

GNG1103
Design Project
User Manual

JAMZ Delivery website

By

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Abstract

As part of the Simon Neheme COVID-19 Challenge, a team of ambitious engineers came up with the idea of creating a delivery network via drones. While this idea isn't revolutionary, in the food delivery context, this will not only ensure that restrictions under COVID-19 are firmly applied, all while keeping businesses open, but also to help those who are in remote locations and those who are physically unable to go to restaurants. The mission for the GNG1103 teams is to create an application that will allow the user to interact with the delivery system, putting the design process learned in class into application.

The following is a technical document that informs the reader about the project of student engineers in the class GNG1103 section A. In this deliverable and document, the main purpose is to show the process of the project and accomplishments of students a part of Group A8. The document includes multiple elements, like the design criteria, problem statement, conceptual designs, prototypes and tests that were performed on said prototypes and more.

1. Introduction

In the COVID-19 pandemic, it is key to reduce the physical contact at all cost, which is where JAMZ Delivery, a food delivery company that delivers food via drones comes in for fast food restaurants who want to reduce physical contact with customers. The team was tasked with creating a website for this company that has a user interface where customers can order their favorite dish from fast food restaurants without even having to encounter another human physically through

Throughout the document, the reader can find the client's needs, target specifications, design criteria, the problem statement, the benchmarking that was done, the conceptual designs, the prototypes as well as the tests that were executed on the prototypes to evaluate their validity. All the work that was done by the team group A08, can be found in this document.

1.1 Problem Identification

The first step that was taken by the team was to interact with the clients. Gathering information about what they expected from the team and most importantly the website was key. The meeting took place via Zoom, a virtual conference meeting where they had their cameras turned on. This was perhaps the most important fact about that meeting. Getting to see their visual expression and feelings towards certain questions or answers by some of their coworkers was to associate a level of importance to the data we acquired. The raw data was then gathered and written for further use into the project. Following the meeting, the team understood what the client's were looking for and headed straight into benchmarking and identifying the needs for the customers.

1.2 Needs Identification and Benchmarking

Following the client's meeting, the team organized the information collected and formatted it into a table found in the appendix I. This allowed the team not only to truly understand what the client's were looking for but also allowed the group to organize ideas into general concepts and prioritise them. This allowed the team to know what the most important functionalities were for the clients and the project. The identified needs were also used as guidelines, in order to assure that the team got the most important functionalities done before working on what is less prioritized.

The team also did technical benchmarking at the beginning of the project to understand different perceptions of the food delivery industry via applications and website versions of other companies. The group used three sample apps; SkipTheDishes, UberEats and DoorDash to observe. Those samples displayed their own conceptual ideas in a simple and good manner. Some common features were able to be observed throughout all three samples like searching for a restaurant using the search bar and more. The technical benchmarking that was done was very useful as it allowed the team to gain a better understanding of how to approach conceptual designs of their own. The complete data gathered while doing technical benchmarking can be

found in the appendix II. The main object of doing technical benchmarking was to compare different apps, and integrate all good/optimal features into the team's future conceptual designs and the prototypes later on.

After doing technical benchmarking of similar companies, the team used the same three applications (SkipTheDishes, UberEats and DoorDash) in order to do user benchmarking. This was done in order for the team to find the best solutions to optimize user experience. Multiple aspects were noted, mostly metrics but also some other non functional aspects as well. The team observed metrics in the user benchmarking using the number of clicks required to accomplish a task. This helped the team keep everything as simple and easy to accomplish for the prototypes. During the user benchmarking, some aspects that were absent were noted as well in order to add those features if ever they were found to be useful. For example, language settings can give the company of the application more diversity in their customers. Especially in Canada where diversity is ever-present. The user benchmarking that was done for this project can be found in appendix II.

After identifying the needs of the clients and completing the technical and user benchmarking, the group was able to define the problem statement as well as the design criteria and target specifications.

1.3 Problem Statement

With those criteria in hand, the team was able to come up with a problem statement that clearly identifies what is needed and expected from JAMZ in this project. The following is the problem statement:

It is necessary to design an application or website that has a drone delivery system for fast food orders focused on residents living in rural areas. The application or website should be easy to use, modern and minimal.

This problem statement declares that in order to accomplish the project, it is required to design an application or website with a drone delivery system for fast food delivery orders focused on residents living in a rural area. This means that the application or website has to be able to see a variety of nearby restaurants that offer the drone delivery service as well as take those orders and send them to the associated restaurants. The client has said during the first client meeting that as long as the application or website is able to select items from a restaurant, they would be able to take care of sending the information to the restaurant. Also, after completing an order, although not necessary, the application could generate a random barcode that associates with the order. The use of the barcode would be to confirm with the drone (and it's pilot) that the delivery was a success. The second sentence of the problem statement indicates that the application should be easy to use for everyone while having a modern, sleek and minimalistic design. This comes with the principle that the design has to be attractive, so that the user likes

what they are seeing and therefore trusting that the service is viable. Not only does the application have to look good, it also has to be easy and simple to learn and use later on.

1.4 Design Criteria and Target Specifications

The raw data that was collected in the first client meeting was organized into a table of characteristics in order for the team to analyse what the most important elements were and that should be included into the final product. Multiple design needs are included in this table like: an interactive map where users can track their orders, a method of getting help or support either while creating an order or simply for technical support, a log-in system where users have the ability to log into the website with their personal information, and more. The design criteria and target specifications were found using the customer needs that were identified during the first client meeting. The table of design criteria can be found in the appendix III. These design criterias are displayed in a table format where needs are listed and the criterias are displayed in the column next to it. This allowed the team to clearly identify what was expected from the clients. On the other hand, target specifications allowed the group to clearly define the criterias into functional and non-functional requirements as well as possible constraints that the team might encounter throughout the project. This table can be found in the appendix IV. The team used these target specifications and design criteria as guidelines as to what needed to be accomplished. The group also used the two tables to generate conceptual designs that would be necessary for the product.

1.5 Conceptual Design

The team originally decided to create an application for the client's as the team was given the opportunity to either create an application or a website. After further research into what it would take for the team to create an application, the group decided that it would be best to create a website as it took a lot less knowledge about coding than an application on a phone. Sadly, by the time that this decision was made, conceptual designs were already created by most of the team. As a solution to this problem and to avoid wasting time, the team selected the three best conceptual designs and combined them all into a final conceptual design for the website while keeping the general design and functionalities of its predecessors. The conceptual designs that were created for the original application followed by the final conceptual design of the website can be found in the appendix V. After creating the final design concept, the next step was to create the prototypes and evaluate their performance and aesthetics with our selected tests throughout the semester.

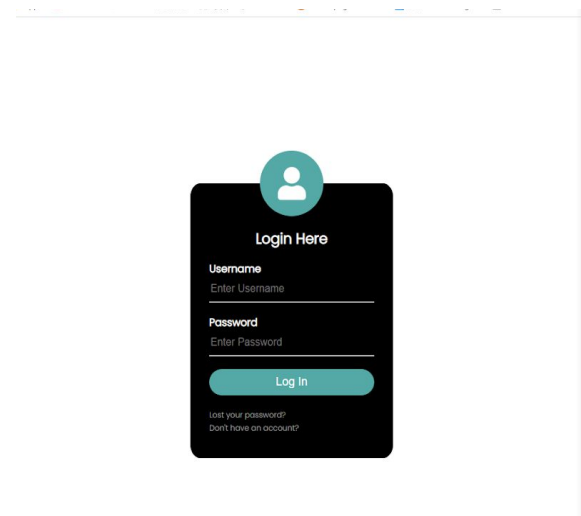
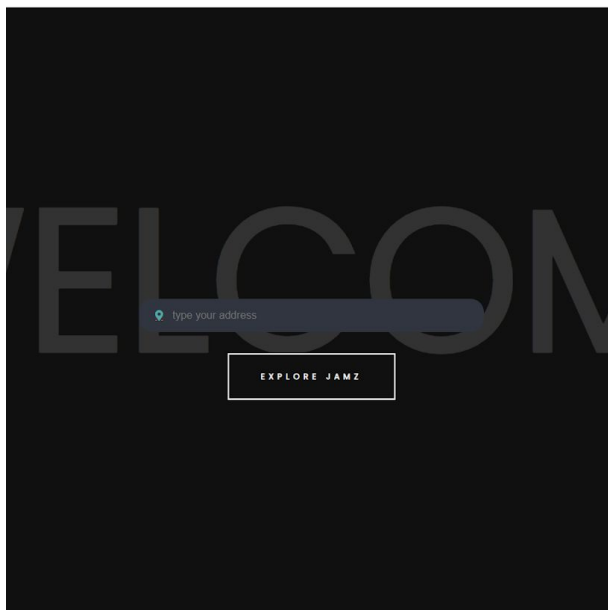
2. Prototyping and Testing

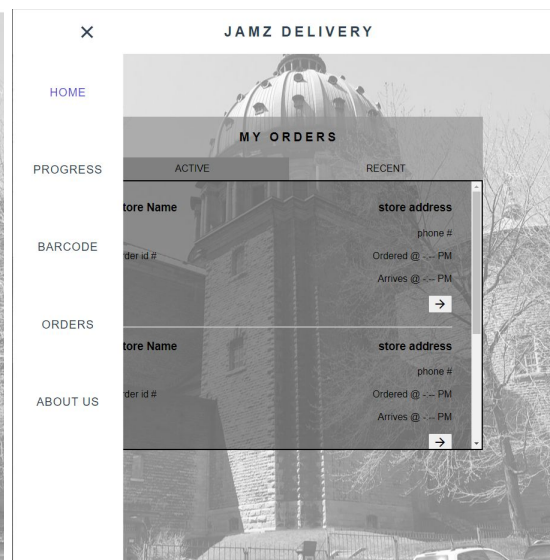
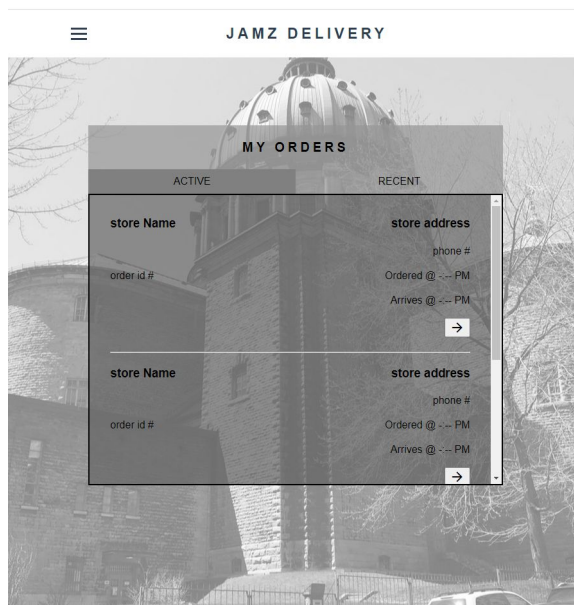
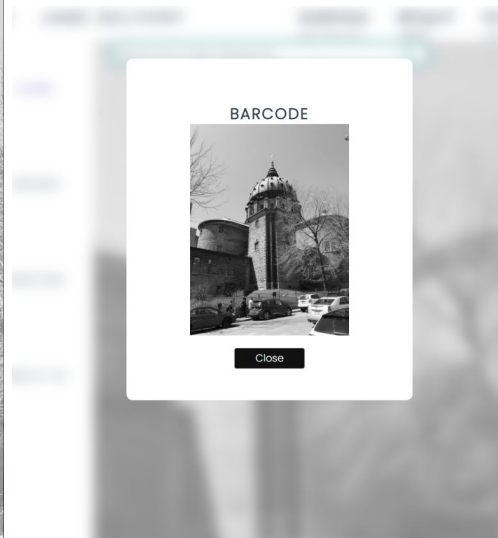
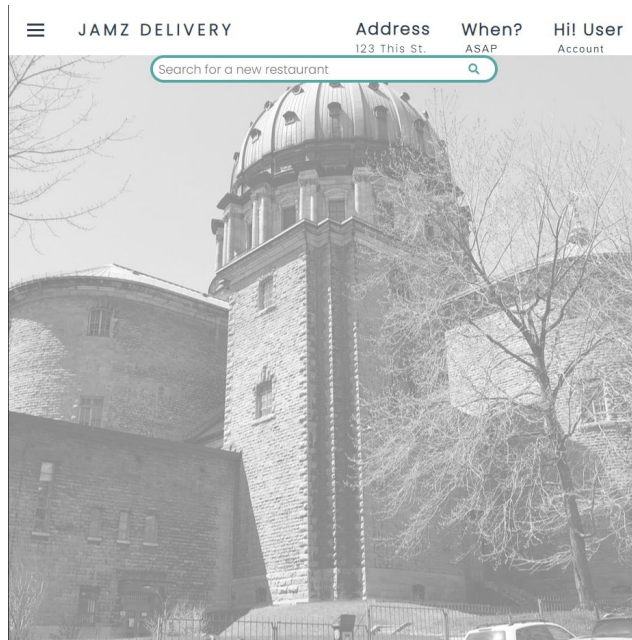
Our prototypes are coded in HTML, JS and CSS using Visual Studio. The .zip file to our web page is found on <https://makerepo.com/atran006/jamz-delivery-website-a08-spacejamz>

2.1 Prototype I

Objective : The main goal of this prototype is to communicate and show the client/potential users a visual demonstration of the general idea we have of our webpage. The prototype's results and feedback will determine how we're going to adjust/customize our coding to better improve the final product.

Below is our prototype I. the solution is presented in a simple format - making the experience easy to navigate. Although the team was met with countless bugs, such as scaling, text error, navigation problems (due to the lack of coding in each section), search bar malfunction; with some simple debugging this could all be fixed.



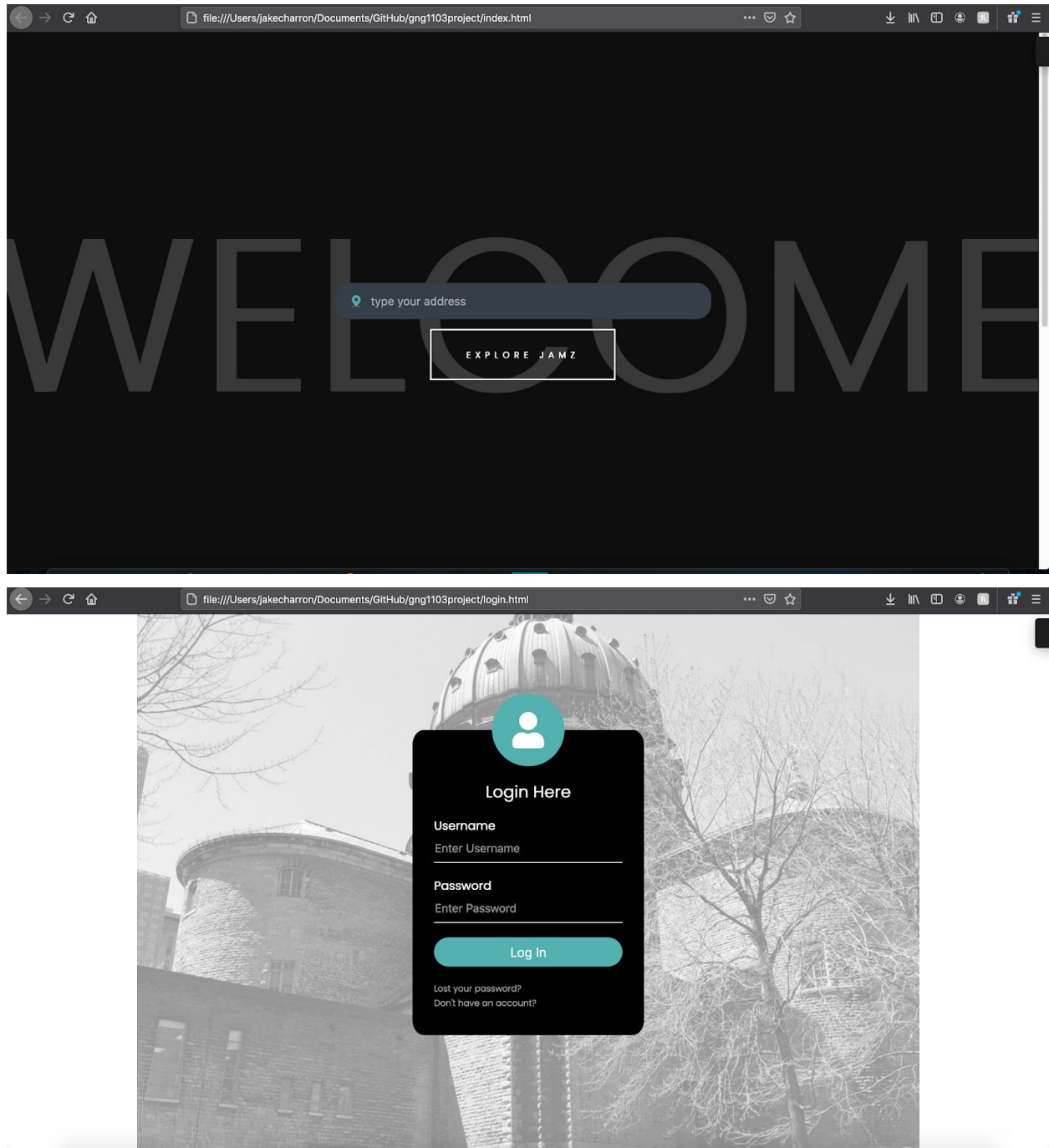


2.2 Prototype II

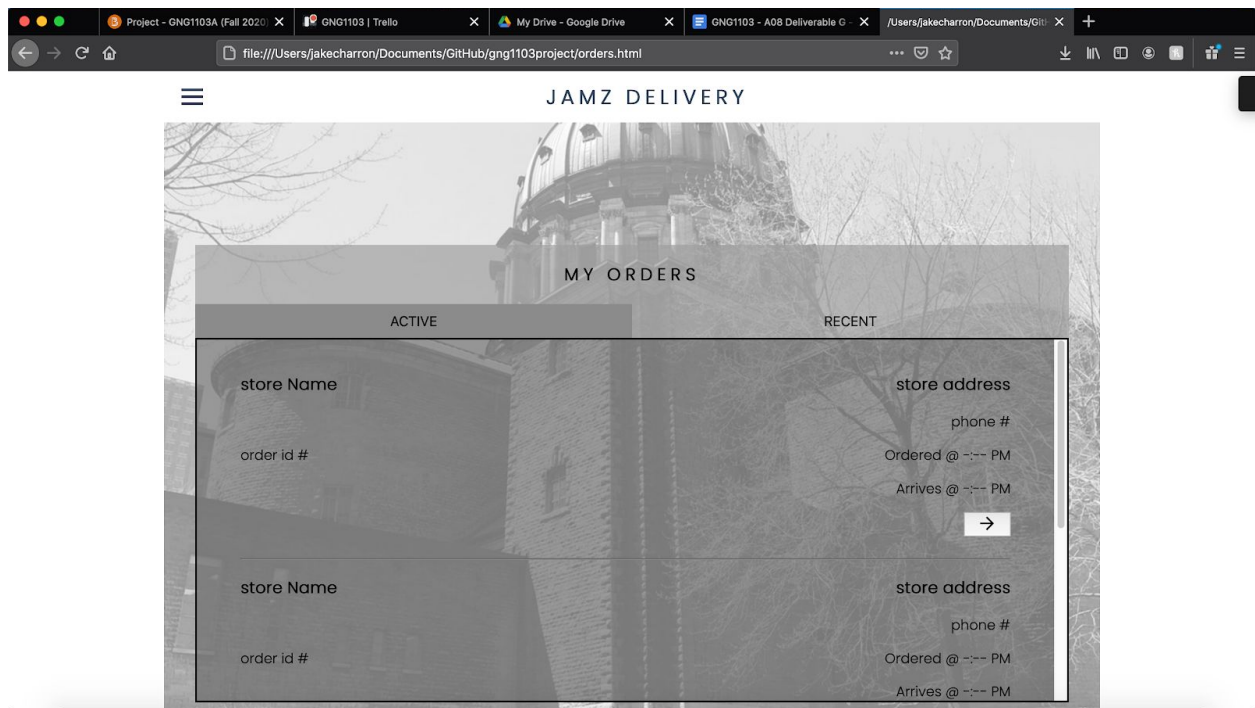
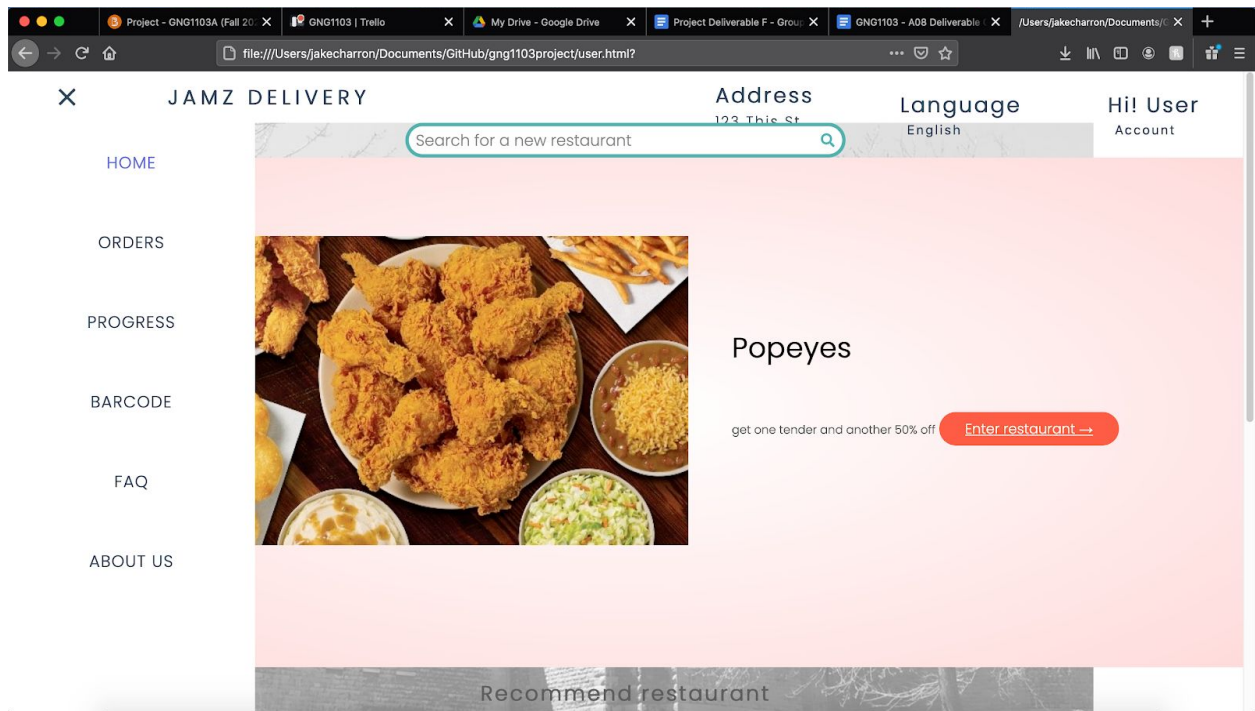
Objective: The second prototype is an improved version of the previous prototype, with the bugs from the last deliverable fixed. Prototype II also includes new features, such as a welcome page, the reworked home page, login prompt, and personalized pages only accessible after logging in - this feature will be key to the final prototype, as it is considered important that you need to log-in before ordering. The starting home page will now be very basic, and doesn't include any information regarding the user or the settings. The second prototype will stick more to the design criteria set beforehand, mainly the number of clicks the user needs to reach a

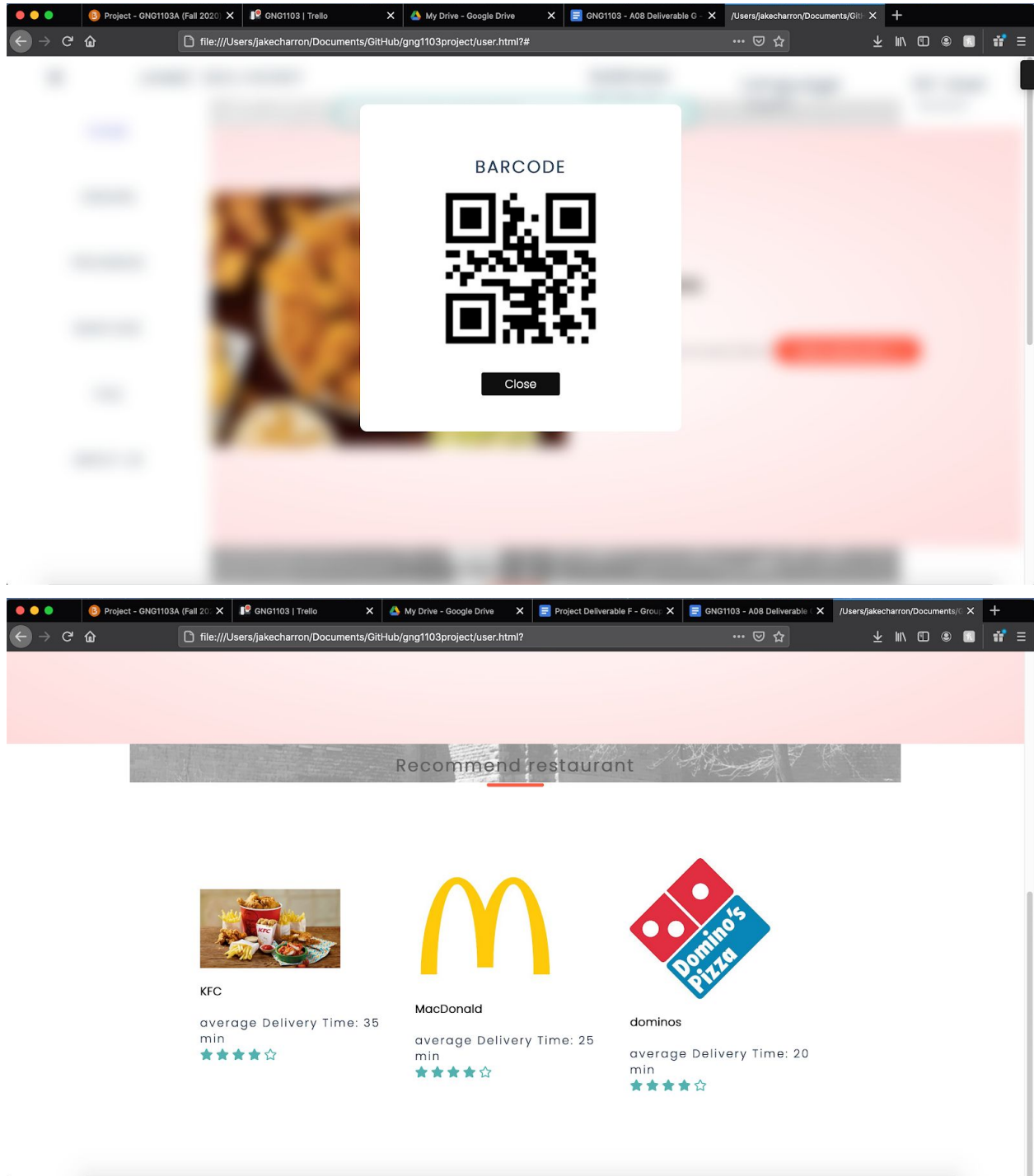
certain page/do a certain thing (see part 1.4). This prototype contains less bugs than before, though some scaling problems still occur. Some basic grammar mistakes here and there as well, simple revision of the code will avoid this.

Below is the Prototype II



Home page after logging in





2.3 Prototype III

Objective : This Prototype III is a newly improved version of the last prototype, both in an aesthetic and functional standpoint. The web page's bugs have been mostly eliminated. All progress is coded in html, js and css through Visual Studio and collaboratively shared on Github.

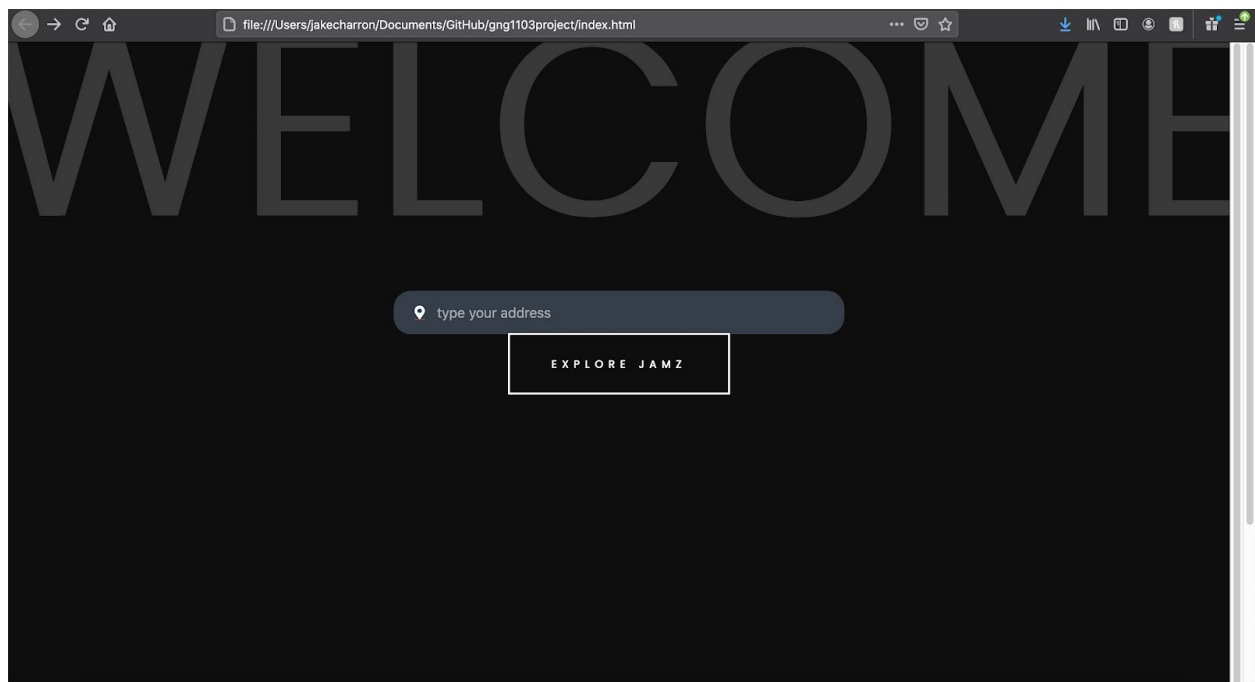
From the aesthetic point of view, the general layout of the web page has been updated - the home page, the welcome page, the sub pages (Orders pages, Settings page (new), etc...) - to a more streamlined theme, making the web page more unified and integrated. Grammar mistakes have been fixed, and some rubrics titles have been updated for .

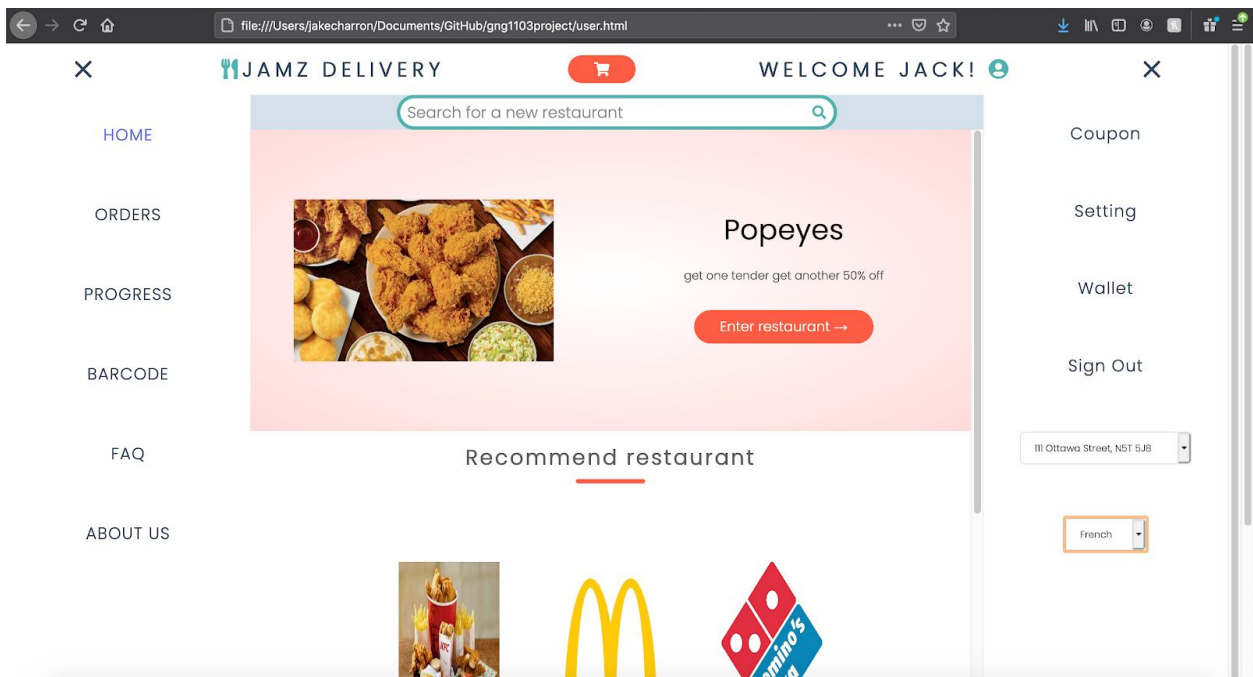
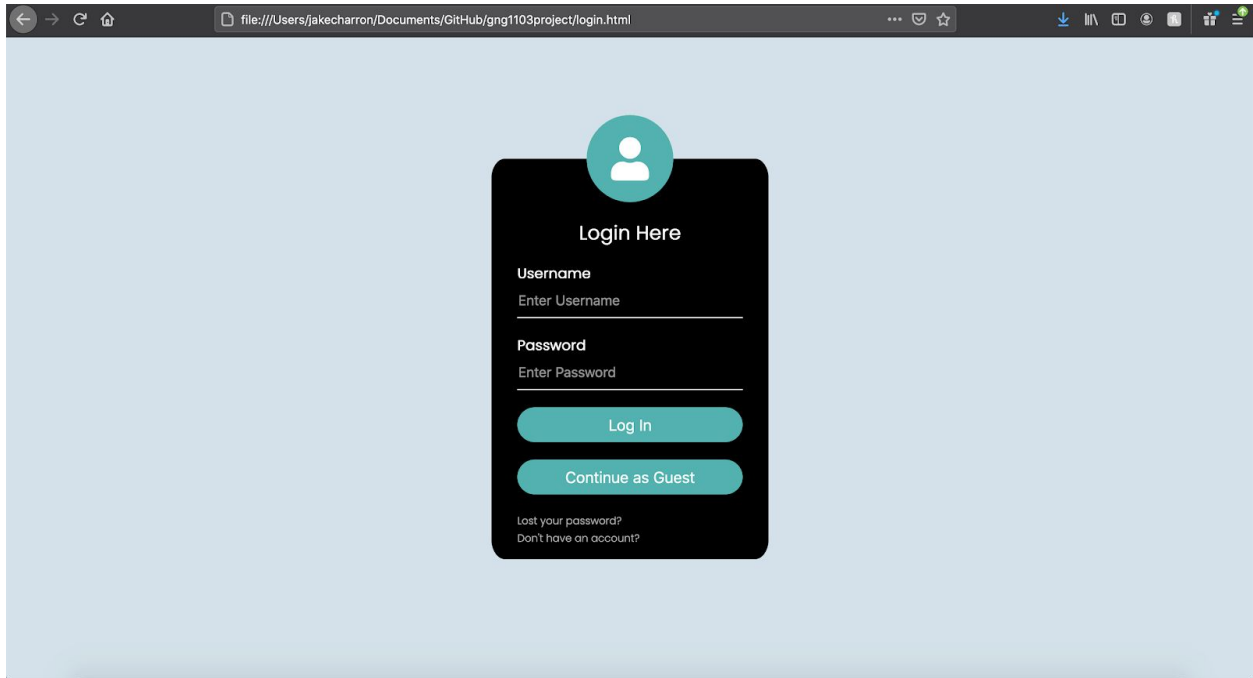
From the functional point of view, the log-in prompt now has the option to log in as a guest or to sign up. Two-factor authentication, as well as security alerts, notifications of all sorts could be enabled and managed in Settings. Once logged in, the user now has access to a second “burger” menu to the right side, containing personal information and settings (Coupon, Setting, Wallet pages), as well as some page settings (language, address change). A specific cart button was added on the top, for a shorter and more intuitive way to checkout. The user is now able to choose a restaurant, customize his order, add to cart, then checkout.

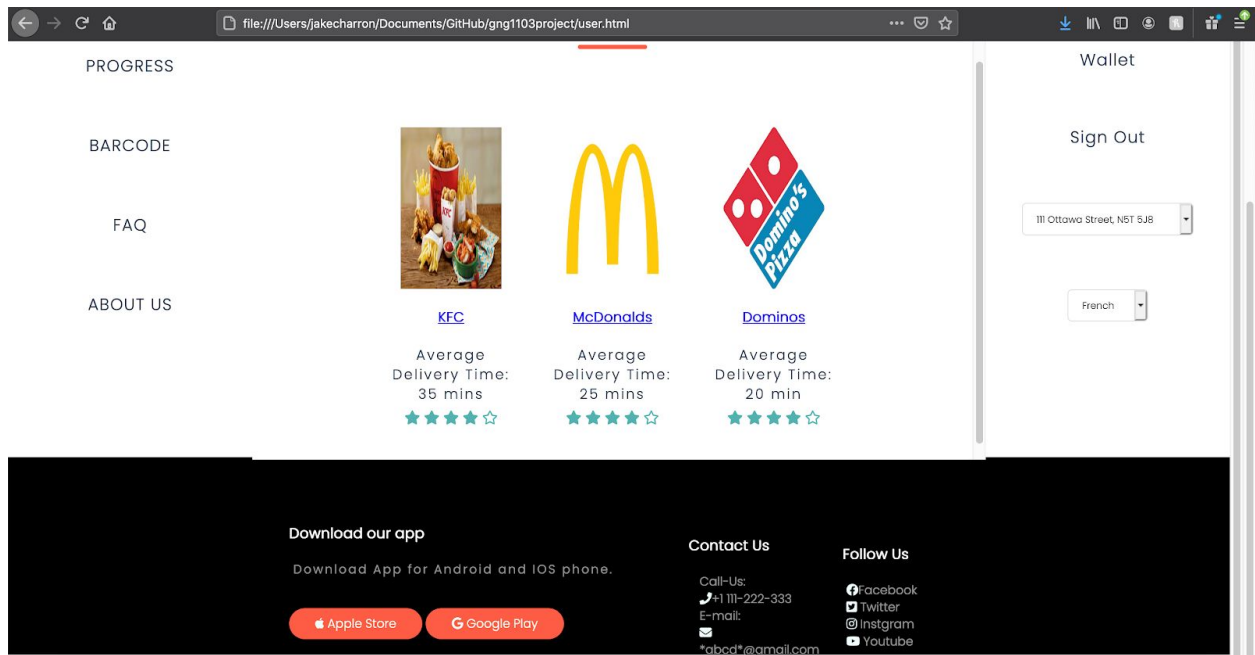
A live chat support (using PureChat API) was integrated, allowing the user to receive help from the support team in real time, should the occasion arise.

The progress page has been integrated with Google API. Some minor information are missing from this prototype, like the menu description, etc.. No bugs are found on this prototype, though debugging is still encouraged.

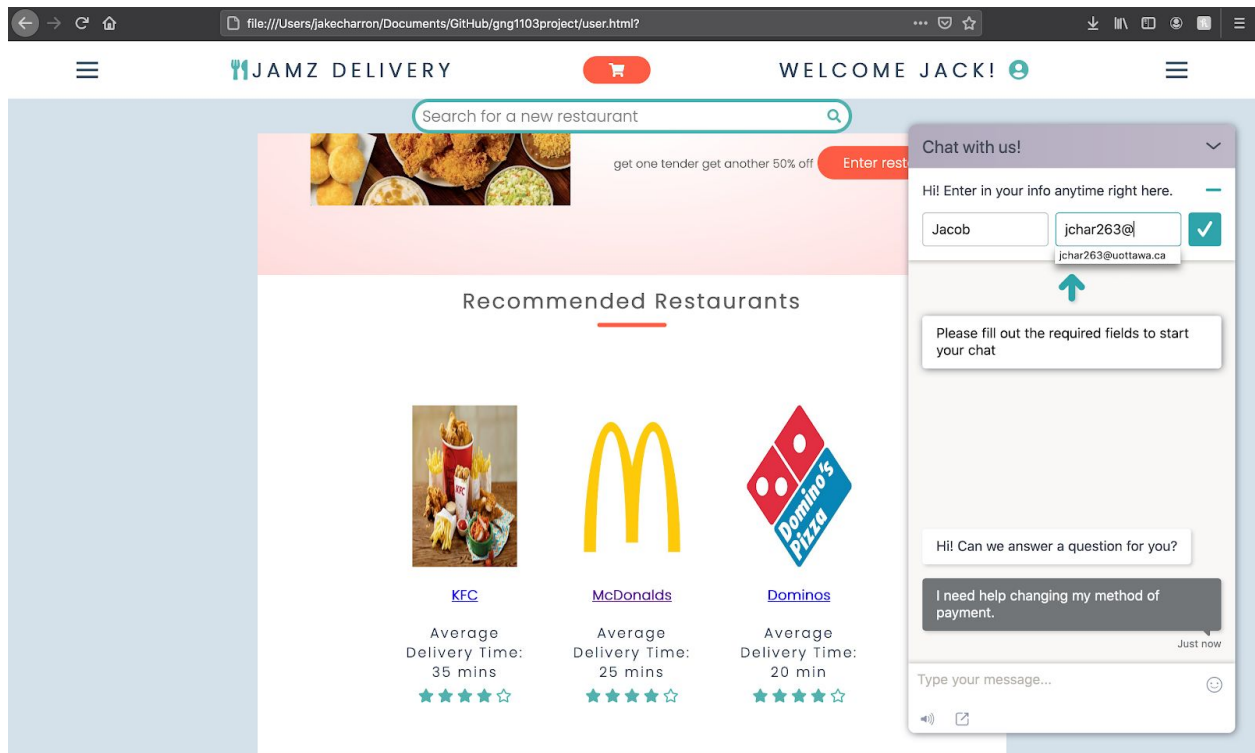
Below is the prototype III.



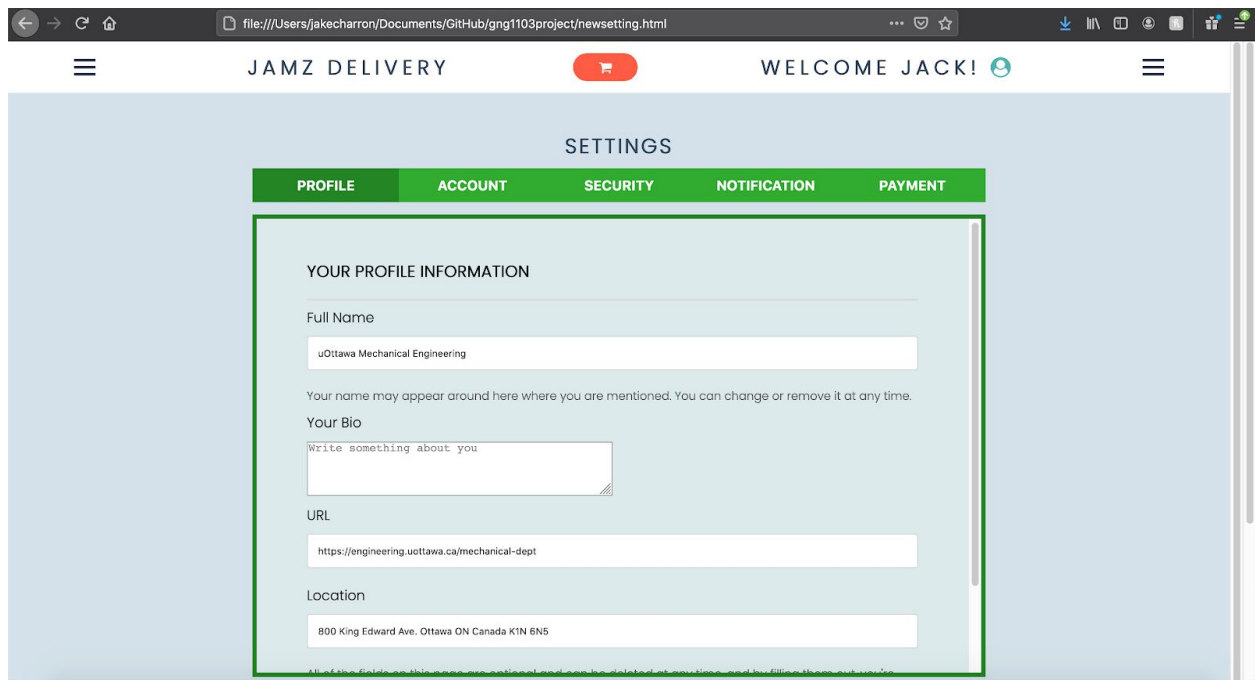
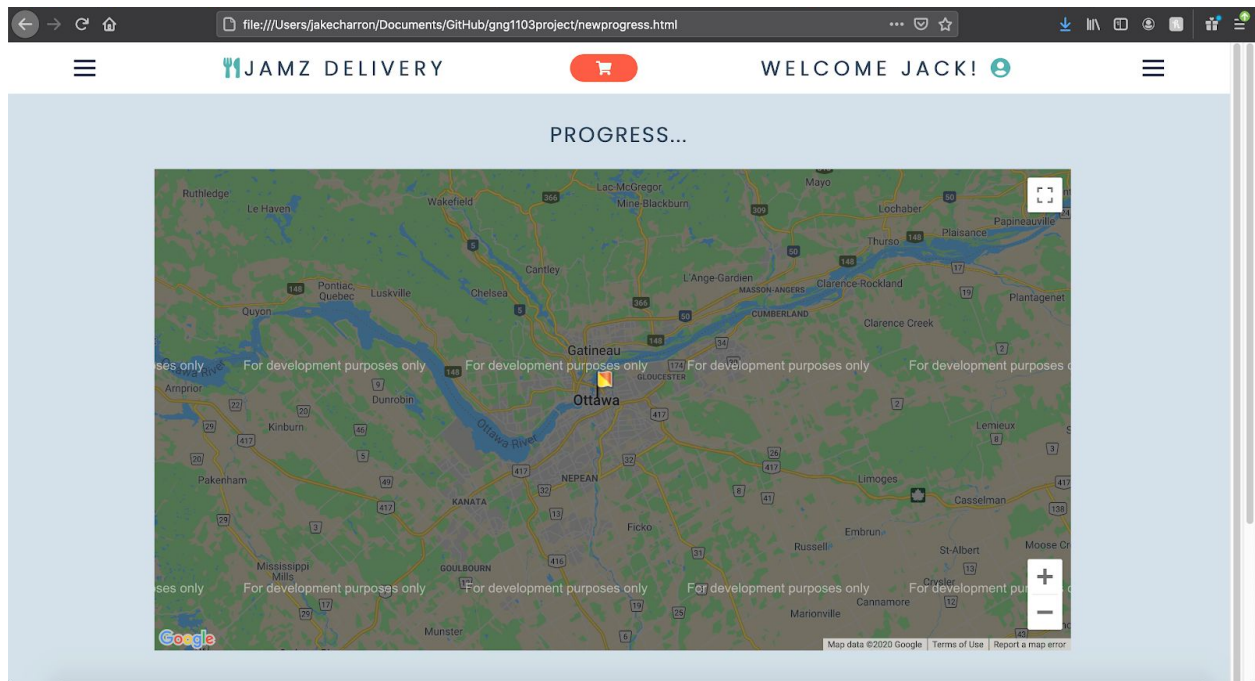




Live chat support (PureChat API):



Live map (Google API) :



3. Analysis and Suggestions for Improvements

Throughout the three prototypes, the web page is nearly completed, with all the required features met and some additional functions added. In the latest prototype, the user is able to order from the web page, getting a confirmation. Backend integration is needed to fully bring the web page to work.

Suggested areas for improvement:

- Restaurants : For now the webpage only features a menu for KFC, McDonalds and Domino's. Some additional restaurants and menus would make the web page more complete. Future first-party integrations with actual restaurants would let the businesses themselves customize their menu.
- Website host : For now the web page doesn't have a database, therefore it is unable to memorize the cart if the user refreshes the page. The same goes with the log-in usernames and passwords, or user information.
- Some user information settings like two-factor authentication, security alerts, notification via email as well as the live map could be completed with backend integration.
- Improvements on the live chat support
- Fixing bugs for easier and smoother navigation
- Making the website mobile friendly: One of our greatest challenges was to make the website mobile-friendly, the team believes that a smooth transition to mobile would enhance the user experience, making the website more accessible.
- Android or IOS version : One of our goal is to create an android / ios version of this website, making it easier for the user to integrate the website into their ecosystem.

4. Conclusion

Despite the COVID-19 circumstances and the online learning sequences, making an user interface from scratch is a fun learning experience. The project is a proof of efforts in communication and teamwork.

At the beginning of the project, the team did an exhaustive amount of research, following the steps in the design process learned in class. The team were initially ambitious and were aiming for an android-based application. However due to the time constraint and little to none experience in coding, the team managed to create a prototype that is capable of handling the requirements and much more. The next challenge is to establish a proper communication method and proper tasks allocation, which requires a solid project planning and risk assessments. The final task is to compile all the code and debugging. Although the pandemic forces the work to be done remotely, the team is satisfied with the outcome.

While the website presented in this document is far from a finished product, there are some suggested areas of improvements that you (our future reader) could inspire from to complete the website ; bug fixing, backend integration and the jump to mobile.

5. Appendix

Appendix I - Needs Identification

Number	Need	Importance	UI
1.	The UI includes an interactive map that allows both the client and business to track the drone during delivery (ETA delivery time).	1	Both
2.	The UI has a help/support button for times when clients or businesses are facing any technical difficulties (drone gone missing, weather impact, delivery not possible, etc..).	1	Both
3.	The UI has a notification system for when the delivery arrives.	2	Both
4.	The UI includes a pop-up message with a star rating system to rate customer satisfaction, after the delivery is received.	1	Client
5.	The UI can include the option to schedule deliveries.	3	Both
6.	The UI includes a log-in page (tentative).	2	Client
7.	The UI is modern, minimal, sleek, and easy to use.	1	Both
8.	It would be convenient if the UI had a “reorder” button to eliminate user frustration.	4	Client
9.	The UI can include a search bar to filter out the restaurants.	3	Client
10.	The UI displays a list of available restaurants and menus within the 10km range.	2	Client
11.	The UI has a cart system where users can browse and add items from restaurants before proceeding to checkout.	2	Client

12.	The UI generates barcodes unique to each device as a means of connecting the customer to the drone; allowing the drone to see the customer.	1	Client
13.	The UI can include a FAQ/ feedback page.	3	Both
14.	The UI can notify the user of extra delivery fee, if more than one drone is used or a larger one is required.	3	Client
15.	The UI can include a restaurant filtering system by culinary regions, favorites, etc...	3	Client
16.	It would be convenient if the UI had an order history tab, which would simplify the user experience.	4	Client

Description: This table describes the interpreted needs. The information in the table above was collected from the first client meeting. It describes the needs that were collected as well with a level of importance where 1 is most important and 4 is the least important. The first column to the right is the UI where the need can be applied; Both indicates that the need can be applied to the customer and business UI, Client is for customer UI only and Business is for business UI only.

Appendix II - Technical and User Benchmarking

Apps/ UI specifications	Uber eats	DoorDash	SkipTheDishes
Number of clicks to reach the order button	8 (12 w/ promotions & donations)	9 (12 w/ promotions)	12 (8 w/out mandatory community guidelines)
Number of clicks to see status	0 (after you order)	2 (have to change tab)	0
Number of clicks to reach the menu	1	1	3
Number of clicks to see offers	0 (shown alongside w/ restaurant tag)	2	3
Number of clicks to see the price of items	1	1	3
Number of clicks to add rating	0 (either right after you receive order) 4 (from app notification)	0 (either right after you receive order) <4 (from app notification)	4 (from app notification)
Number of clicks to reorder	3	3 without modifications 4 with modifications	4 (no quick reorder button)
Number of clicks to reach FAQ/ Help page	2	2/ brings you to a website.	3
Tracks Order	Live location + delivery ETA	Live location + delivery ETA	Only gives the delivery ETA
Search Bar	Separate search tab with filters + popular restaurants	Separate search tabs + top searches	Search bar in search tab + suggestions
Account Login	Login required once (first time you open the app)	Login required once (first time you open the app)	Login required once (first time you open the app)
Menu	Restaurants' items, prices, deals, ETA + images	Restaurants' items, prices, deals, ETA + images	Restaurants' items, prices, deals, ETA. No images
App layout	4 Main tabs	5 Main tabs	3 Main tabs
Number of clicks to reach the order button	8 (12 w/ promotions & donations)	9 (12 w/ promotions)	12 (8 w/out mandatory community guidelines)

Pre Orders / Scheduling orders	Can schedule an order up to a week in advance.	There is an option to order ahead as well as pickup.	There is an option for pre-order before checkout.
In-app notification/messaging	Sends notifications with updates as to the state of your order + message/call driver	Gives options of different types of notifications that can be enabled. + message/call driver	Sends notifications with updates as to the state of your order + message/call driver

Description: This table describes the technical and user benchmarking that was done using three companies; SkipTheDishes, UberEats and DoorDash. Here, the team used the interpreted needs to help complete the user and technical benchmarking. Some observations can be measured (metrics) whilst others are simple observations that needed to be noted down.

Appendix III - Design Criteria

Number	Needs	Design Criteria
1.	The UI includes an interactive map that allows both the client and business to track the drone during delivery (ETA delivery time).	<ul style="list-style-type: none"> - Interactive maps after ordering - track order in real-time - Gives estimated delivery time
2.	The UI has a help/support button for times when clients or businesses are facing any technical difficulties (drone gone missing, weather impact, delivery not possible, etc..).	<ul style="list-style-type: none"> - Help page - FAQ page
3.	The UI has a notification system for when the delivery arrives.	<ul style="list-style-type: none"> - Message - Email - In-app messaging
4.	The UI includes a pop-up message with a star rating system to rate customer satisfaction, after the delivery is received.	<ul style="list-style-type: none"> - Five star rating - Confirmation notifications/text
5.	The UI can include the option to schedule deliveries.	<ul style="list-style-type: none"> - Preorders - Scheduling deliveries option
6.	The UI includes a log-in page (tentative).	<ul style="list-style-type: none"> - Account login - Forgot password option - Save my password feature to prevent the user from logging in every time.
7.	The UI is modern, minimal, sleek, and easy to use.	<ul style="list-style-type: none"> - All the information split into clearly identified tabs. (ie; in the Accounts tab; wallet, account info, phone number...) - Minimal text is supplied to optimise the modern and minimal look. - Has images to help the user understand his actions/order. - Has clearly identified and easy to find general tab pages (ie; Home, Search, Orders...) - Has a sub tab for in the orders tab to clearly and easily find the barcode provided for your order. - Icons that clearly indicate what the tab represents (ie; shopping cart for orders, magnifying glass for search...)
8.	It would be convenient if the UI had a “reorder” button to eliminate user frustration.	<ul style="list-style-type: none"> - Quick reorder button - Order history page

9.	The UI can include a search bar to filter out the restaurants.	- Search bar with filter and sort option
10.	The UI displays a list of available restaurants and menus within the 10km range.	- Different categories of different culinaries available
11.	The UI has a cart system where users can browse and add items from restaurants before proceeding to checkout.	- Cart page - Delete/add option - Menu
12.	The UI generates barcodes unique to each device as a means of connecting the customer to the drone; allowing the drone to see the customer.	- Random barcode generator - Barcode is stored in the order tab for easy and clear access
13.	The UI can include a FAQ/ feedback page.	- Separate FAQ section page
14.	The UI can notify the user of extra delivery fee, if more than one drone is used or a larger one is required.	- Delivery fee calculator - In-app notification
15.	The UI can include a restaurant filtering system by culinary regions, favorites, etc...	- Displays different categories with different culinary
16.	It would be convenient if the UI had an order history tab, which would simplify the user experience.	- Detailed list of previous orders - Reorder button

Description: The design criteria are defined using the interpreted needs. This means that the team observed and analysed the interpreted needs and found the design criteria afterwards. The design criteria helped the team serve as guidelines to make sure the team accomplished integrating the selected features into the final prototype.

Appendix IV - Target Specifications

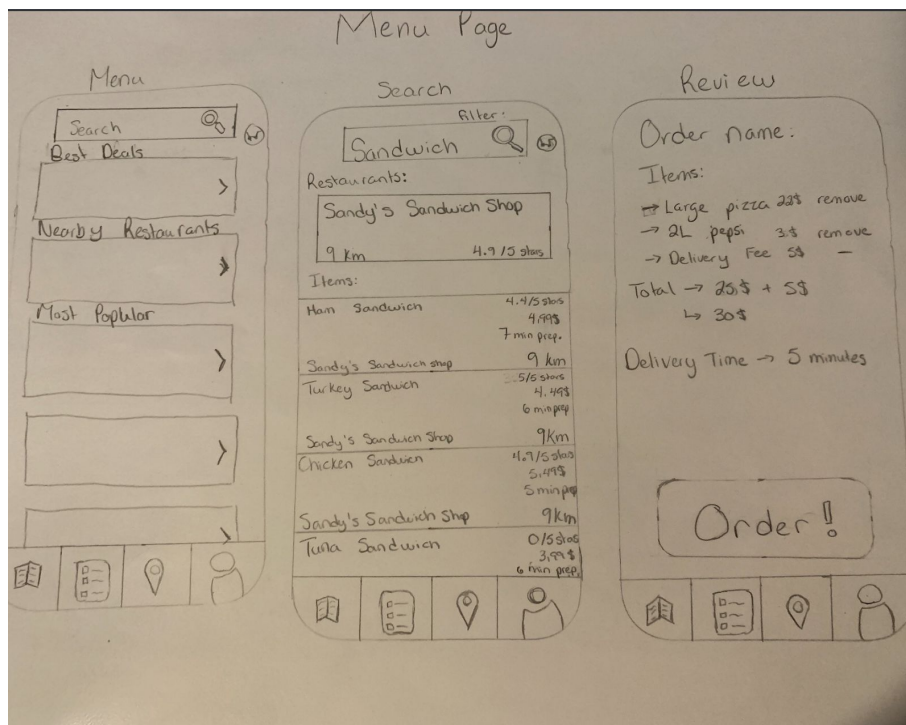
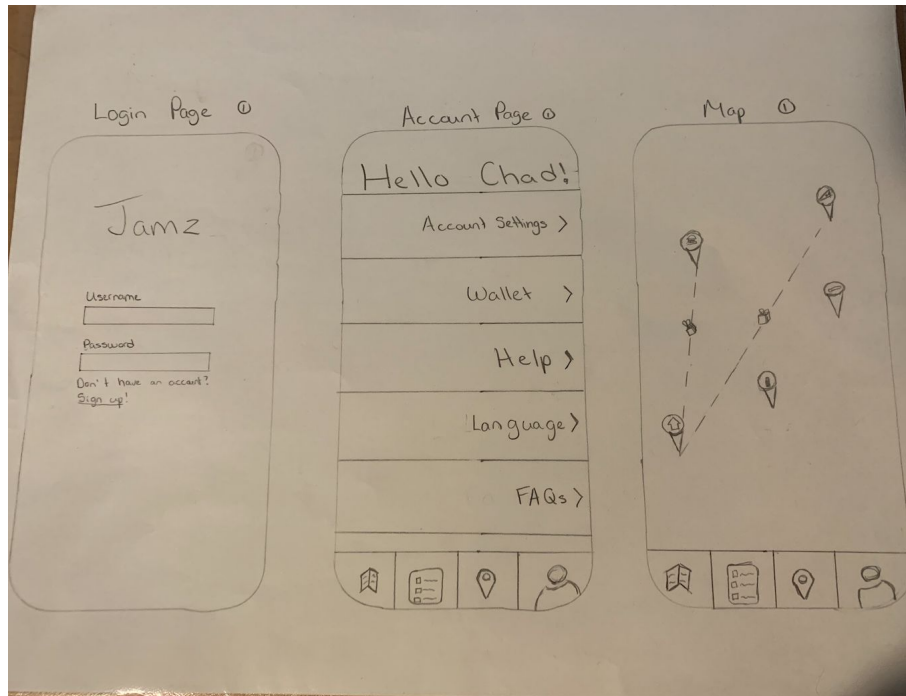
Design Specifications	Relation (=, < or >)	Value	Verification Method
Functional Requirements			
Track order in real-time (interactive map)	<	15 seconds refresh rate	Test
Accessing the menu/item page	=	1 click	Test
Unique Barcode generator	>	As many times as needed	Test
Menu (choosing items, getting to a final order page)	<	8 clicks	Estimate
Account login	=	1 time	Test
Confirmation notifications/text	=	yes	Test
Search bar with filter and sort option	>	25 suggestions	Estimate
Gives estimated delivery time	=	With in +/- 5min	Estimate
Delivery fee calculator	>	Extra delivery fee for extra drone	Analyze/ Test
Save my password feature	=	yes	Test
Forgot password option	=	yes	Test
Accessing item price	=	1 click	Test
Constraints			
Has clearly identified and easy to find general tab pages (ie; Home, Search, Orders...)	=	yes	Test
FAQ page/Help page	=	yes	Test
Has images to help the user understand his actions/order.	=	yes	Test
Minimal text is supplied to optimise the modern and minimal look.	=	yes	Analysis, Test
All the information split into clearly identified tabs. (ie; in the Accounts tab; wallet, account info, phone number...)	=	yes	Test

Icons that clearly indicate what the tab represents (ie; shopping cart for orders, magnifying glass for search...)	=	yes	Test
Has a sub tab for in the orders tab to clearly and easily find the barcode provided for your order.	=	yes	Test
Non-Functional Requirements			
Five star rating	=	1 click after delivery	Test
Quick reorder button	<	3 clicks	Test
Order history page	=	1 click	Test
Barcode is stored in the order tab for easy and clear access	<	3 clicks	Test
Delete/add option while ordering	<	2 clicks	Test
Scheduling deliveries option	=	3 clicks for the entire process	Test
In-app notification	=	yes	Test
In-app messaging	=	yes	Test

Description: The table above describes the functional requirements, the constraints as well as the non-functional requirements. These are essential while making the prototypes as they serve as criterias to follow. They are ideal objectives that the team liked to follow throughout the project because they represented simple and easy to understand attributes that the clients seemed keen on having in the final product.

Appendix V - Conceptual Designs

Description: The following are all the conceptual designs that the team have come up with during this project. Note, the last section of conceptual designs is the one that the team tried to follow during the project until the end. It was selected as the final one since it represents a conceptual design of a website instead of an application (Which is what we ended up going with).



Orders Page

Active Orders ①

Order Name More Info >

Ordered @ 4:00pm Arrives @ 4:10pm

Order Name More Info >

Ordered @ 4:05pm Arrives @ 4:15pm

Active Orders ②

Order Name:

Order info

☑ Large pizza

☑ 2L Pepsi

Amount: 30.00\$

Destination: 197 This Street

Barcode:

Track

Order Page

Past Orders/
Favorites ①

Custom Name More Info >

Last used 09/10/2021

Custom Name More Info >

Last used 09/10/2021

Custom Name More Info >

Last used 08/20/2021

Custom Name More Info >

Last used 07/04/2021

Custom Name More Info >

Last used 03/10/2021

Past Orders/
Favorites ②

Custom Name:

Order info:

☑ Large pizza

☑ 2L Pepsi

Amount: 30.00\$

credit card: **** 0970

Address: 197 This Street

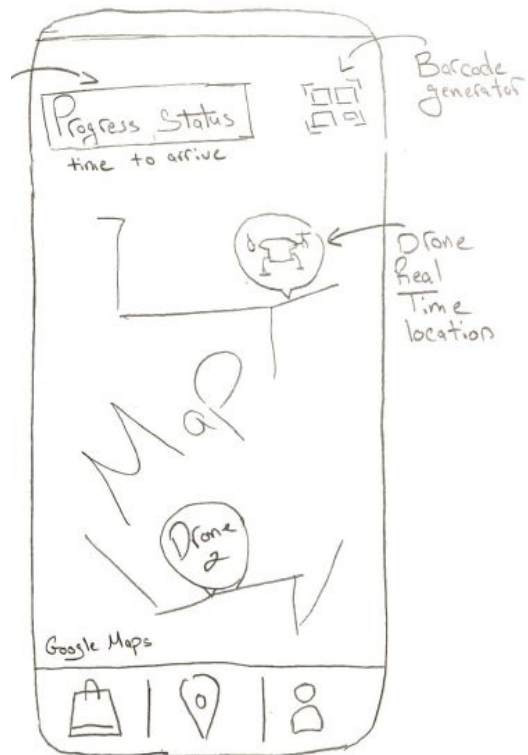
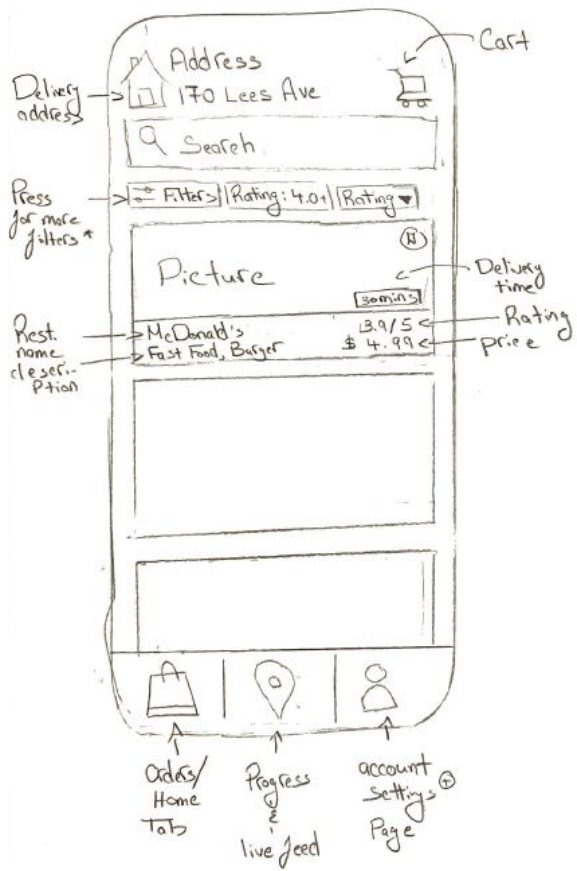
Barcode

Reorder?

Confirmation
Screen

Are You Sure?

Yes No



Search Menu:



Address

170 Lees Ave





Search

Recently searched:


clear

 Rest. Name

Trending Near You:

 Rest. Name

Top Brands:



Rest. Name











X
Your Cart

Your Order

1
Item name
Desc.

2
Item name
Desc.

3
Item name
Description

Add items

\$ Price

\$ Price

\$ Price

Add promo code

Subtotal

\$ 10.29

Tax

\$ 0.91

Delivery Fee

\$ 2.49

Total

\$ Price







Settings

Account information

>


change Email


>


change Password

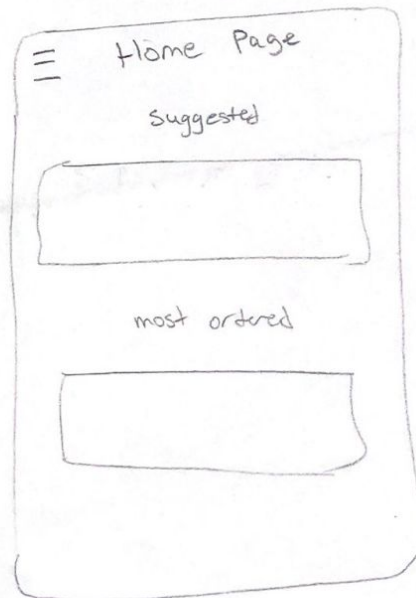
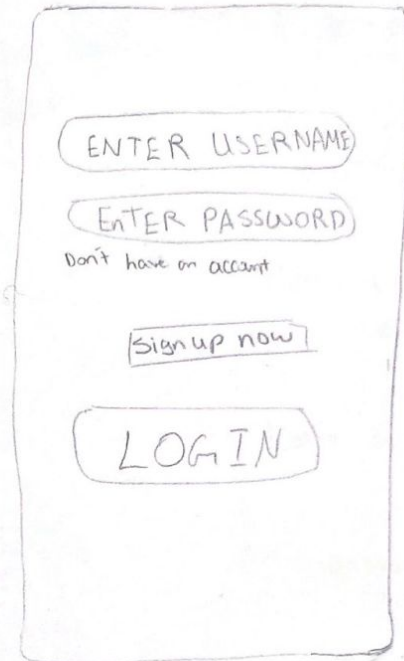
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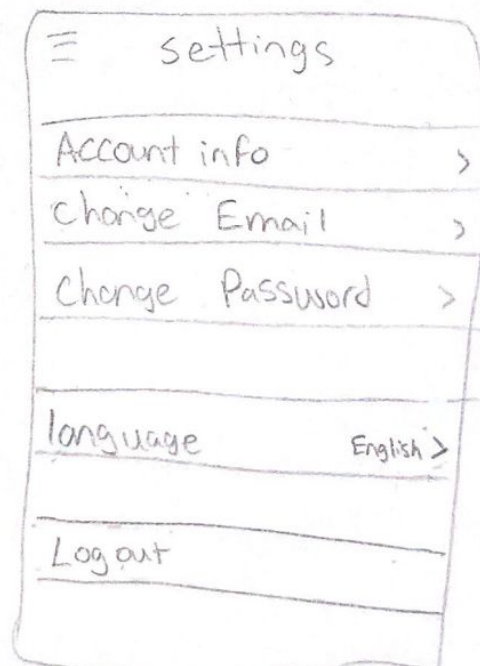
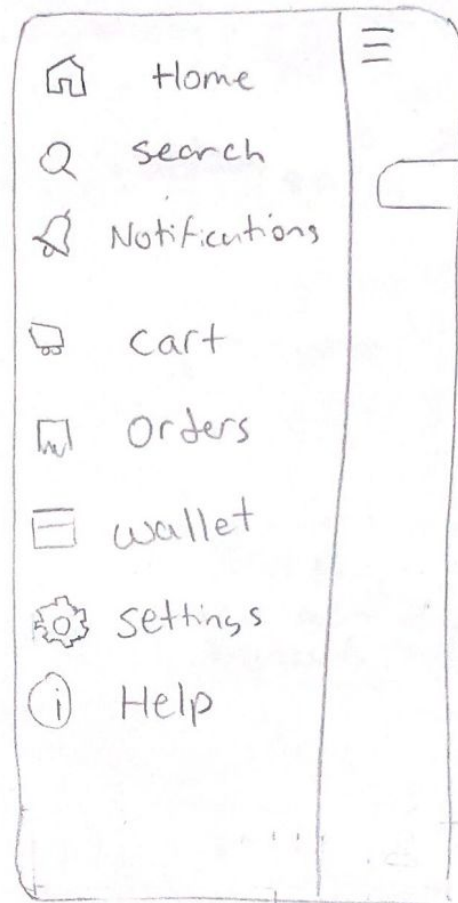
Logout











orders

Active orders

Items ordered

Expected delivery time

Track drone/s


Total Price

Previous orders

Items ordered

Total Price

Reorder



Leave a rating or review

Rate-Review Page

please rate your order

Rate your delivery experience

leave a review

Any problems? Help

Notifications

Notifies customer when order has been accepted by the restaurant

Notifies customer when order is picked up by the drone

Notifies customer when drone arrives

check out

All items in cart

Total Price and number of drones to be used

Q Search

Categories

Pizza foot foot chinese ...

Popular restaurants

Name + image	ETA Dev fee
--------------	----------------

Name + image	ETA Dev fee
--------------	----------------



Q Search

Top deals for today

Recently ordered

[RO1] [RO2] [RO3] [RO4] ...

Recommended restaurants

[Rec1] [Rec2] [Rec3] ...



home page

Q Search

Suggested
restaurant

Suggested
restaurant

Suggested
restaurant

Suggested
restaurant



Q Typing ...

Recent searches

~~~~~

~~~~~

~~~~~

~~~~~

~~~~~



←

Big Image

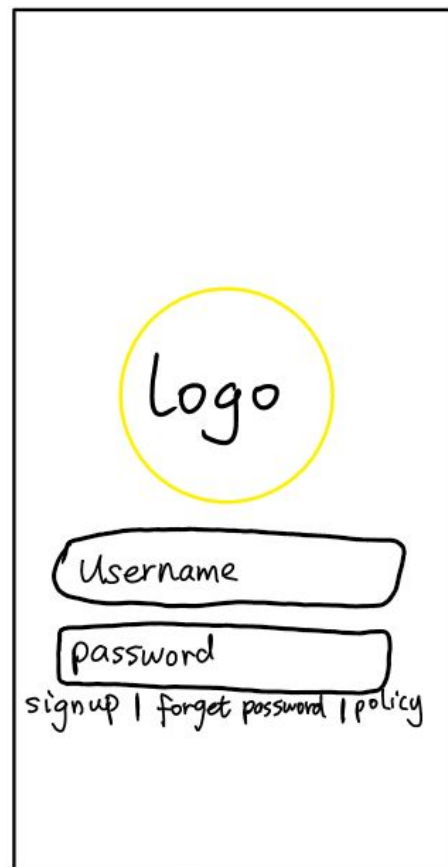
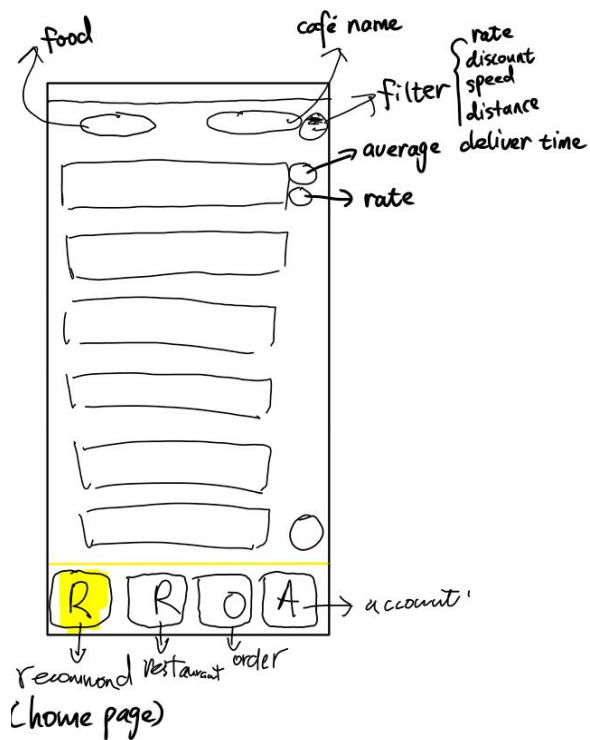
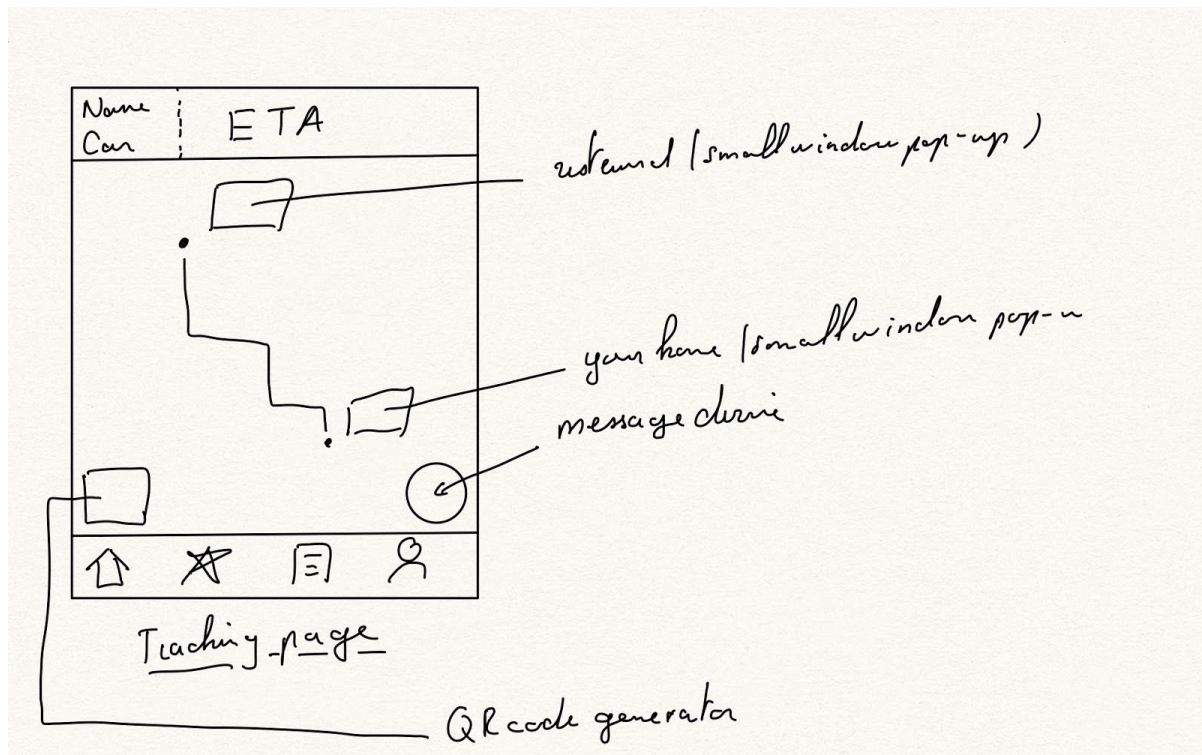
| Name       | address | ETA   |
|------------|---------|-------|
| Category 1 | 2       | 3     |
| Dish Name  |         |       |
| Price      |         | Image |
| /          |         |       |
| /          |         |       |
| /          |         |       |

Menu page

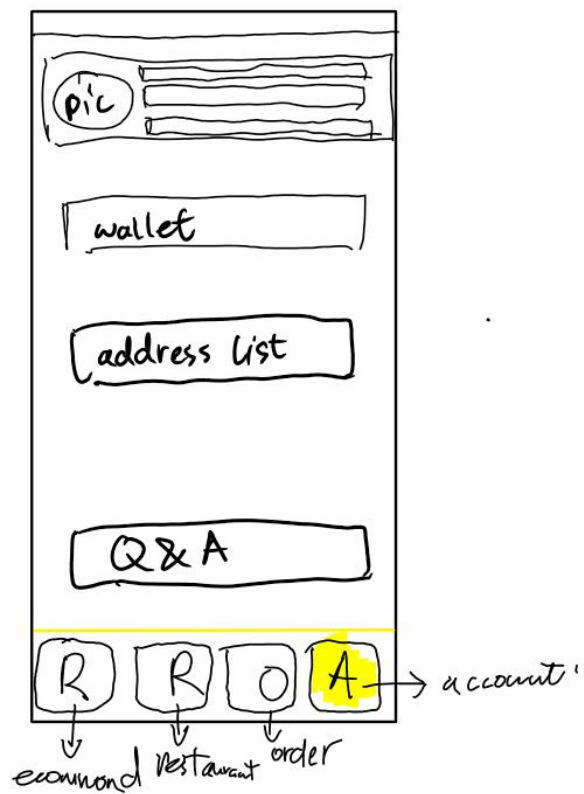
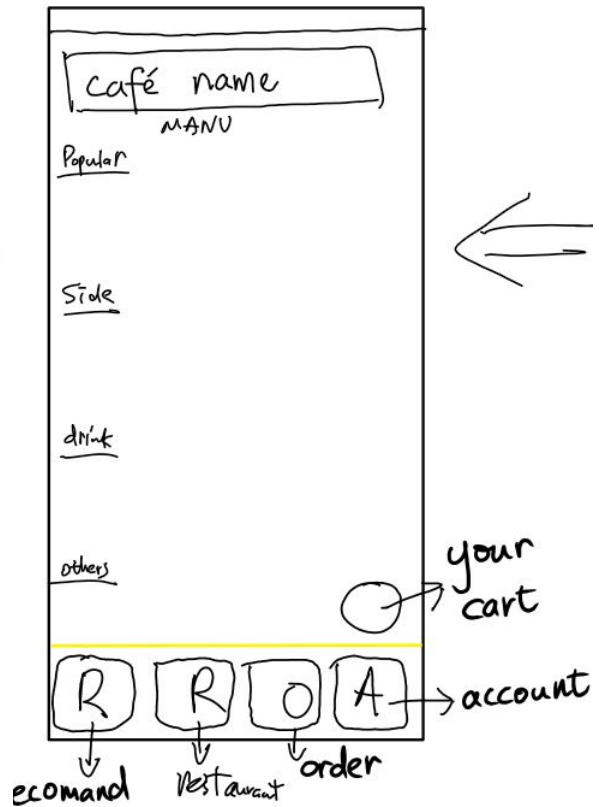
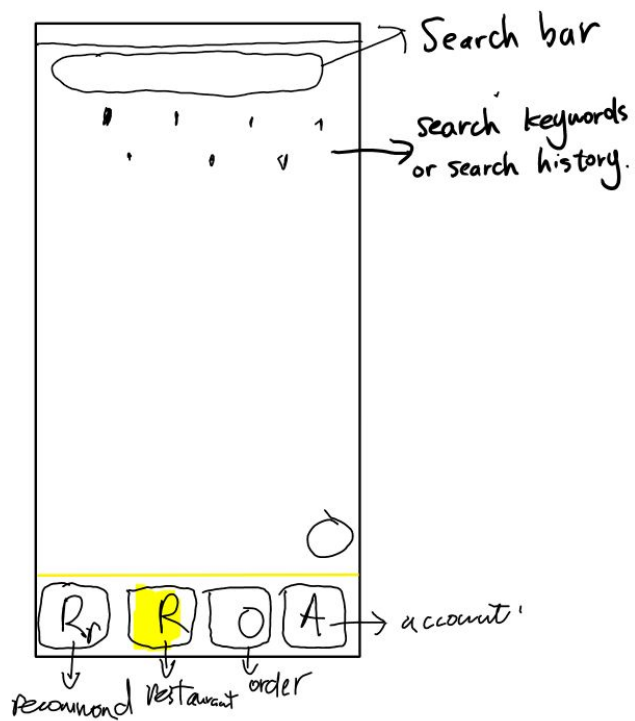


|                  |               |                                 |
|------------------|---------------|---------------------------------|
| Delivery address |               | map displaying delivery address |
| Your orders      |               |                                 |
| amount           | Dish<br>extra | total price                     |
| ...              |               |                                 |
| total            |               |                                 |
| Order            |               |                                 |

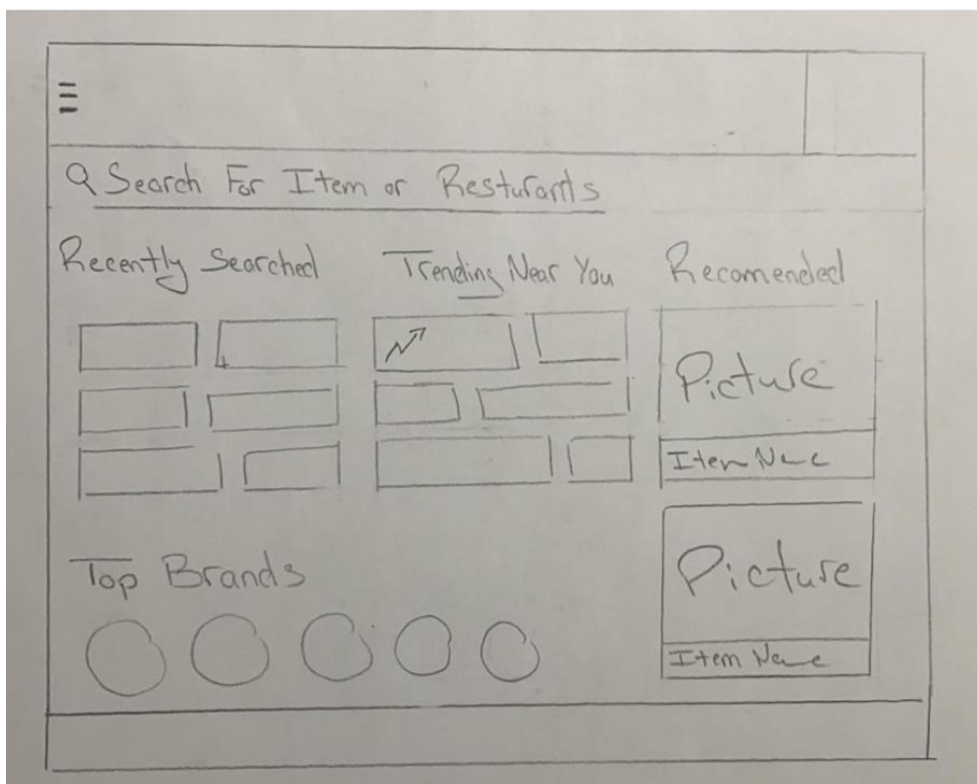
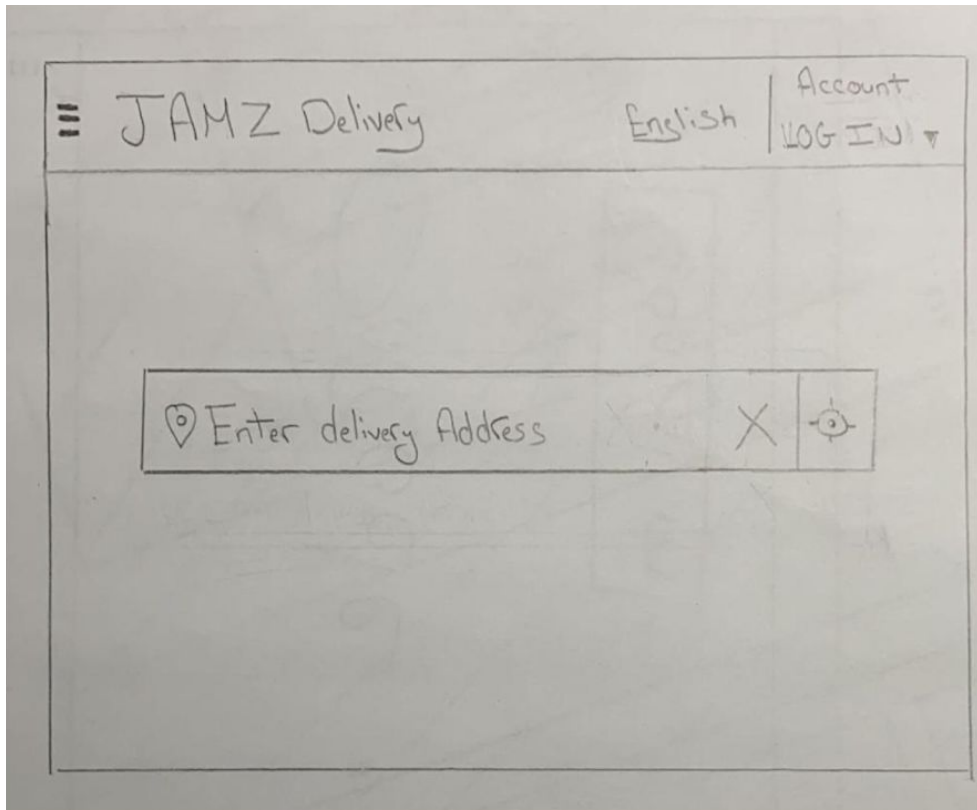
Cart page







## FINAL CONCEPTS:





Green Salad

Ingredients

Size

Small

0

Medium

☒

Large

0

Add-Ons

option 1

☒

option 2

☐

-

1

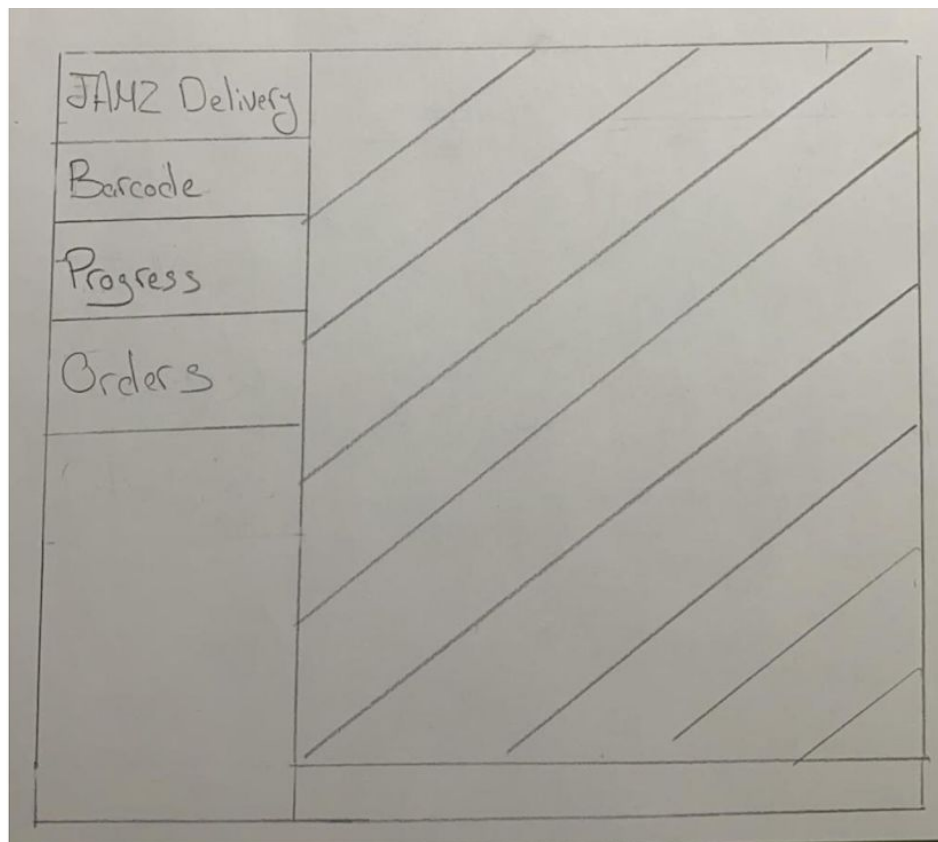
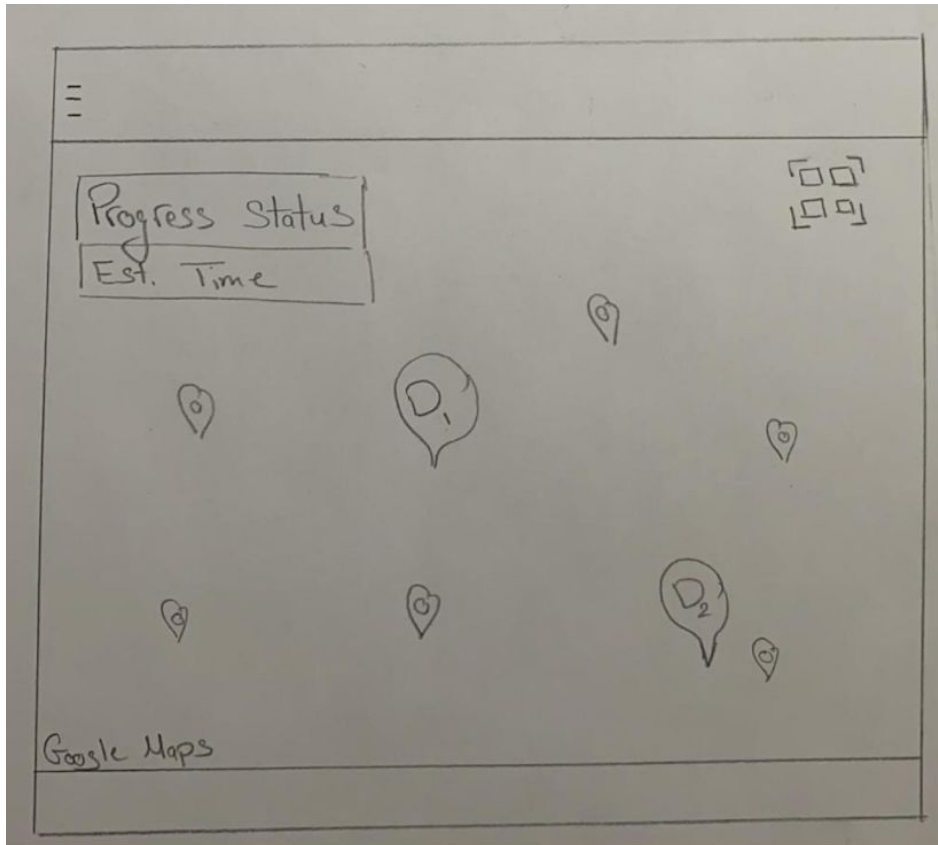
+

Add to Cart

Price

Barcode

Confirm



| ☰                    |             |             |
|----------------------|-------------|-------------|
| Active               | Favorites   | Recents     |
| Order Name           | Order Name  | Order Name  |
| More info >          | More info > | More info > |
| @4:00 p.m. Arrives @ |             |             |
|                      |             |             |
|                      |             |             |
|                      |             |             |

| ☰ Coupons ☰                                                |             |
|------------------------------------------------------------|-------------|
| McDonald's                                                 | Save 1.50\$ |
| * Deal Description *                                       |             |
| KFC                                                        | Save 3\$    |
| * Deal Description *                                       |             |
| Domino's Pizza                                             | Save 2\$    |
| * Deal Description *                                       |             |
| Subway                                                     | Save 2.00\$ |
| * Deal Description *                                       |             |
| For Promotions / Exclusive Deals, Proceed to the Home Page |             |



Wallet

Main Card

Change Card >

Ending in 9669

Gift Cards

Subway

More info >

Balance Left: 15.00\$

McDonald's

More Info >

Balance Left: 4.25\$

Pizza Pizza

More Info >

Balance Left: 12.10\$