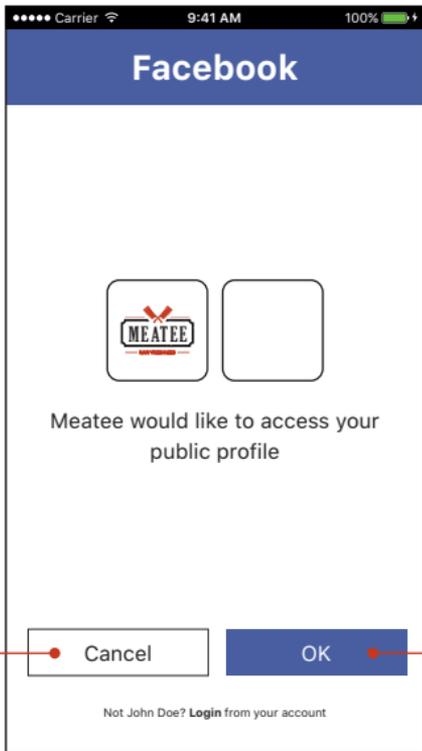
## 0.2c Set new password

This screen will only be accessed through the reset password link sent to the user's email after requesting through [Retrieve your Password](#) (0.2)

### Error state

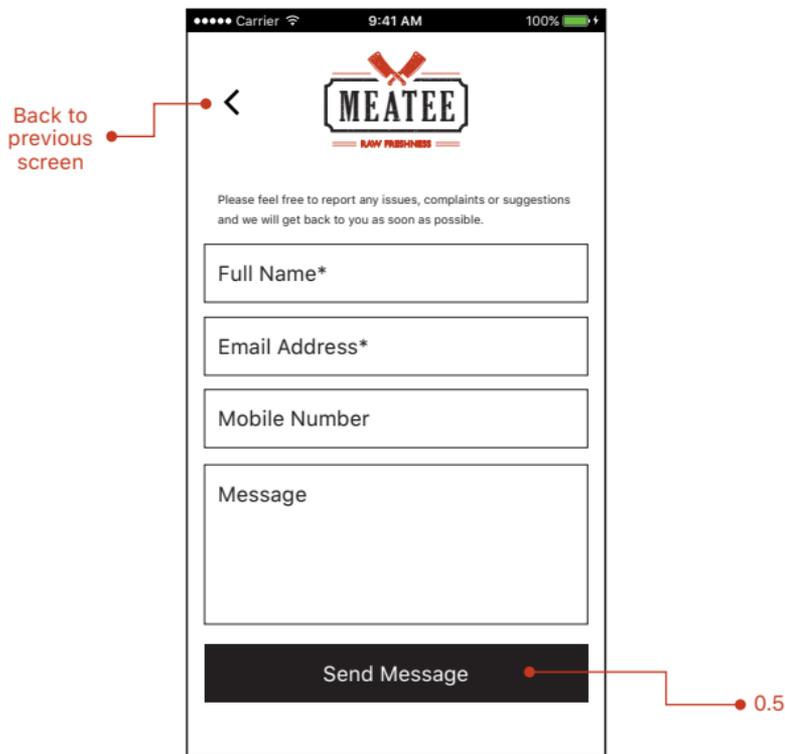
Confirm Password\*

Border and text color of each field returning an error would be turned to **Meatee red**.



## 0.3 Login with Facebook

This screen lets the user sign in from Facebook. Meatee would gain access to the basic information/photo of the user from Facebook.



## 0.4 Contact Us

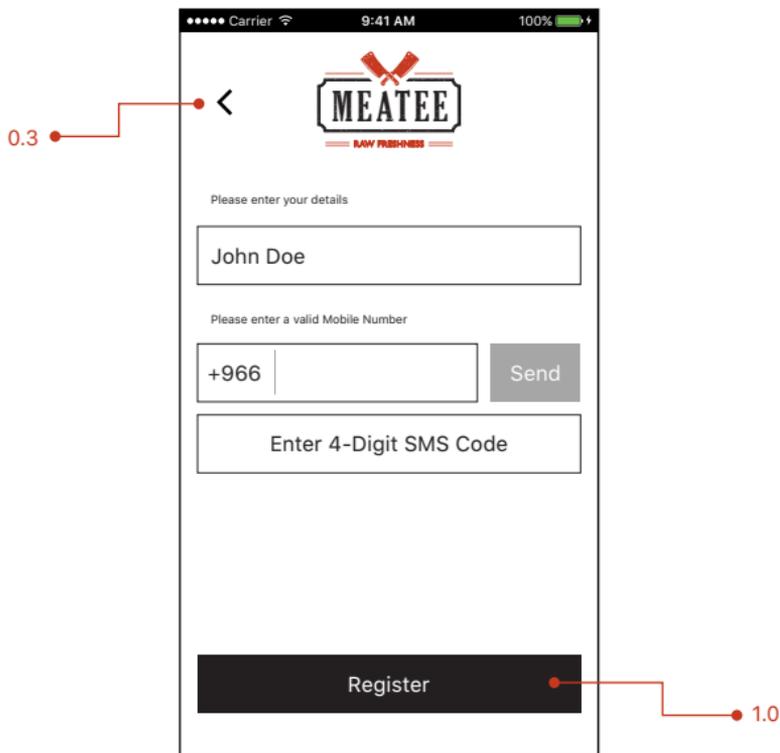
The user can send us any issues/complaints/suggestions through this screen.

These messages will be received by admins through email as well as [Back-end portal](#).

### Error state

Email Address\*

Border and text color of each field returning an error would be turned to **Meatee red**.



## 0.5 Registration from Facebook

After linking from Facebook account, the user still needs to verify their mobile number in order to complete the registration.

The name field will have user's name fetched from Facebook by default. The user has an option to keep it or change it, if needed.

We need to make sure that every user has a verified mobile number, therefore a 4-digit sms code needs to be filled in order to complete the registration.

### Error state

Full Name\*

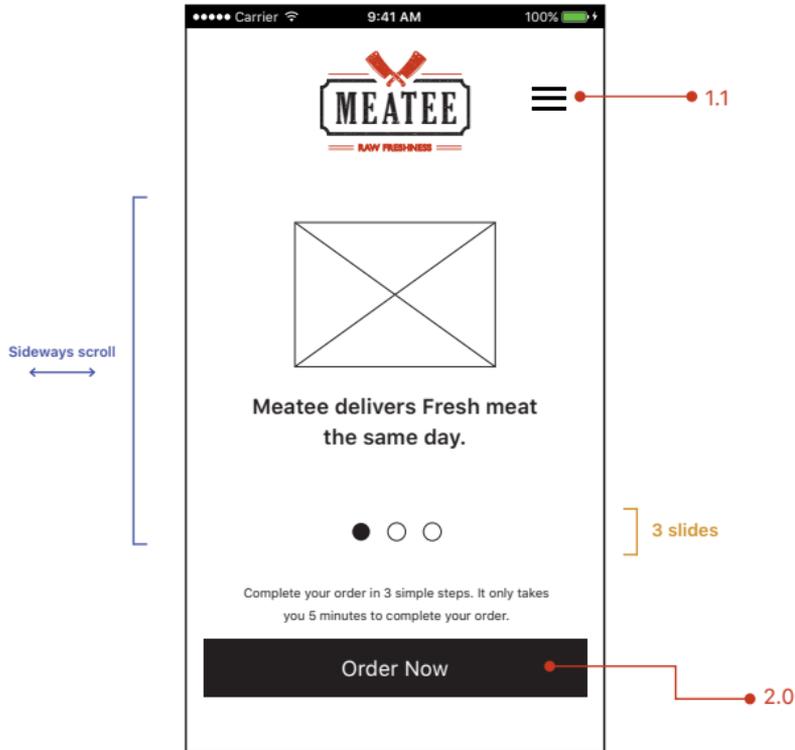
Border and text color of each field returning an error would be turned to **Meatee red**.

### Success state

A Welcome email will be sent to user's email address.

**PHASE ONE**

**POST-REGISTRATION**

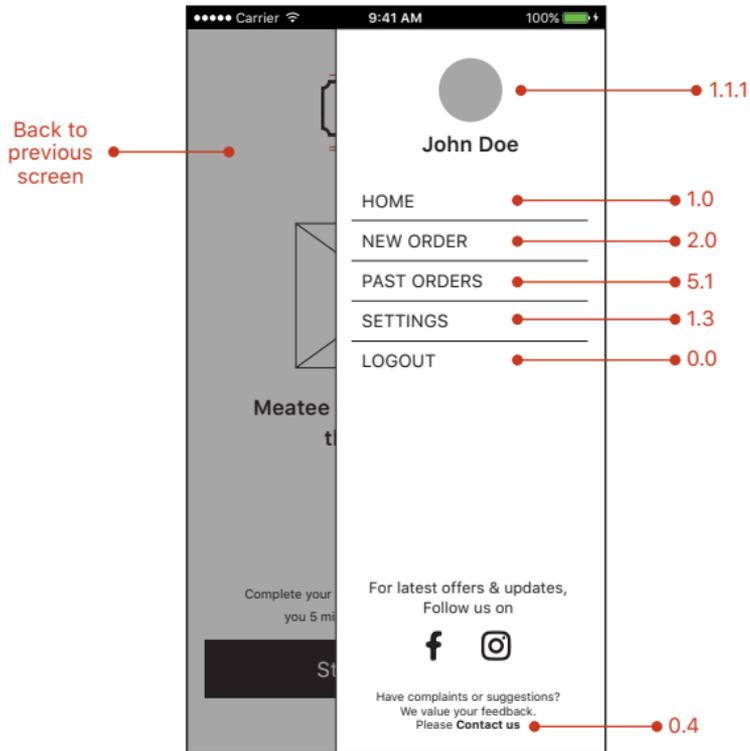


## 1.0 Home Screen

This is the home screen that all registered users see when they open the Meatee app.

The slider in the middle explains 3 standout features of using the Meatee app. The user can swipe through these 3 slides. The slides would also be automatically slided after every 3 seconds.

The user can start their order by tapping on **Order Now (2.0)**.

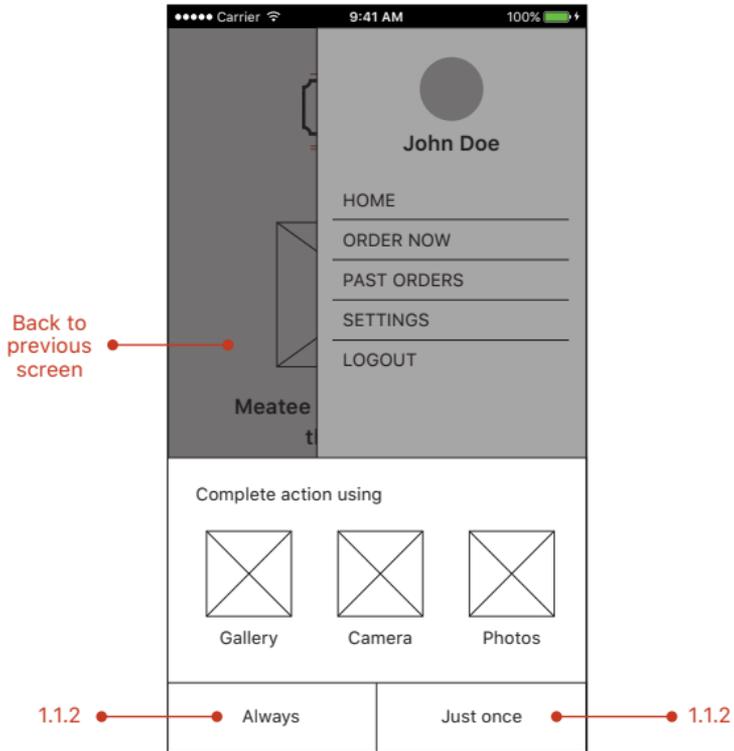


## 1.1 Hamburger Menu

This hamburger menu is accessible from almost all pages. The menu slides in from the right of the screen, and the previous screen goes darker.

The user can click on any of the darkened areas to return to the previous screen.

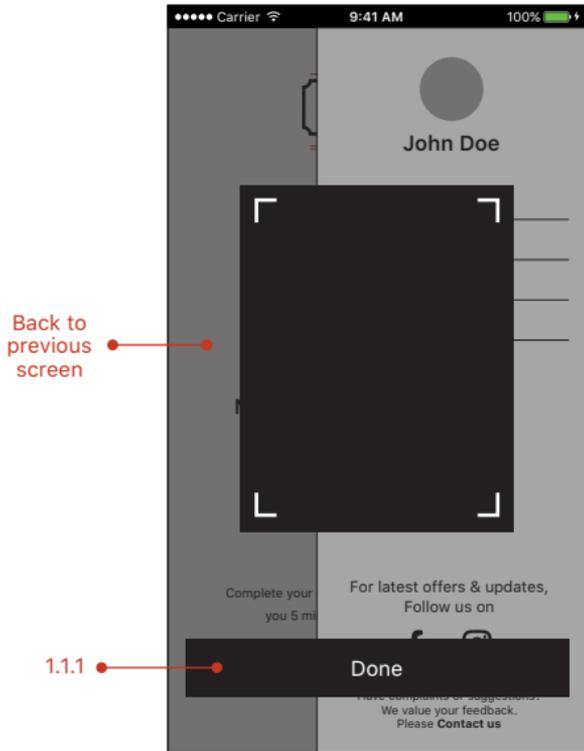
The user can update his/her photo (It will be automatically fetched from Facebook, if the user registers through Facebook)



## 1.1.1 Upload Photo

The user will select the application to do the action i.e. Gallery, Camera or Photos.

Tapping on the dark area would take the user back to the previous screen.



## 1.1.2 Trim/Capture Photo

This screen lets the user capture a photo or trim the selected photo.

Carrier 9:41 AM 100%

**MEATEE**  
RAW FRESHNESS

**SETTINGS**

Please enter your details

Full Name\*

Gender

Nationality

Date of Birth 14 Jan 1993

Changed your Number? Please update it below

+966 56 435 3435 Send

Enter 4-Digit SMS Code

Save

Back to previous screen

Back to previous screen

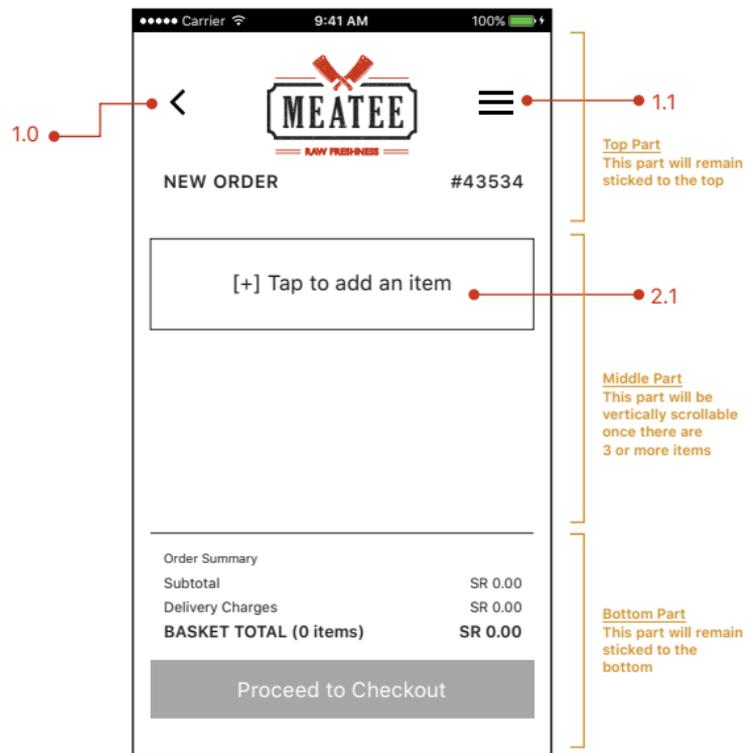
## 1.2 Settings

This screen lets users update their information i.e. Name, Gender, Nationality etc.

Importantly, users can update their mobile numbers in case they have changed it.

**PHASE TWO**

**ORDER CREATION**



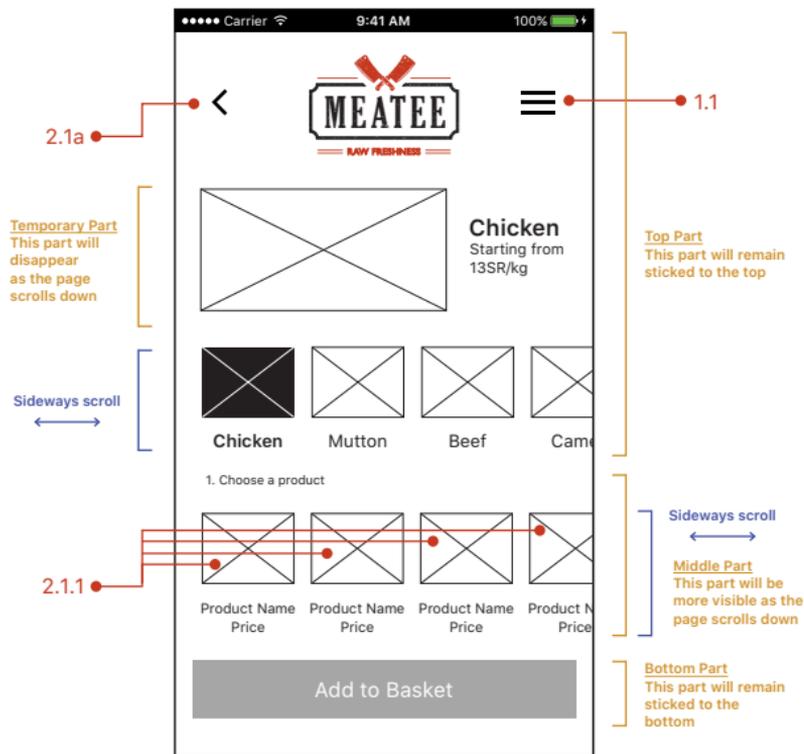
## 2.0 New Order (no items)

This screen lets users add items to their order.

Upon opening this screen, each order automatically gets a unique order number.

The **Proceed to checkout** button is dimmed out if there are no items present in the order. Once there are one or more items, user can tap on **Proceed to Checkout (3.0)**

The important part in developing this screen is that the **Top Part** and **Bottom Part** of the screen would be fixed, and the user would only be able to scroll through the **Middle Part** (once there are 3 or more items)



## 2.1 Add an Item

This screen is the most important part of the whole Meatee application. This screen needs to be flawless in terms of how it works as it would become the backbone of the whole user-experience.

This screen is complex in terms of its functionality. As it includes all the products and their respective options compressed into one screen.

The **Top Part** and **Bottom Part** of the screen would be fixed, whereas the **Temporary Part** will completely disappear as the page is scrolled down.

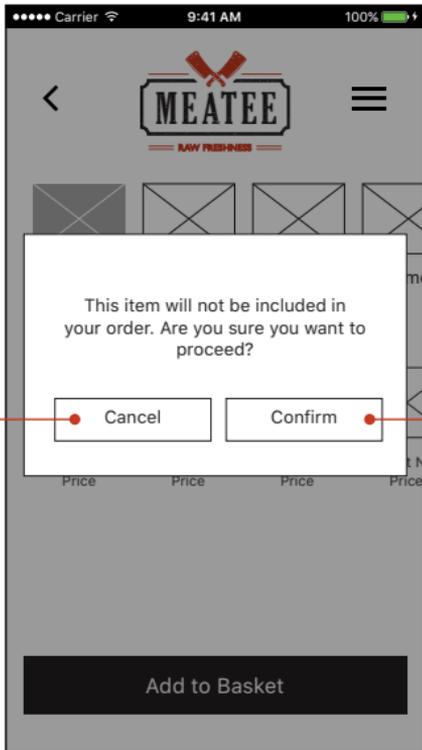
The **Top Part** contains the meat selection navigation i.e. Chicken, Mutton, Beef etc. By default, Chicken will be selected once the screen is opened. This navigation is **Sideways scrollable**.

The **Middle Part** contains all the products that come under the selected meat category (i.e. Chicken, in this instance). Once the user taps on any of the product, further options appear underneath.

Basically, each meat category has different set of products, and underneath each product are different options. All of these selections would be made through this screen.

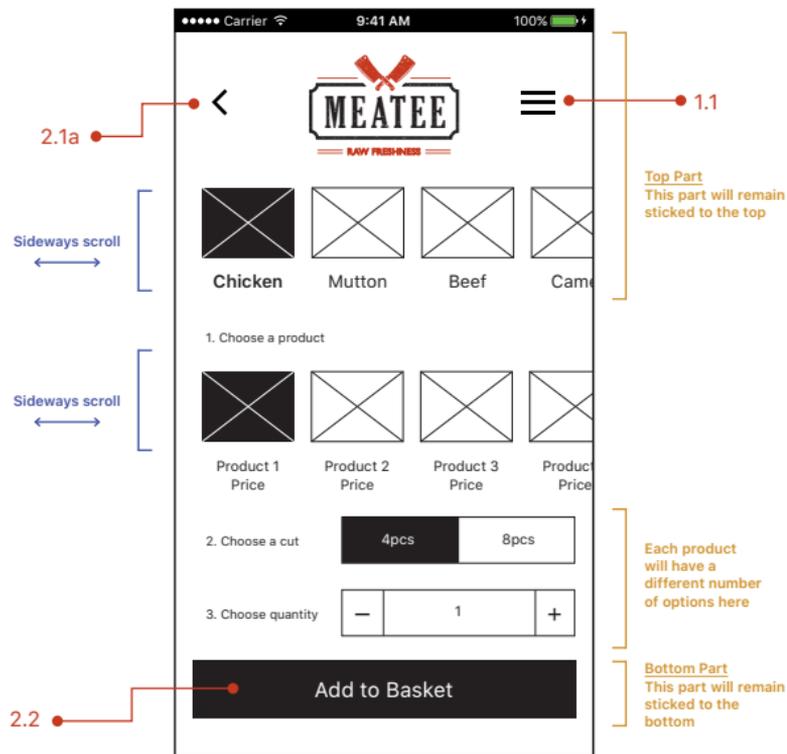
The **Bottom Part** contains **Add to Basket (2.2)** button which will only become active once all the required options are selected.

Have a look at the **animated prototype** of the page for better understanding.



## 2.1a Item cancellation modal

This modal contains a warning that the selected item/options would not be included in the order.

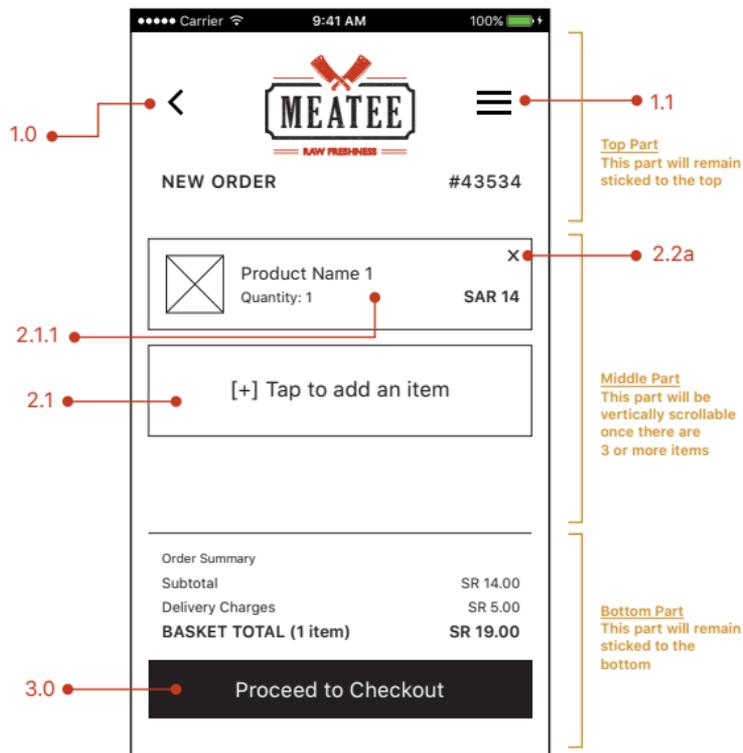


## 2.1.1 Product Options

This screen will display all the options available for the selected product. (Product 1, in this instance)

The available options vary for each product.

The **Add to Basket (2.2)** button will be active once the user fills all the available options under the selected product.



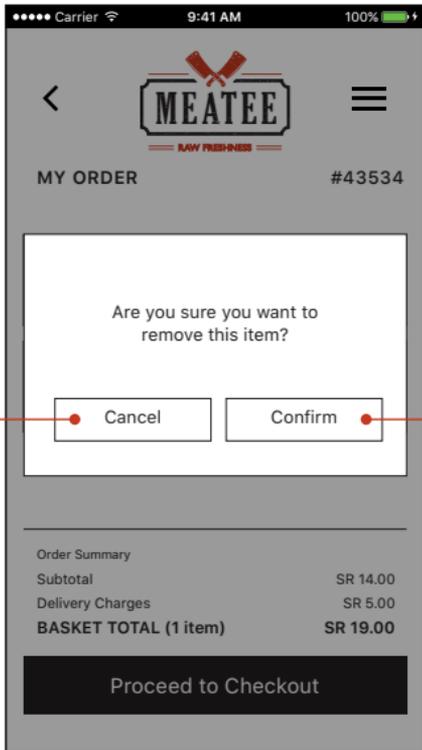
## 2.2 New Order (1 item)

This screen now contains an item.

The user can edit the item by tapping anywhere on the item box to go to **Product Options (2.1.1)**. Alternatively, the user can also remove the item from the order by tapping on X i.e. **Item Removal Modal (2.2a)**.

The **Bottom Part** now displays the breakdown of the charges.

The important part in developing this screen is that the **Top Part** and **Bottom Part** of the screen would be fixed, and the user would only be able to scroll through the **Middle Part** (once there are 3 or more items)

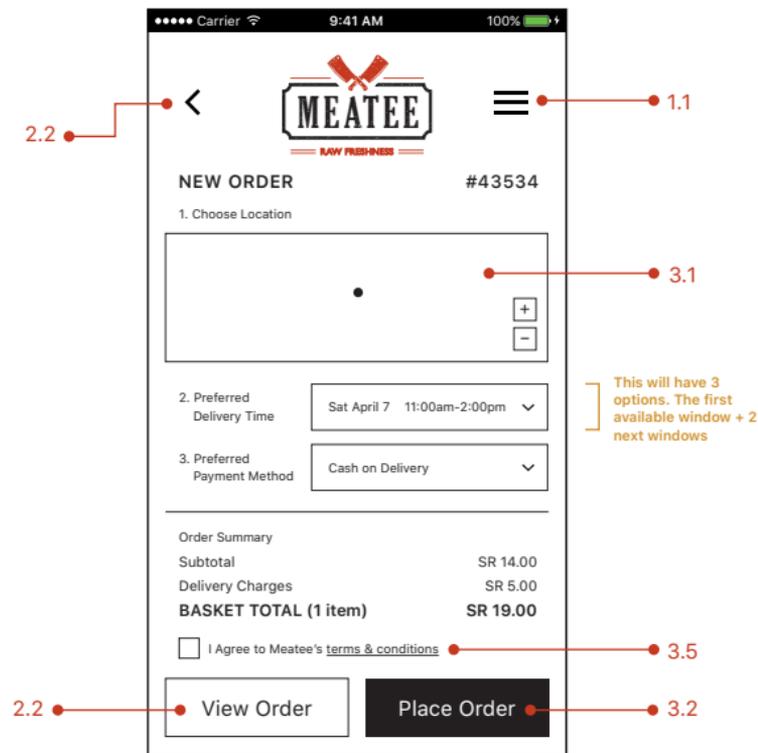


## 2.2a Item Removal Modal

This modal contains a warning that the item would be permanently removed from the order.

**PHASE THREE**

**ORDER PLACEMENT**



## 3.0 Checkout

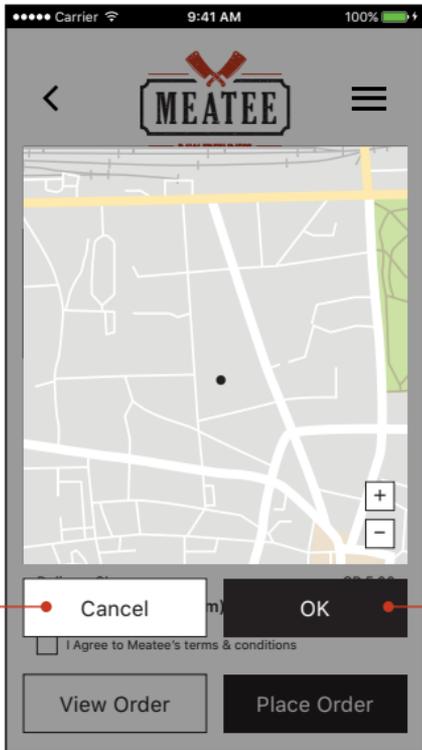
This screen lets the user pick the location for delivery of the order, preferred delivery time, and payment method.

Location would automatically be picked from GPS.

The preferred time would have 3 options. The next available delivery window, with an addition of 2 following delivery windows.

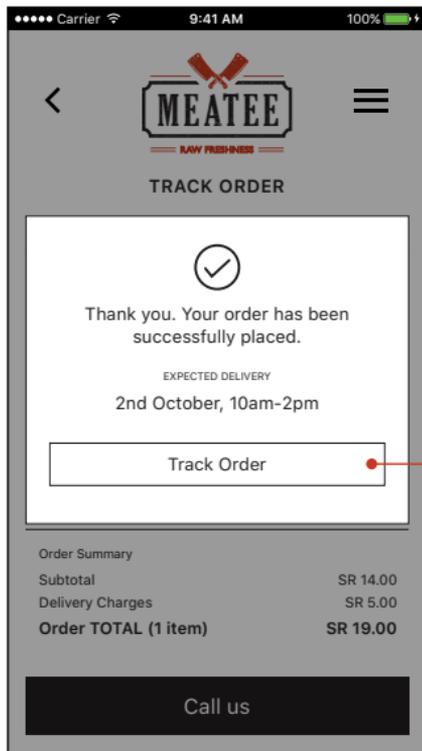
Each day users can pick to receive their orders either at 10:00am-2:00pm window, or from 4:00pm-8:00pm window. A user would be able to select the 10am-2pm window if he/she manages to place their order before 9am. After 9am, the user would only be able to select the next available window i.e. 4:00pm-8:00pm and the 2 windows the following day. Similarly, If the user places an order anywhere between 9:00am-3:00pm, he/she would be able to select the next earliest window of 4:00pm-8:00pm the same day, and the 2 windows the following day.

The preferred payment method would only be Cash on Delivery.



## 3.1 Choose Location

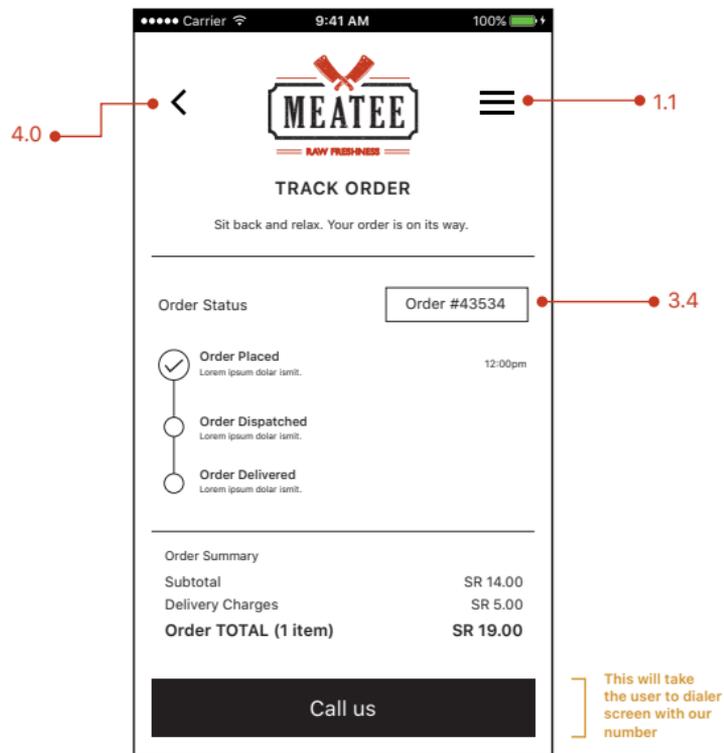
The user's location would be picked by GPS by default. The user has an option to change the location to anywhere else.



## 3.2 Order success modal

This modal informs the user that their order has been placed, and will be delivered during the selected window.

They can further tap on **Track Order (3.3)** button to track their order.

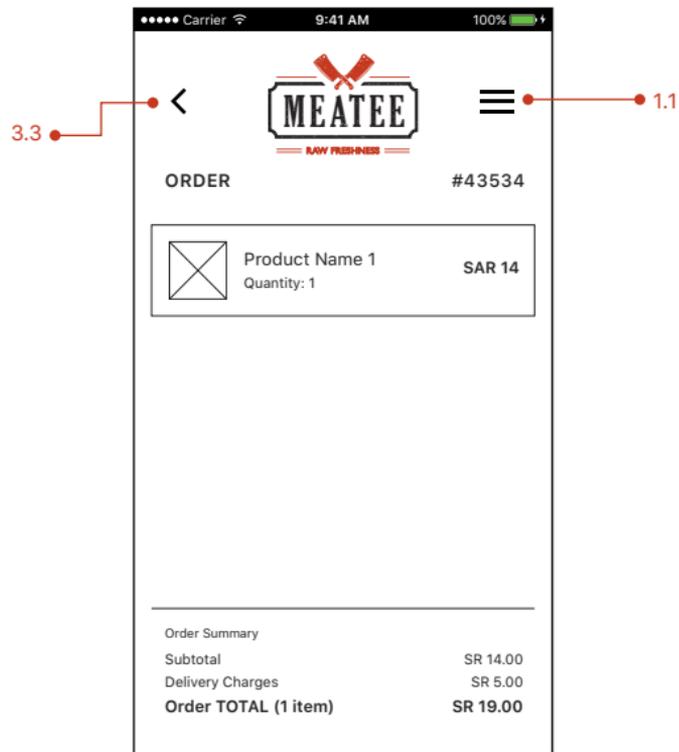


## 3.3 Track Order

The Track Order screen informs the user about the status of their order. The Status of the order (with the time) will be included as the Admin or Delivery guy updates the order status from the [Back-end portal](#).

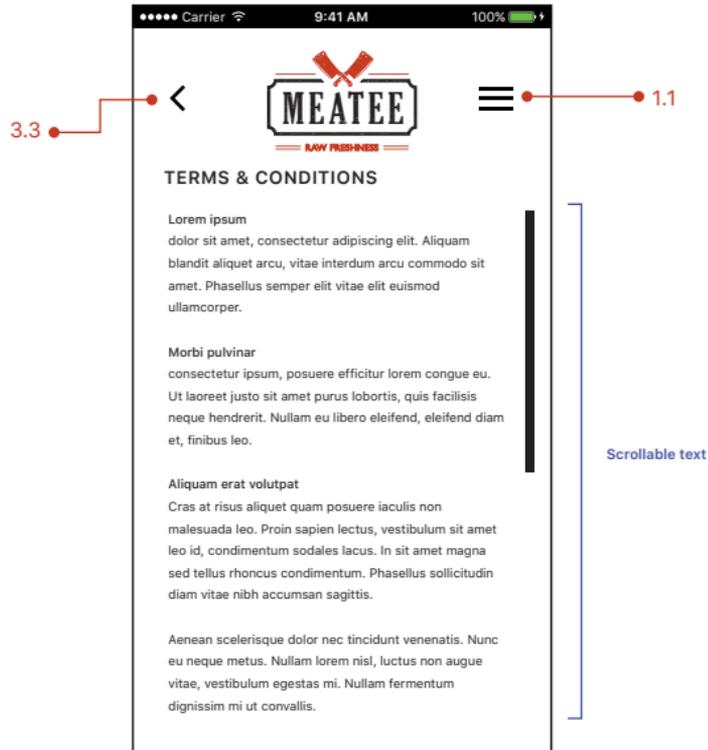
The user can also click on the **Order #43534 (3.4)** to review

The user can Call Us to inquire about the status of the order, or in case the order needs to be cancelled.



## 3.4 View Order

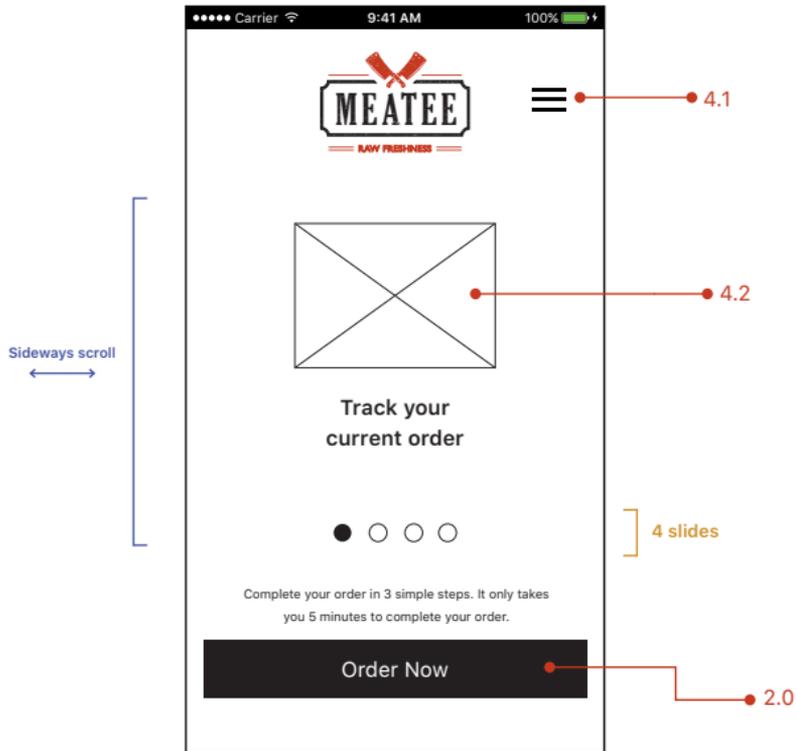
This screen lets the user see their order in detail with the breakdown of the charges.



## 3.5 Terms & Conditions

This screen states all the terms and conditions.

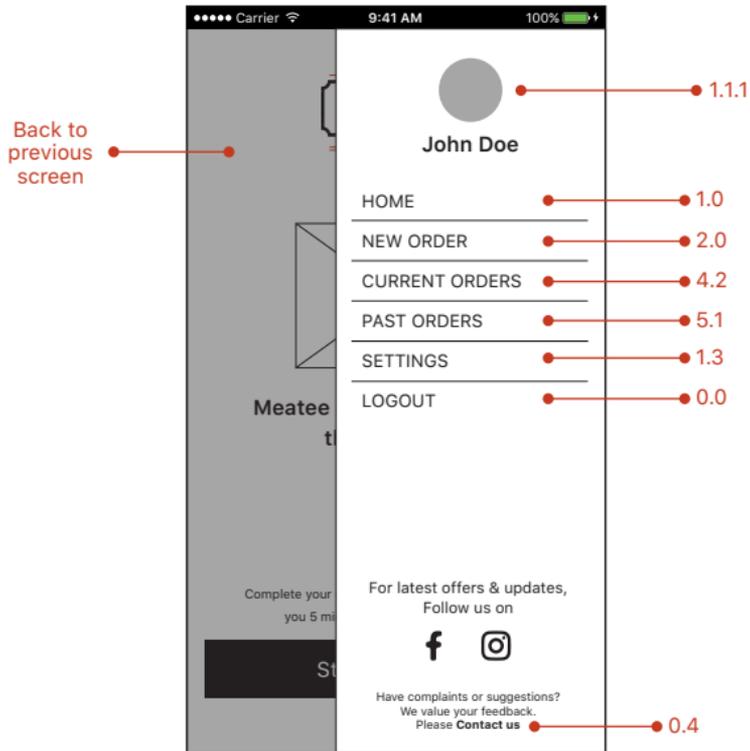
**PHASE FOUR**  
**PRE-DELIVERY**



## 4.0 Home Screen (with order)

The first slide of the Home Screen now has a visual asking user to Track their Order.

**NOTE:** This slide will only be active during **Phase Four** i.e. the phase between placing the order and receiving the delivery.



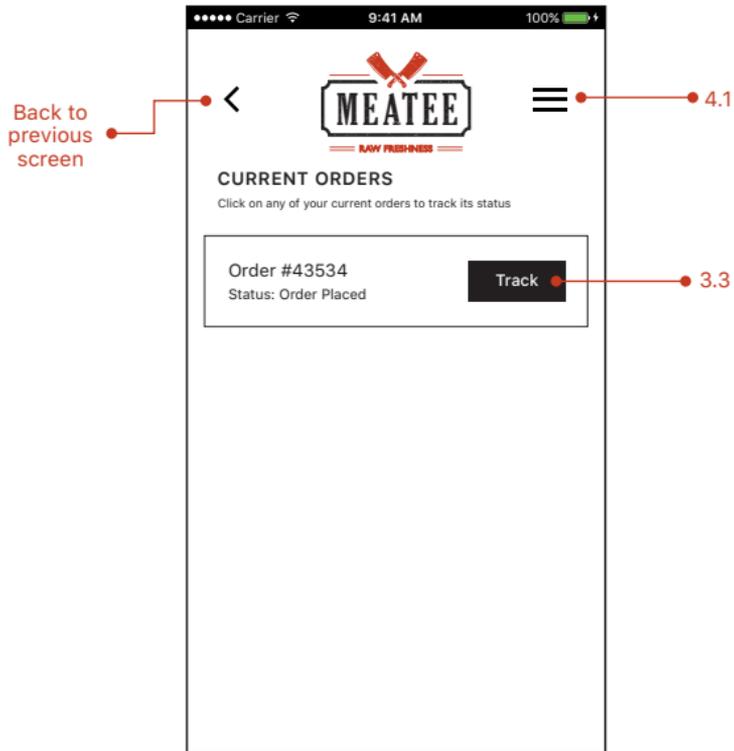
## 4.1 Hamburger Menu

This hamburger menu is accessible from almost all pages. The menu slides in from the right of the screen, and the previous screen goes darker.

The user can click on any of the darkened areas to return to the previous screen.

The user can update his/her photo (It will be automatically fetched from Facebook, if the user registers through Facebook)

**NOTE:** The **Current Orders (4.2)** link in the navigation will only be available in this menu during **Phase Four**.



## 4.2 Current Orders

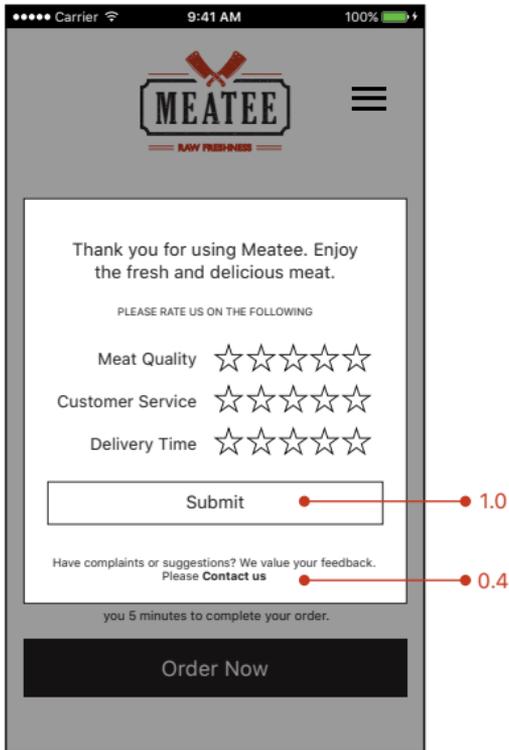
This screen lets the user see their current orders in order to track them or view the details.

There can be more than one current orders i.e. in case a user places an order, but forgets to add an item. In this scenario, the user can place another order.

**NOTE:** This screen will only be active during [Phase Four](#) i.e. the phase between placing the order and receiving the delivery.

**PHASE FIVE**

**POST-DELIVERY**

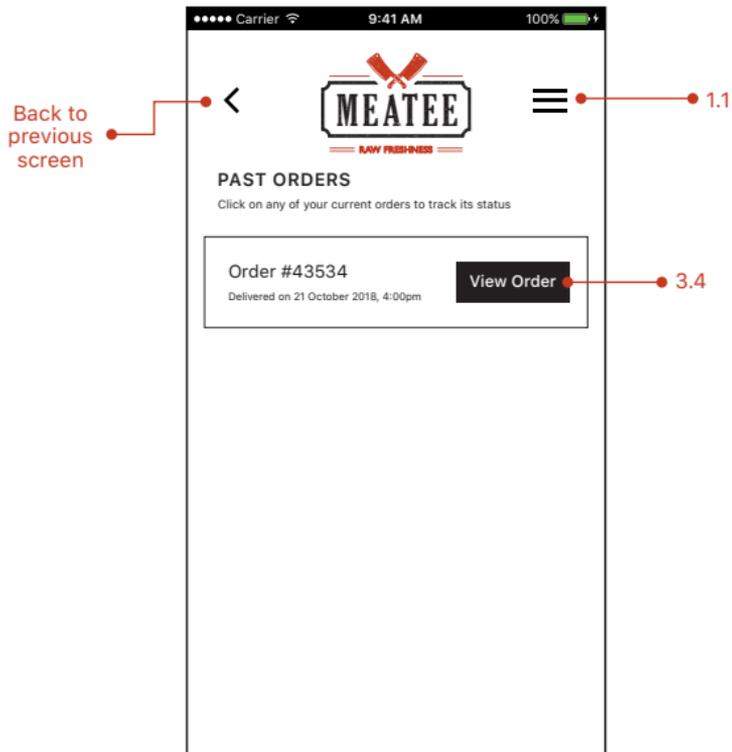


## 5.0 Feedback/Rating modal

Once the order is delivered by the Delivery guy, the status of the order would be updated to 'Delivered' by the Delivery guy from [Back-end portal](#).

At this stage, the user will see the Feedback/Rating modal whenever he/she opens the app next time. The feedback must be given, and cannot be avoided.

The complete feedback would be available to be viewed by Admins through the [Back-end portal](#).



## 5.1 Past Orders

This screen lets the user see their past orders.