

Pizza Shop

Ordering Kiosk



TABLE OF CONTENTS

Project Summary

Purpose 03

Goal 06

Product Requirements

Locations 08

Accessibility Considerations 09

Hardware Considerations 10

Physical Mockup 11

Catalog 12

Workflow Diagram

Overview 17

Legend 18

Flows 19

Wireframes

Basic Layout 28

Idle Screen 29

Sign-In 30

Loyalty 31

Recommended & Past Orders 36

Custom Pizzas 37

Signature Pizzas 44

Drinks 45

Sides 46

Product Page 47

Cart 48

Payment 50

Style Guide

Aesthetic & Inspiration 55

Colors 56

Typography 57

Iconography 58

Imagery 59

Grid System 61

Visual Compositions

Idle Screen & Sign-In 64

Loyalty 65

Recommended & Past Orders 70

Custom Pizzas 71

Signature Pizzas 79

Drinks 80

Sides 81

Product Page 82

Cart 83

Payment 85

Walk through the UX design process of a food ordering kiosk.

Pi Craft offers a unique experience of being able to customize your own pizza and primarily serves families and college students. To add delight to creating a custom pizza, we sought to incorporate the nostalgia of pizza-making video games.

**Create a delightful kiosk experience through
an extensive user experience process for
youth and young adults.**

Product Requirements

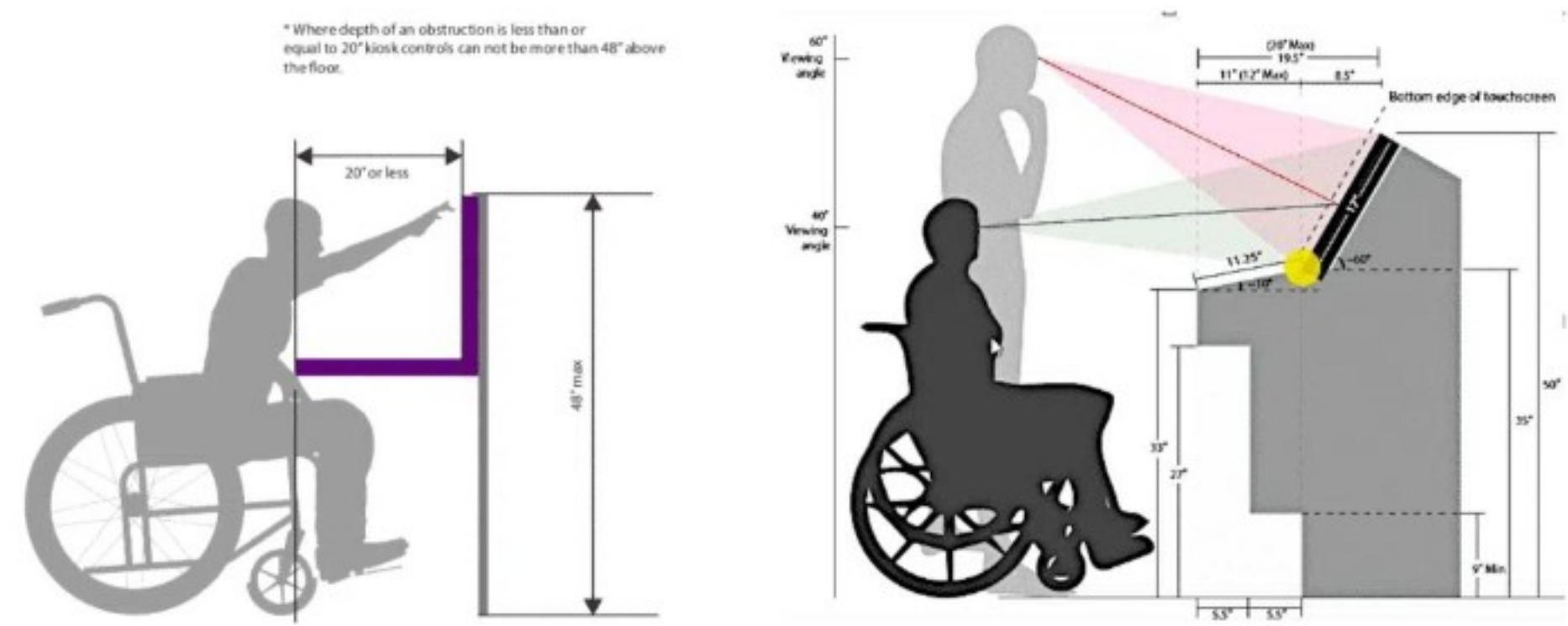
Replace the tables so that the kiosks will be close to the door without blocking the exit.

The kiosk will be mounted against the wall and will have a table for people to put their belongings on top of. This will also allow for people in wheelchairs to roll closer to the kiosk with leg room underneath the tabletop.

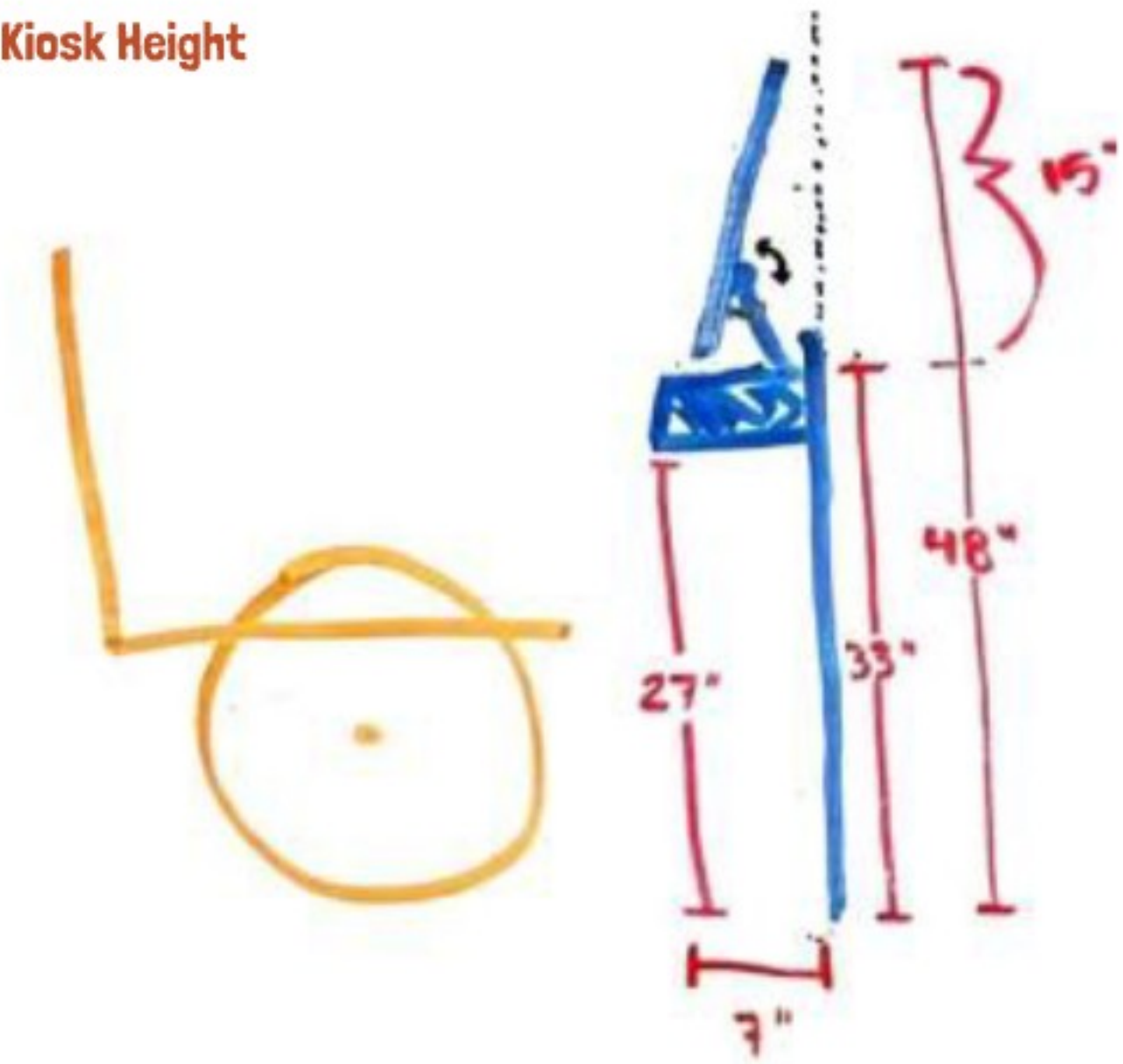


ADA Guidelines

Height complies with ADA guidelines and screen enables a vertical tilt for ease-of-use at multiple heights..



Kiosk Height



Dimensions

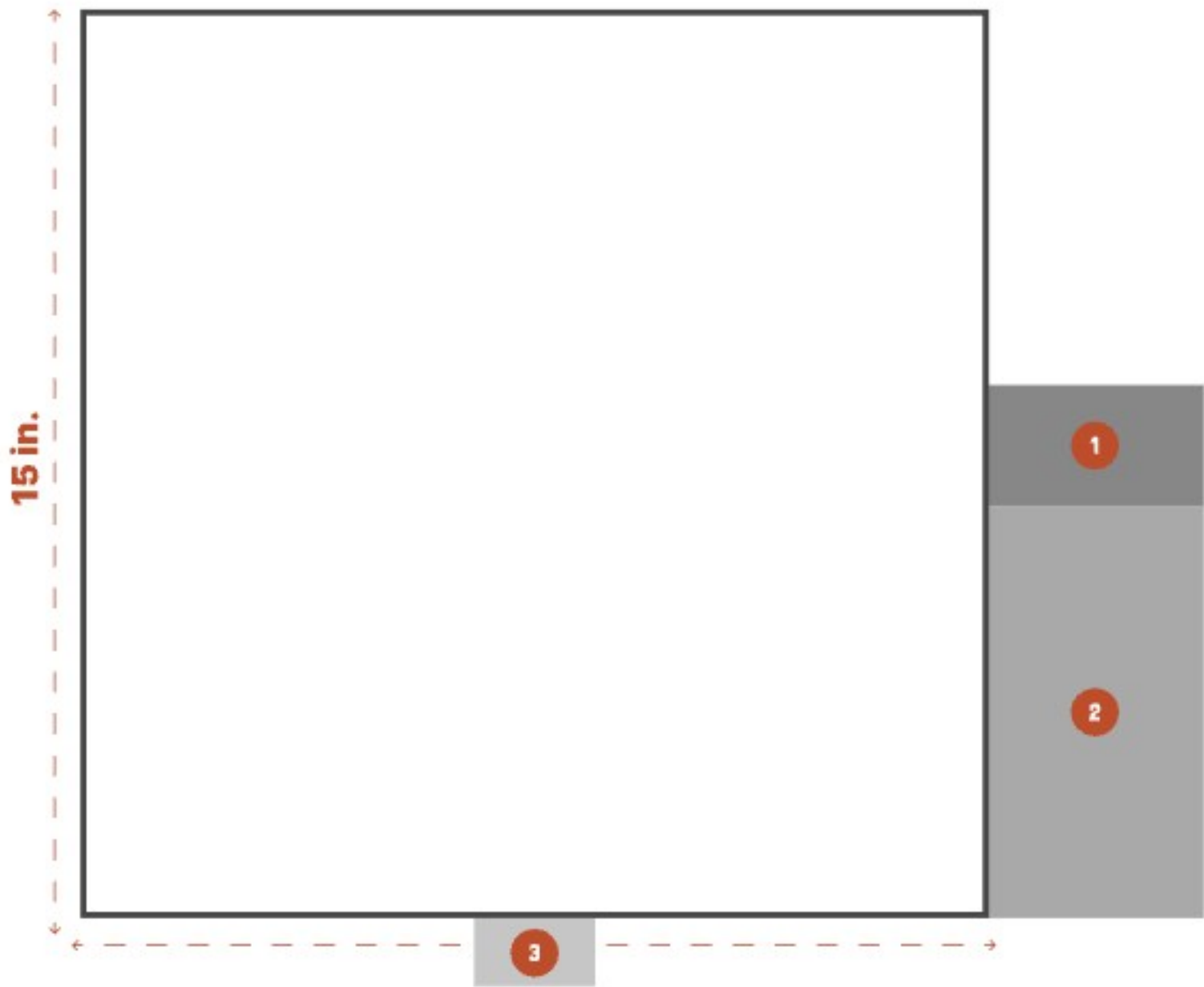
15" x 15" screen touchscreen
Square monitor

Resolution

150 pixels per inch
2250 pixels by 2250 pixels

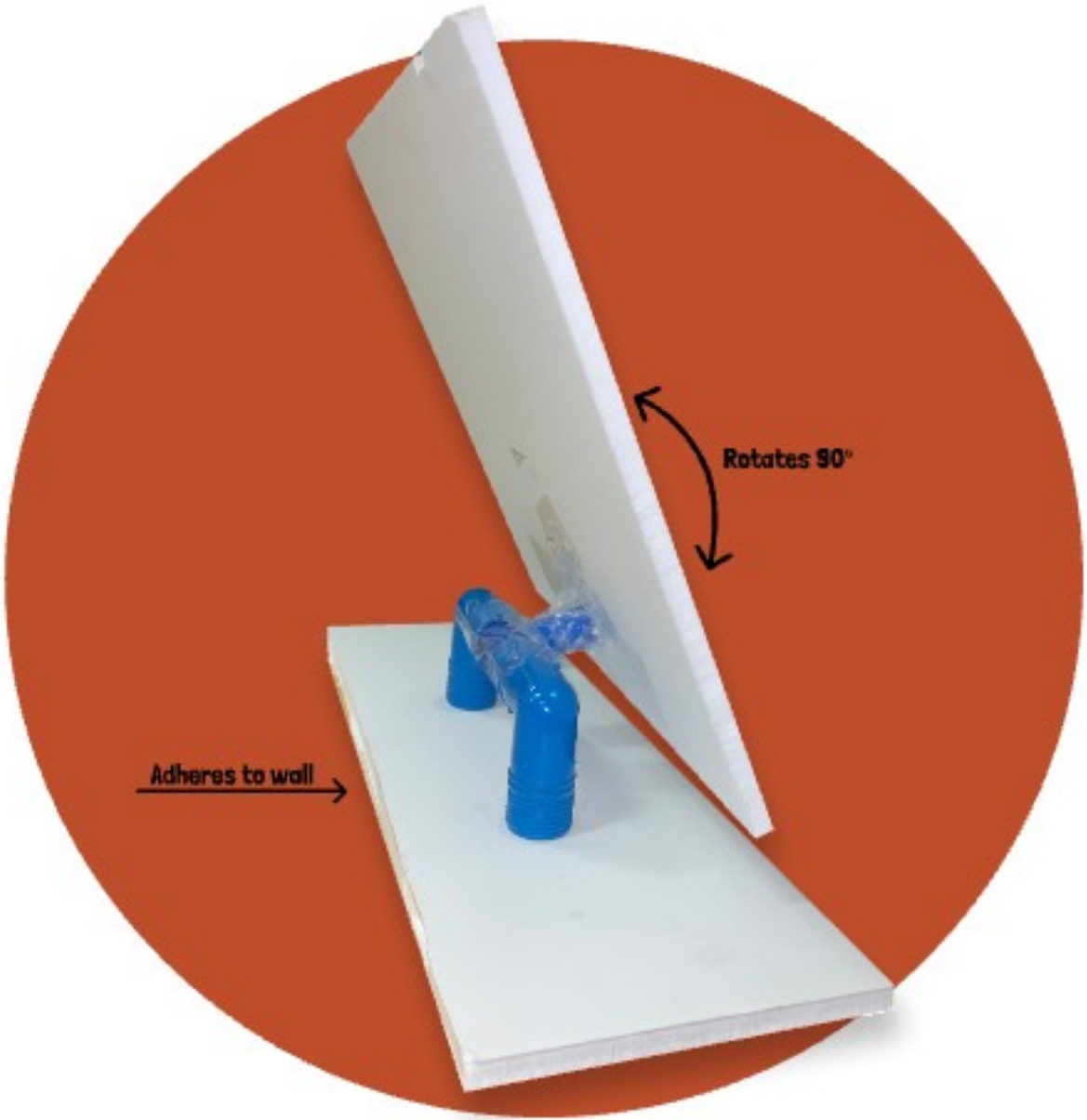
Additional Components

- Receipt printer 1
- Card reader 2
- QR code reader 3



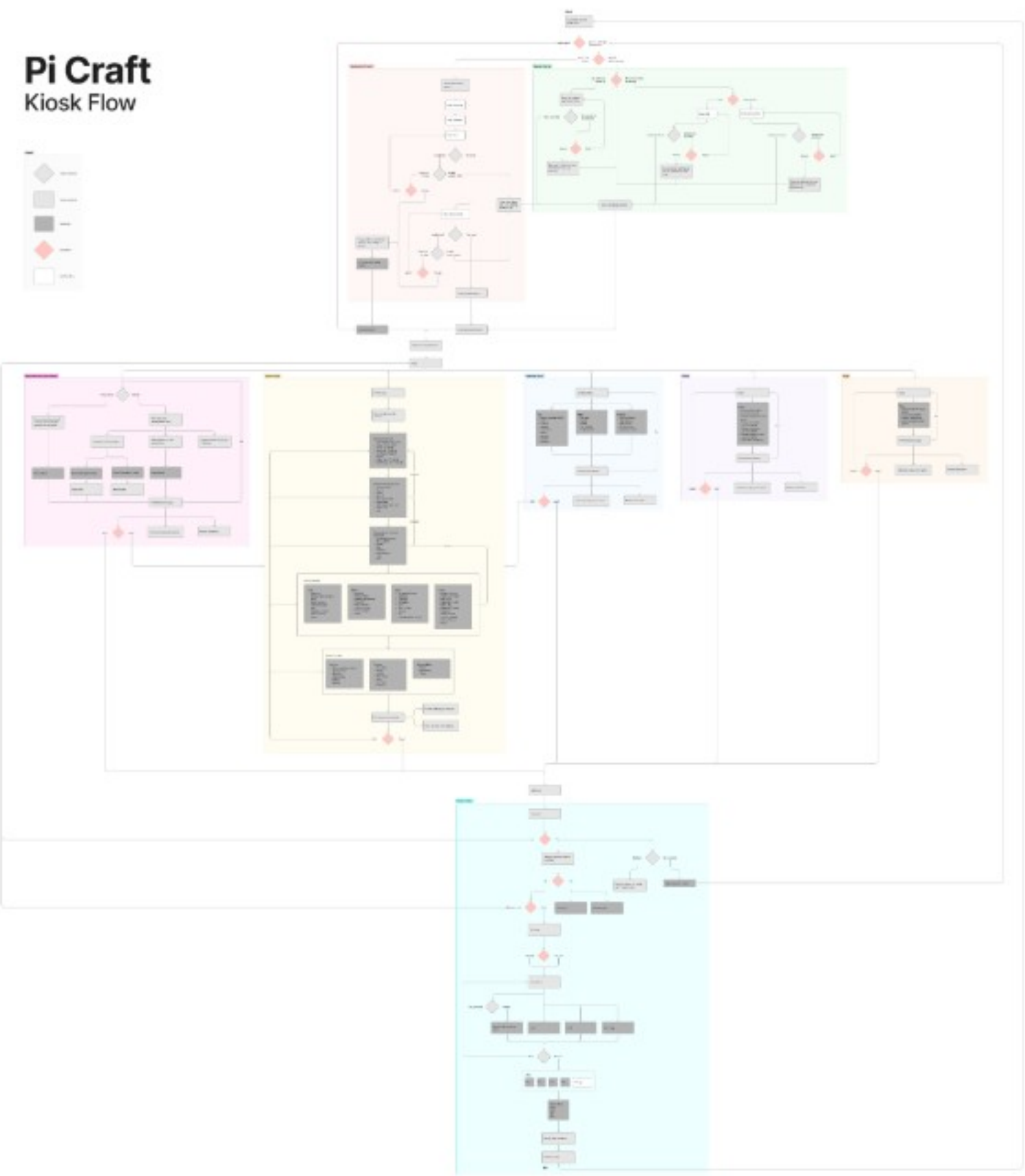


Front View



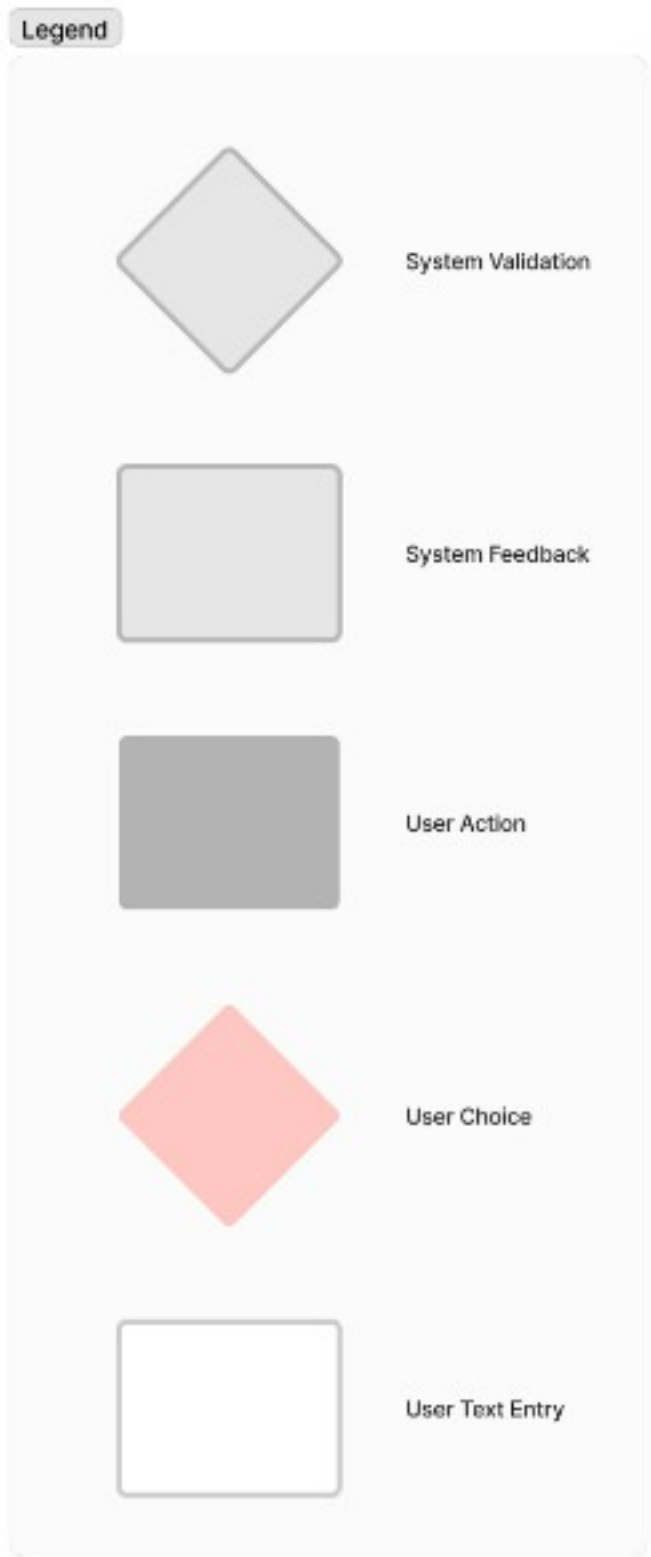
Back View

Workflow Diagram



Flows

- Membership Creation
- Membership Sign-In
- Recommended & Past Ordered
- Custom Pizza
- Signature Pizzas
- Drinks
- Sides
- Payment



System validates between different variants

System's response to user interaction or input or previous system validation

User interaction with system

User selects option

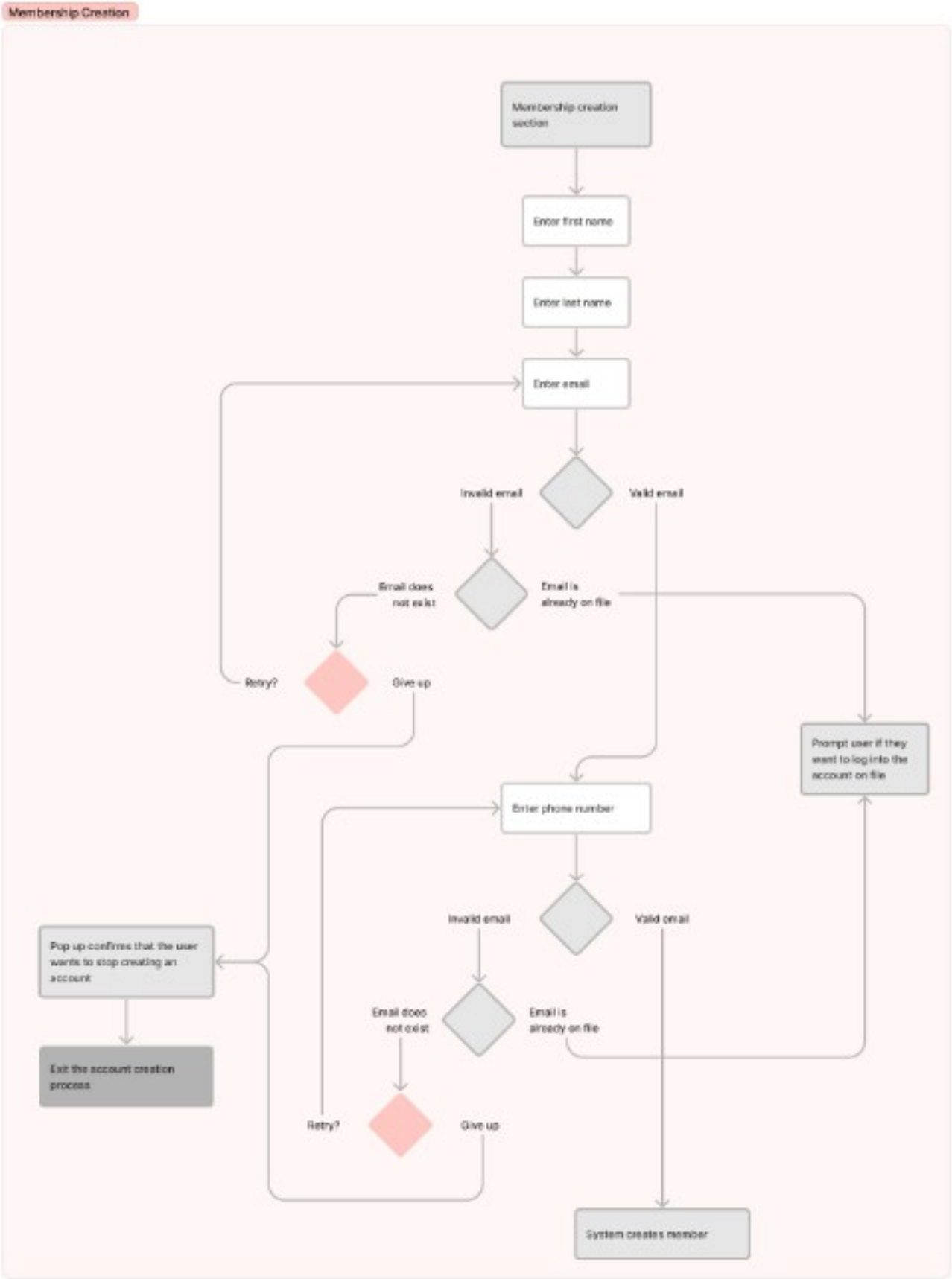
Text or numeric input from user

User may enter flow by

- Pressing the "Create account" on the idle screen.
- When user attempts to sign into an account that does not exist.

Directs user to

Recommended & Past Orders flow

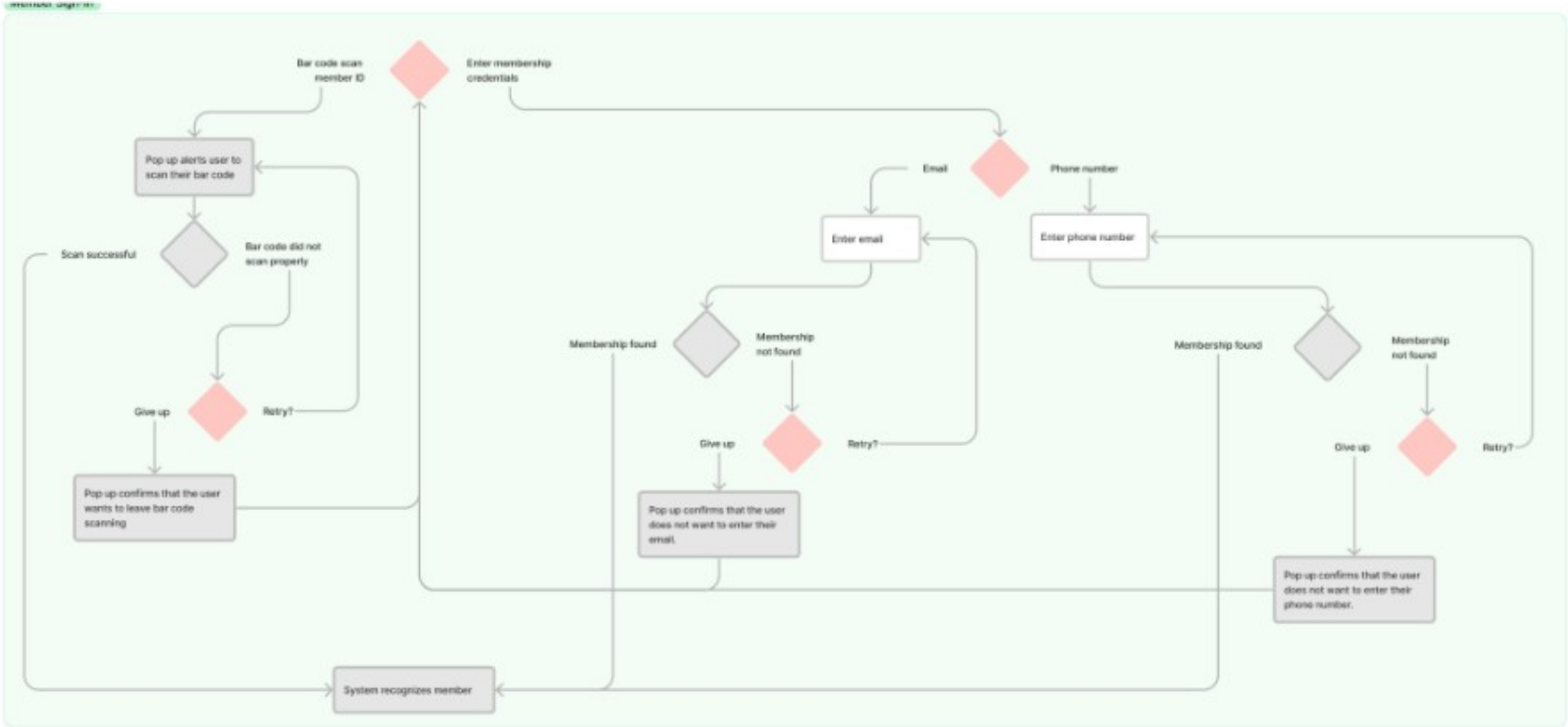


User may enter flow by

- Pressing the "Sign into account" on the idle screen.
- When user attempts to create an account that already exists.
- When user wants to view past orders or recommended based on orders.

Directs user to

Recommended & Past Orders flow

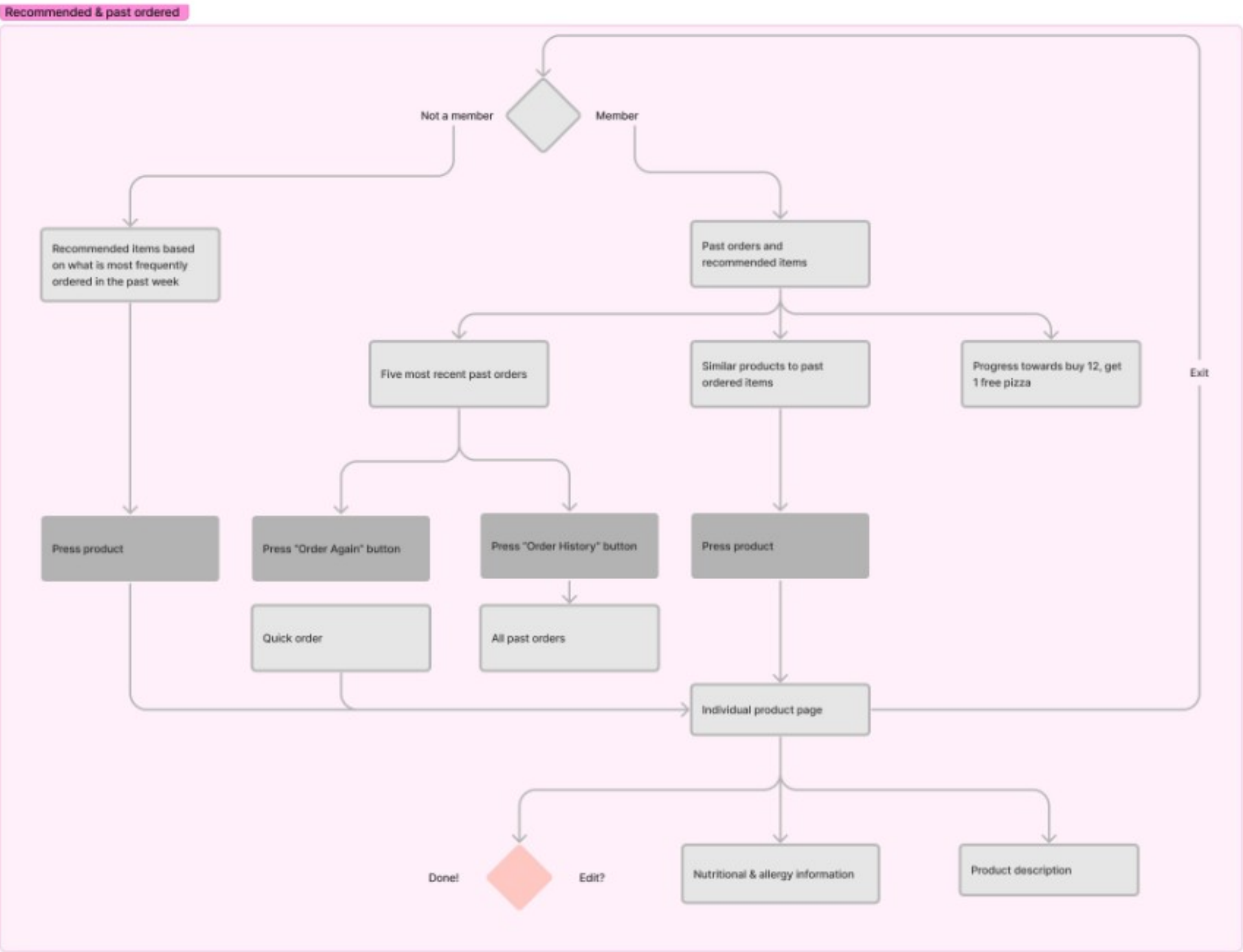


User may enter flow by

- Guest sign in.
- Account sign in.
- Account creation.

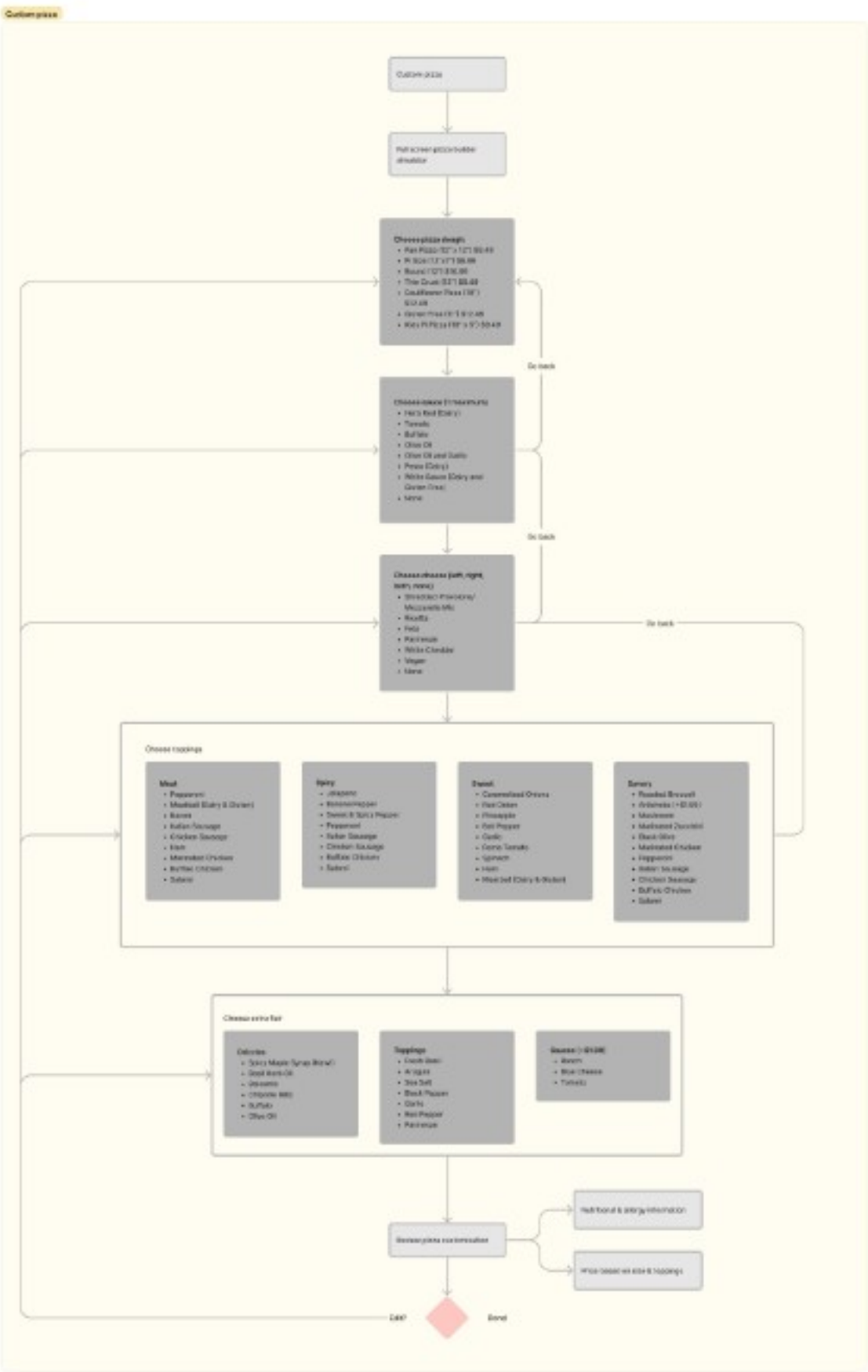
Directs user to

Payment or alternative menu flow



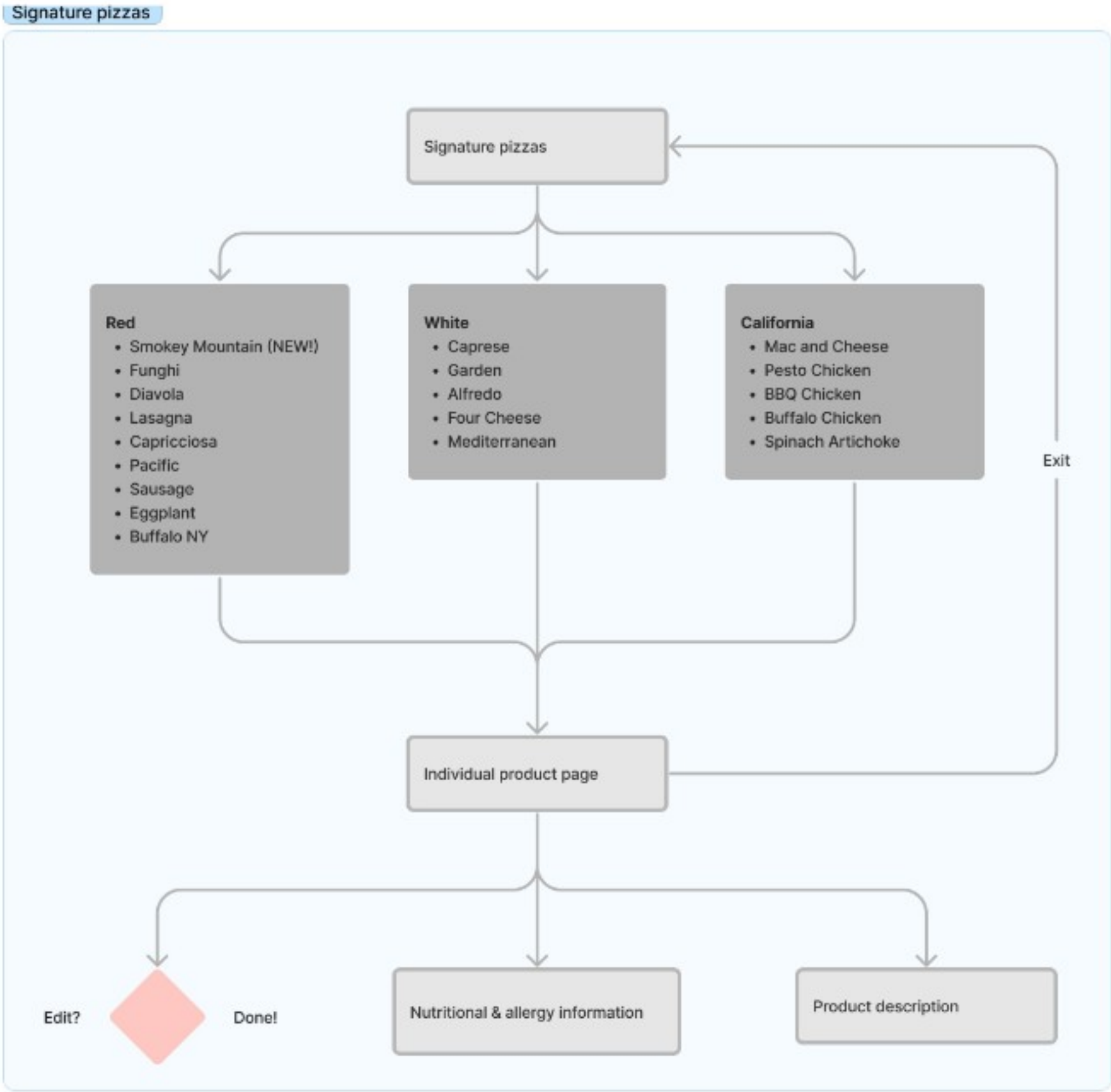
User may enter flow by Alternative menu flow through menu navigation.

Directs user to Payment or alternative menu flow



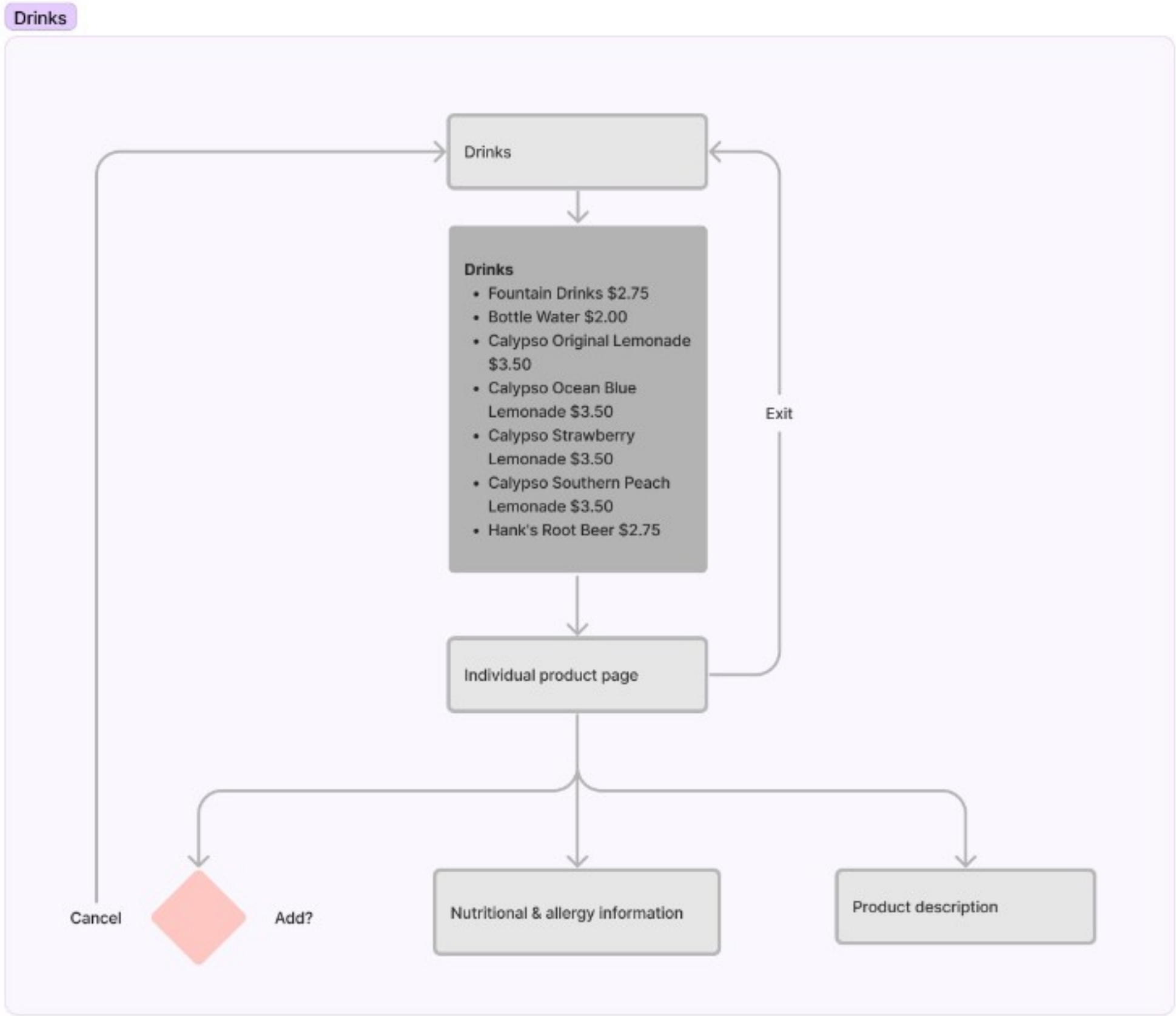
User may enter flow by
Alternative menu flow through menu navigation.

Directs user to
Payment or alternative menu flow



User may enter flow by
Alternative menu flow through menu navigation.

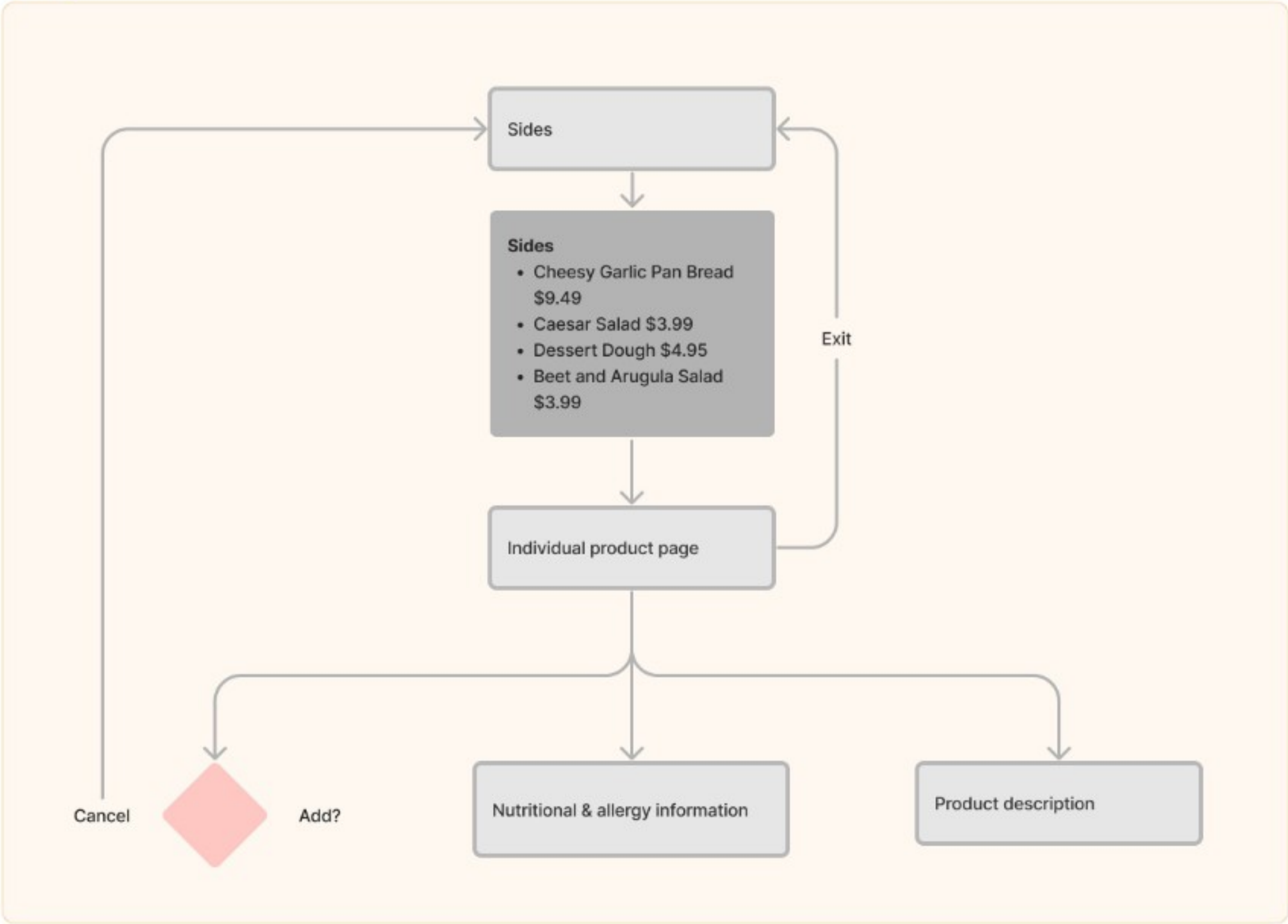
Directs user to
Payment or alternative menu flow



User may enter flow by
Alternative menu flow through menu navigation.

Directs user to
Payment or alternative menu flow

Sides

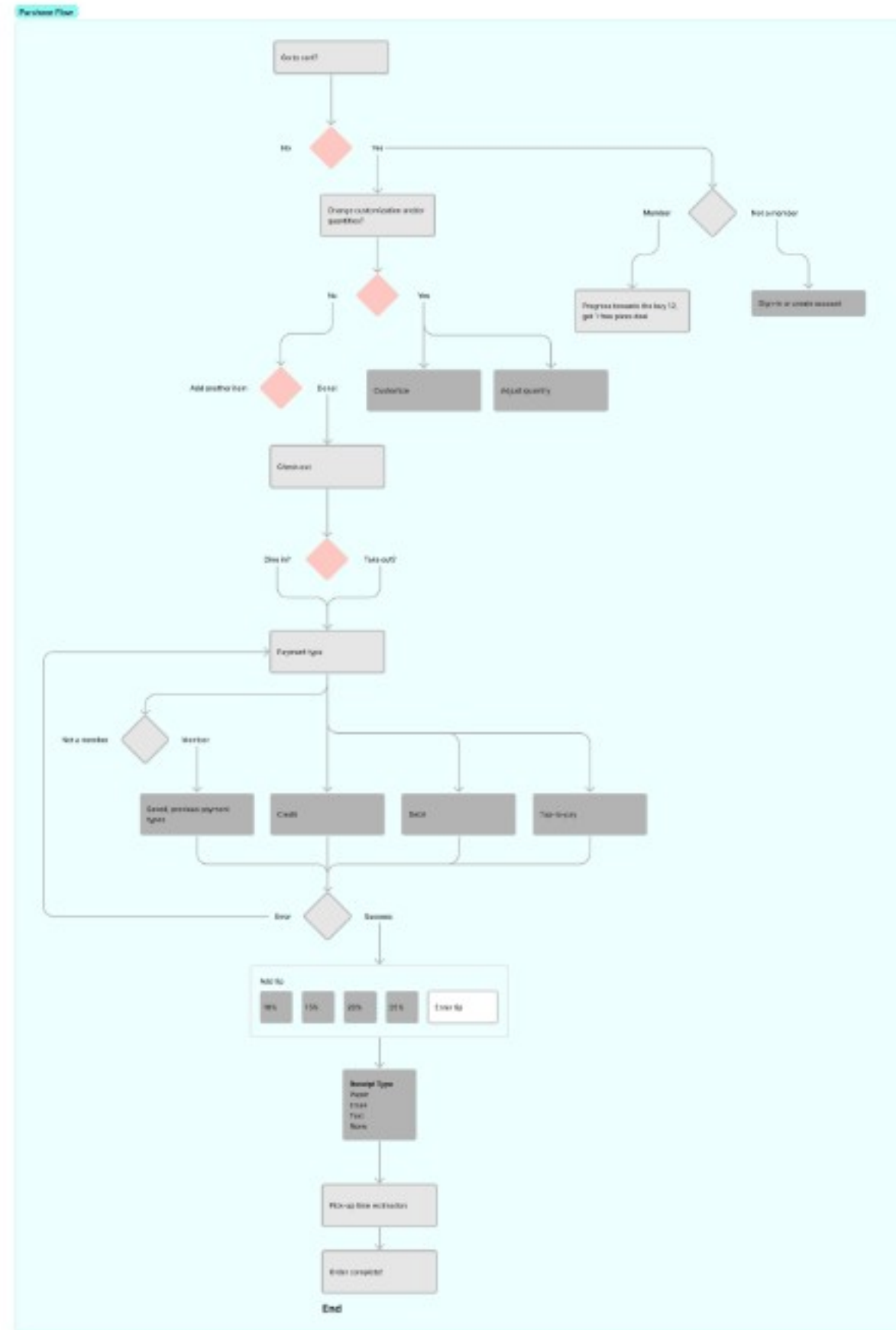


User may enter flow by

- Adding product to cart.
- Pressing the cart icon from the menu navigation.

Directs user to

End of the flow. Returns to idle.



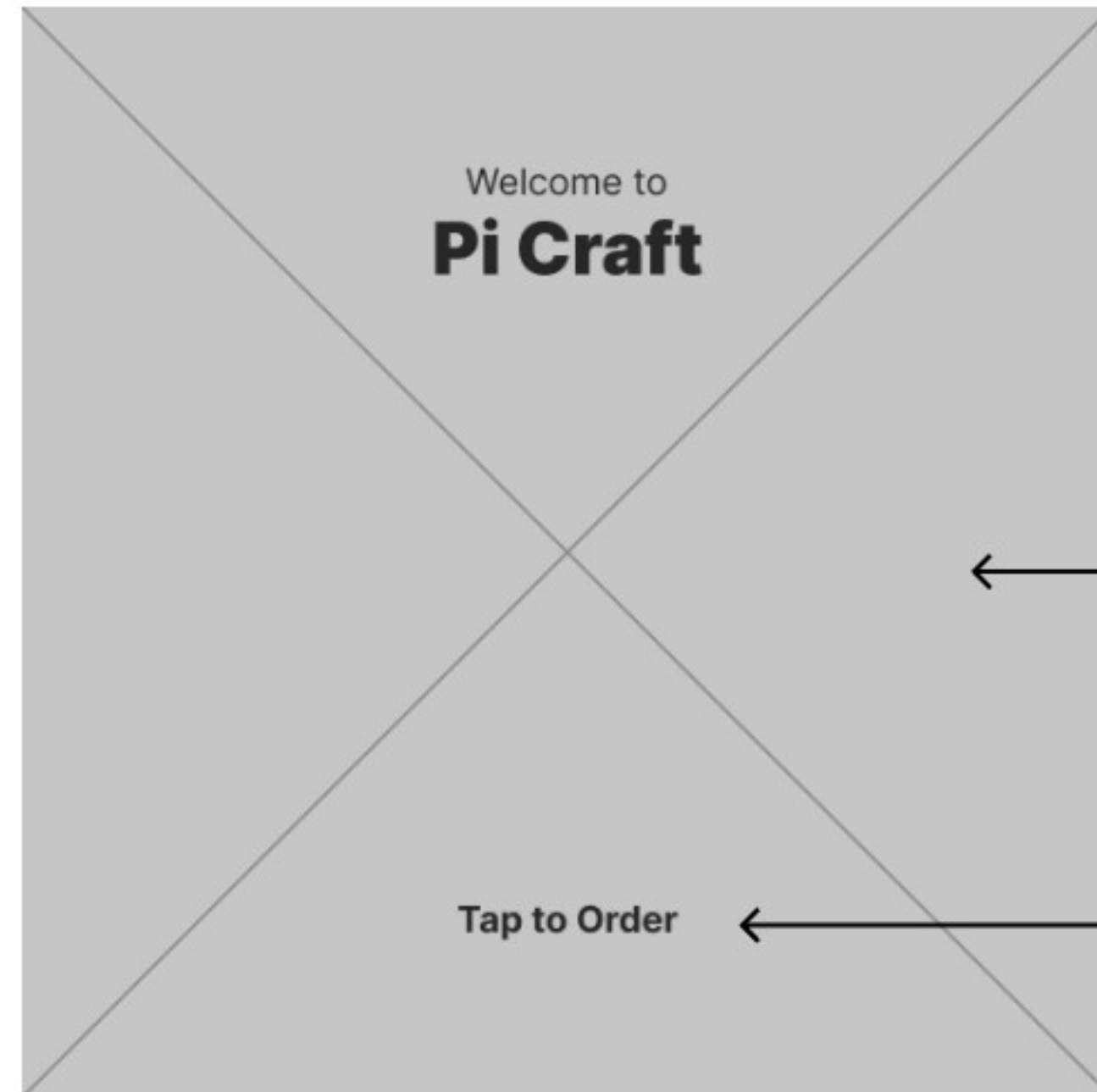
Wireframes

High-fidelity wireframes to visualize the workflow diagram.

Wireframes were mocked up and displayed on a mock-up screen to test the resolution and dimensions of intractable components.

This idle screen will be present when there is not a user interacting with the kiosk.

The user can start the ordering process by tapping on the screen.



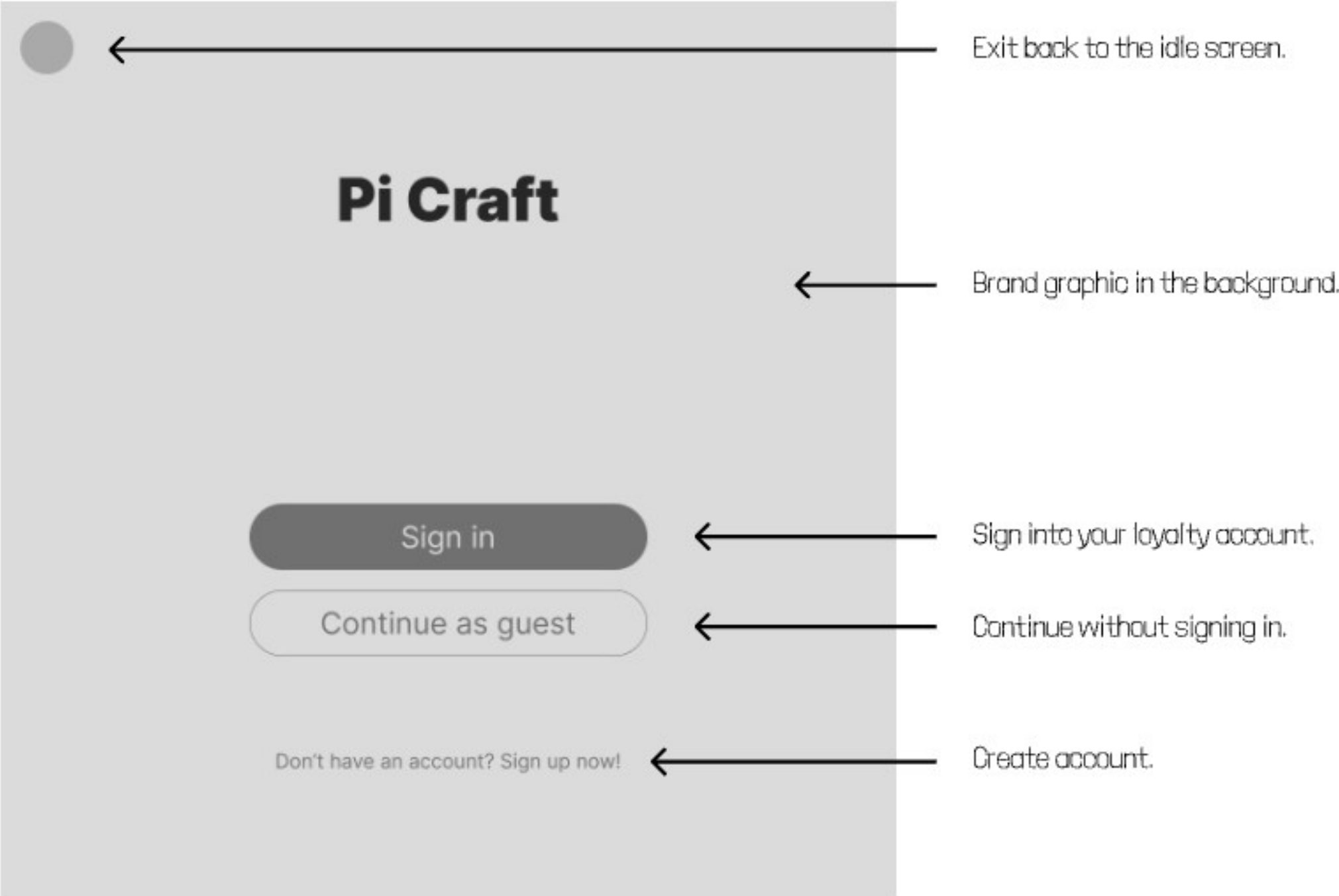
← Graphic for Pi Craft in the background.

← User can tap anywhere on the screen to start the ordering process.

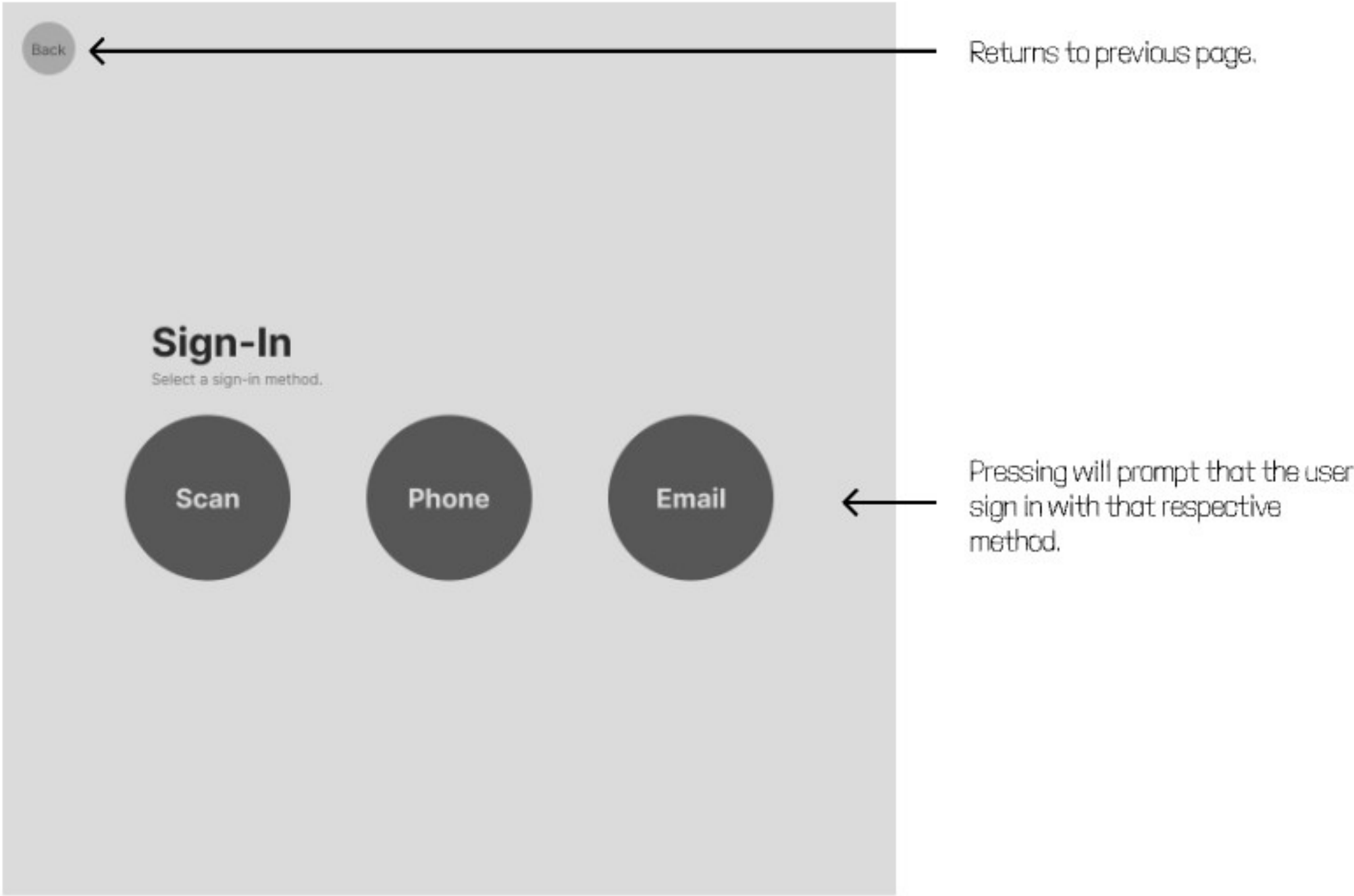
The sign-in page will allow the user to sign into their loyalty account or continue through the ordering process as a guest.

There is also a tertiary element that allows the user to create an account.

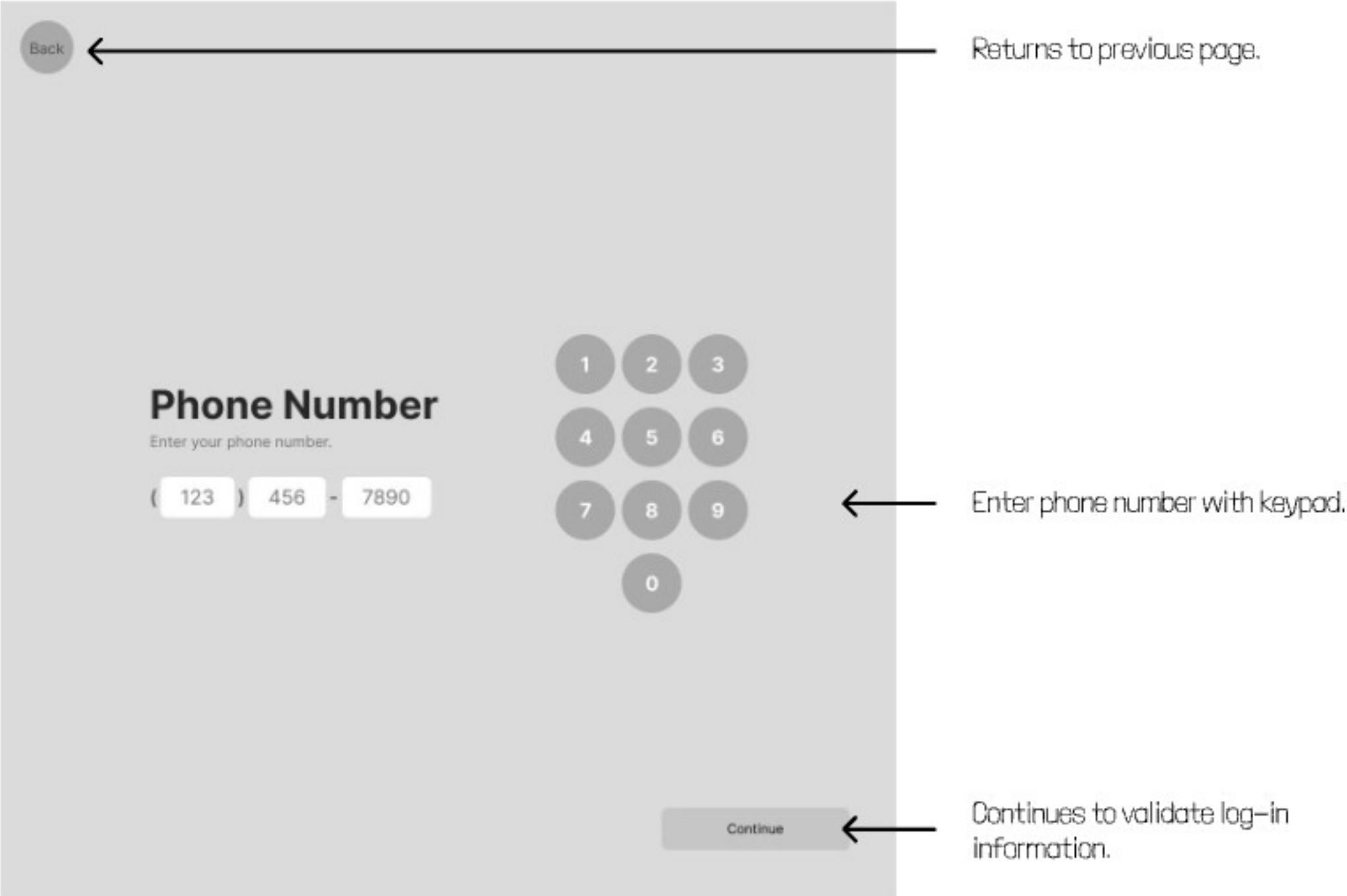
The user may also exit back to the idle screen through an arrow icon.



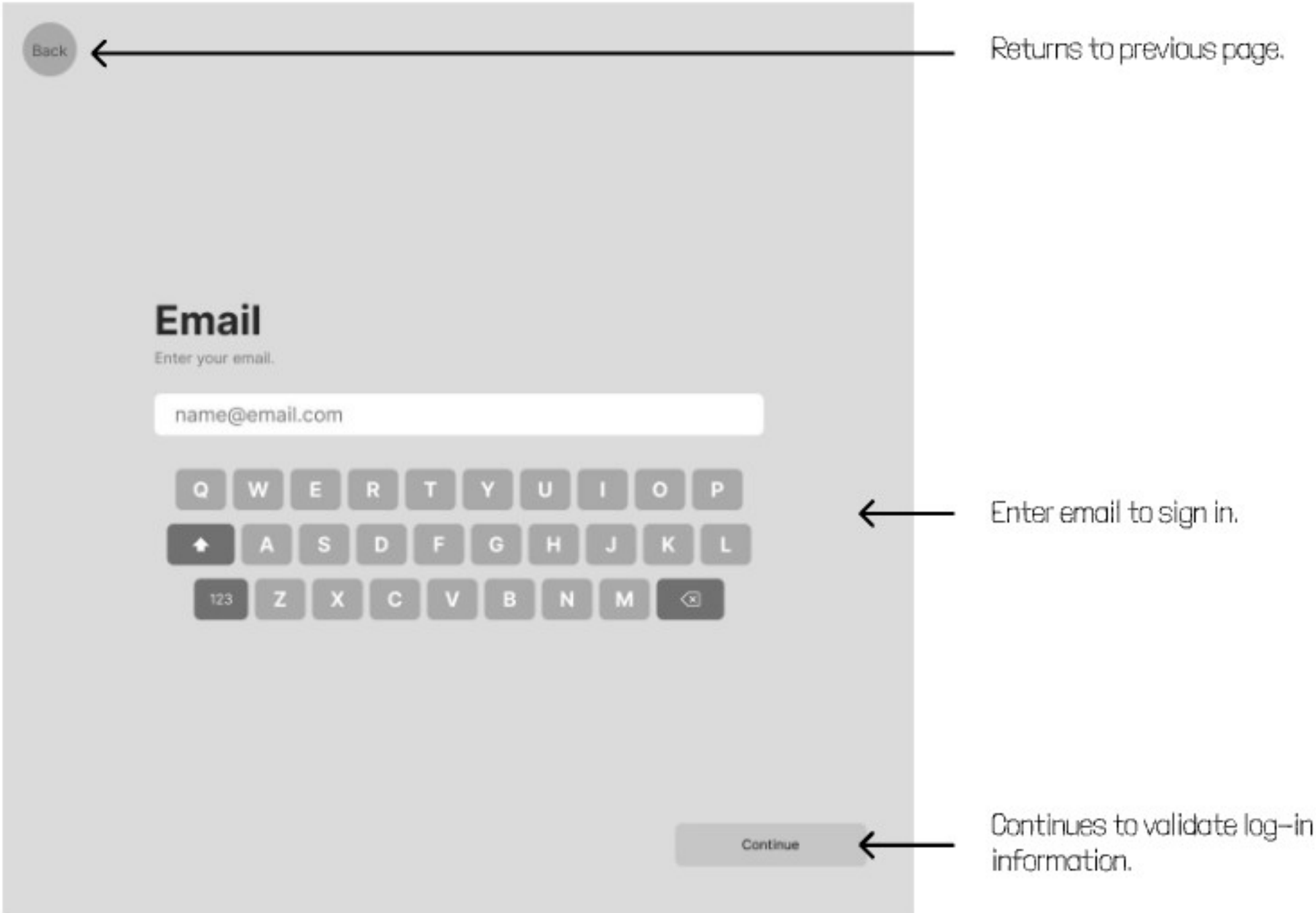
When the user indicates that they want to sign into their loyalty, they will be prompted to scan or their mobile app or enter a phone number or email.



If the user selects the phone number sign-in, they will be prompted to enter their number.

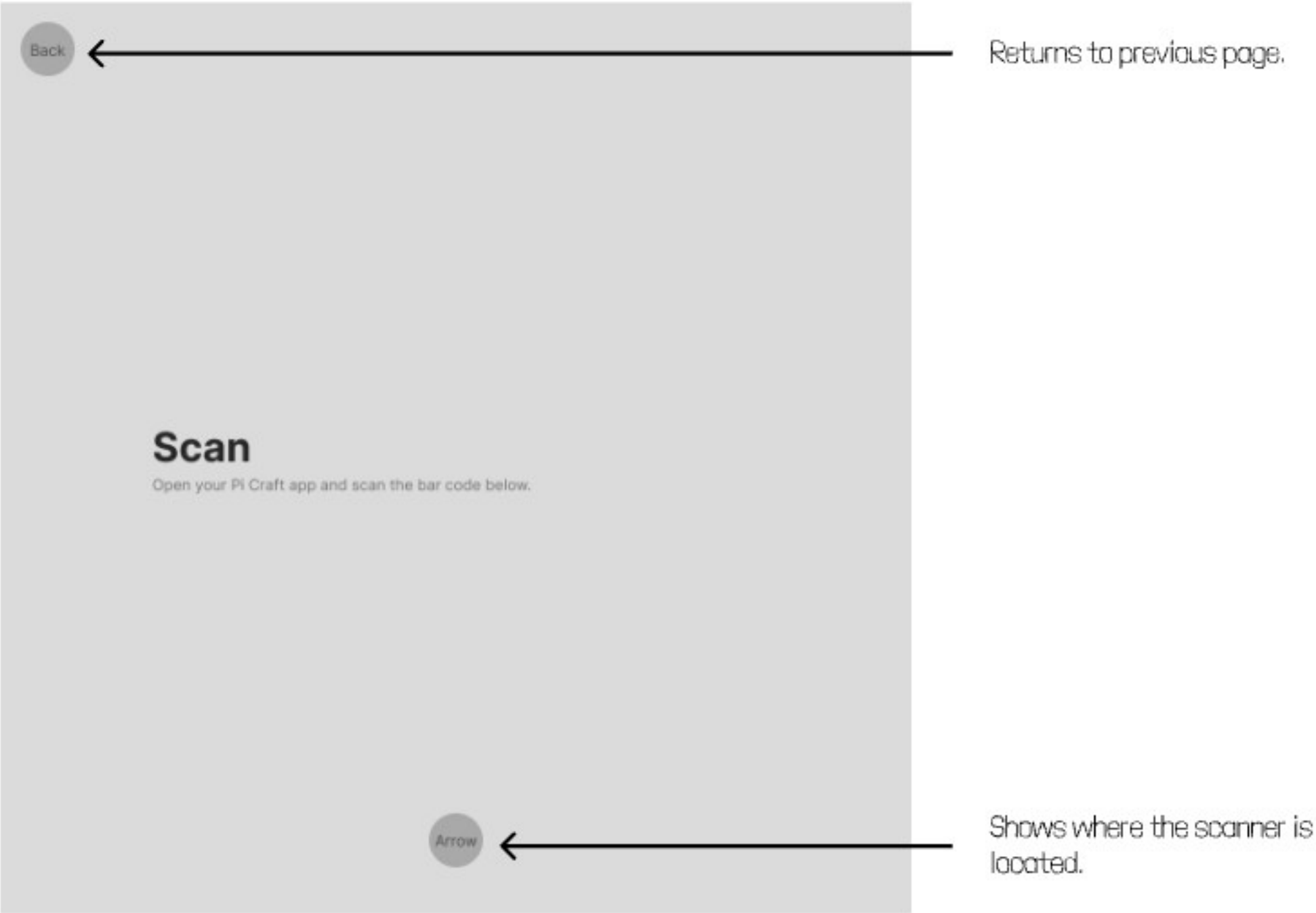


If the user selects the email sign-in, they will be prompted to enter their email.



If the user selects the scan sign-in, they will be prompted to scan a QR code from the mobile application.

There will also be a red light around the scanner to further signify where the user should scan their QR code.



If a user's identity is successfully validated, there will be a brief pop-up that will acknowledge that the user has signed in.

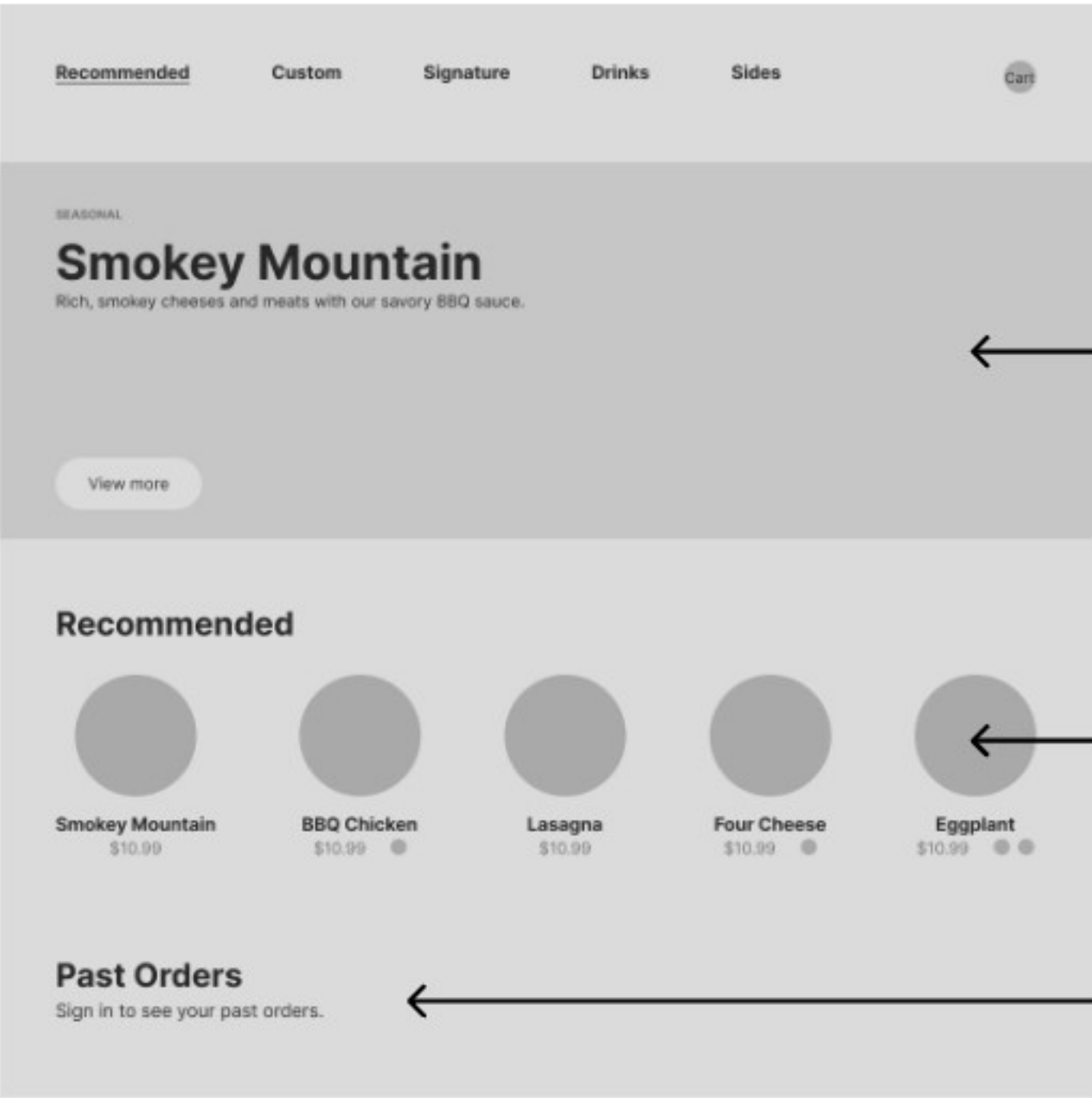
This page will automatically close after a delay or on tap.



The recommended screen will have a product promotion at the top, below the global navigation. Tapping this promotion will move the user to the product page.

If the user is not signed in, the kiosk will recommend popular signature pizzas. If they are signed in, the recommendations will be based on their past orders.

If the user is signed in, the kiosk will show their past orders here with a quick add functionality.



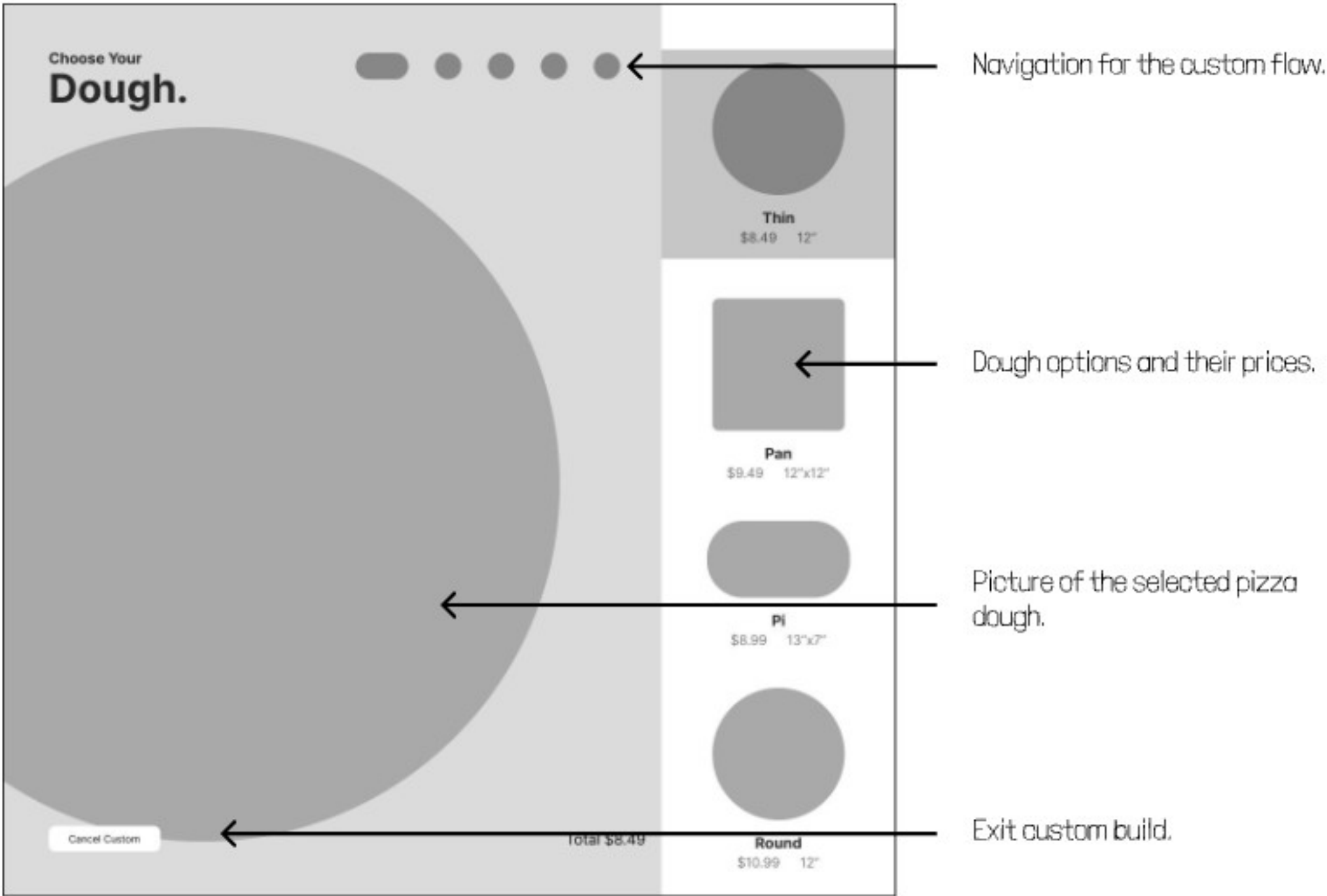
Product promotion with picture background.

Recommended products based on popularity or past orders.

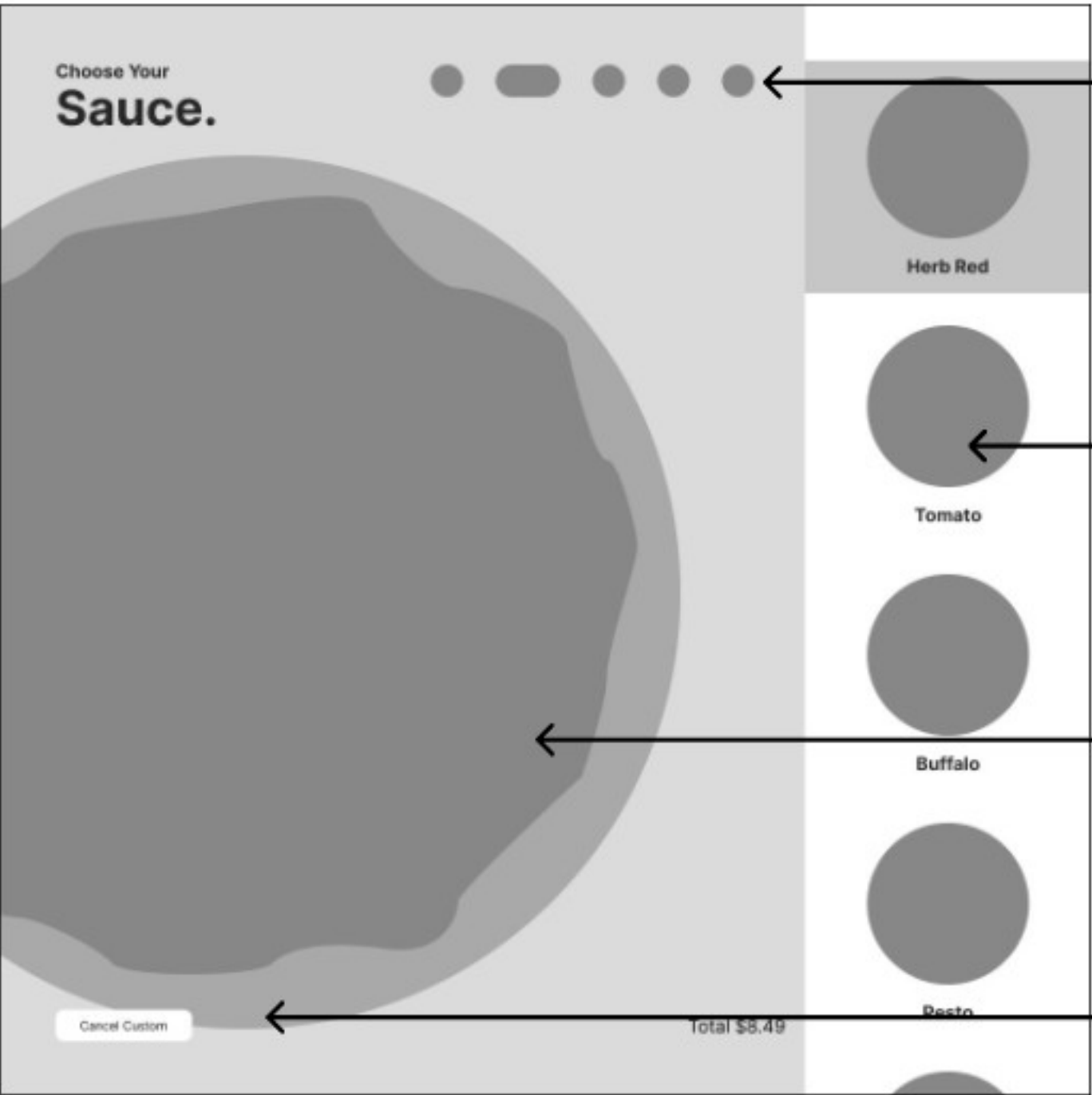
If signed in, the user will be able to see their past orders.

When the custom flow is entered from the global navigation, the user will be entered into the creation flow.

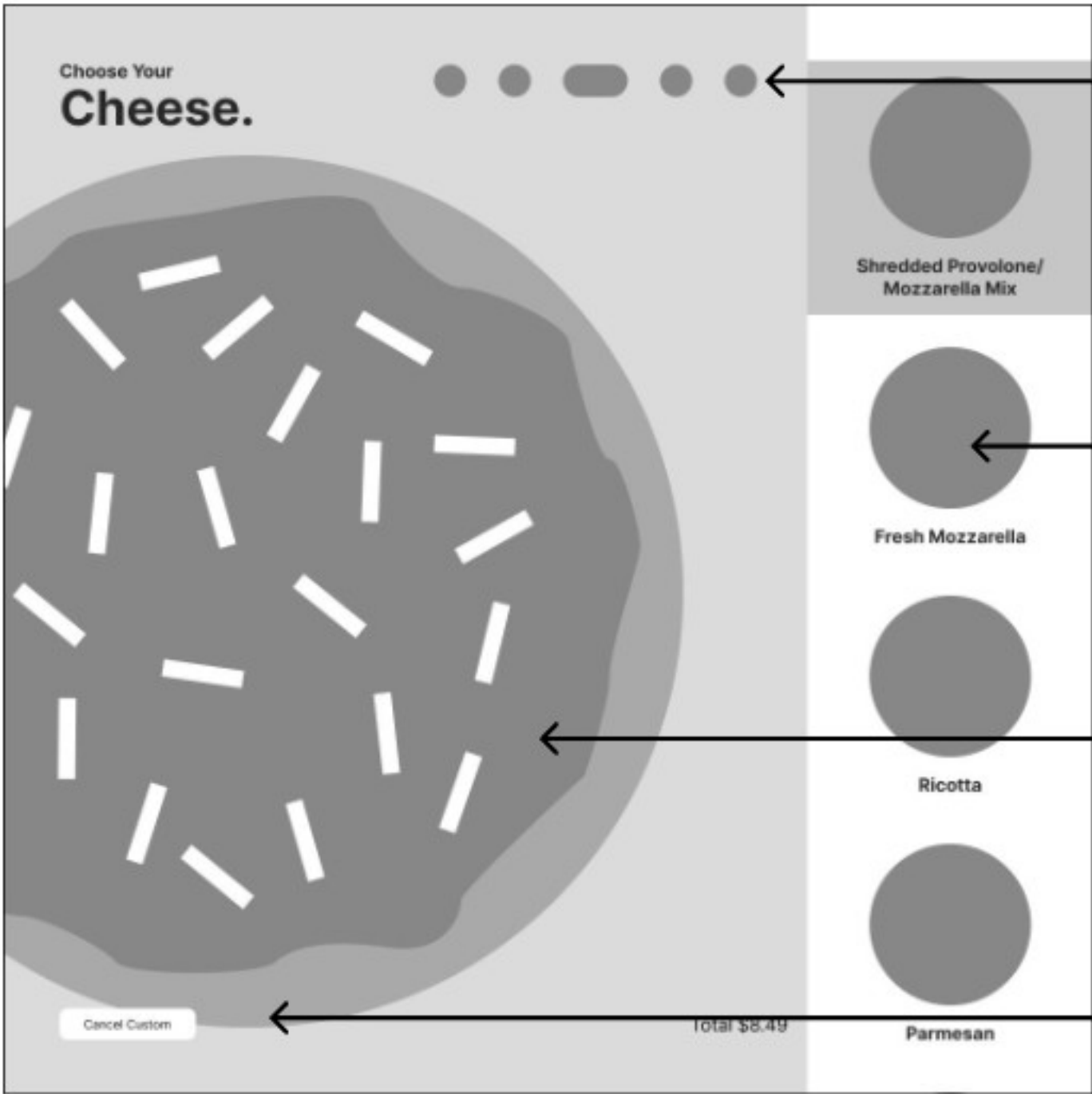
There will be a picture of the dough to the left that will show the selected pizza dough option.



There will be a picture of the sauce to the left that will show the selected pizza sauce option. It will include the previously chosen dough as well.



There will be a picture of the cheese to the left that will show the selected pizza cheese option. It will include the previously chosen dough and sauce as well.



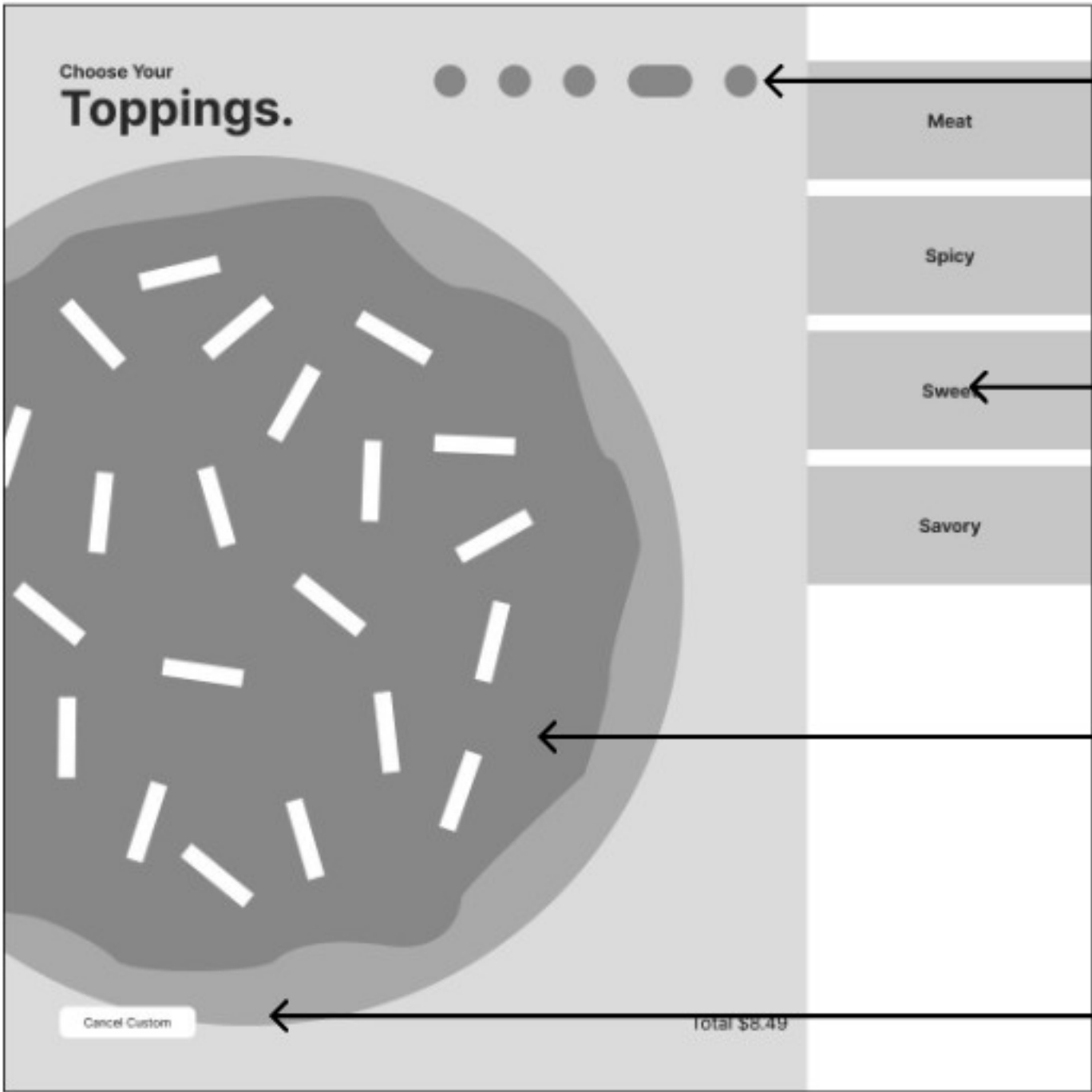
Navigation for the custom flow.

Cheese options and their prices.

Picture of the selected pizza dough, sauce, and cheese.

Exit custom build.

The toppings will be separated into categories. Based on the flavor of the topping, the user can find their desired toppings.



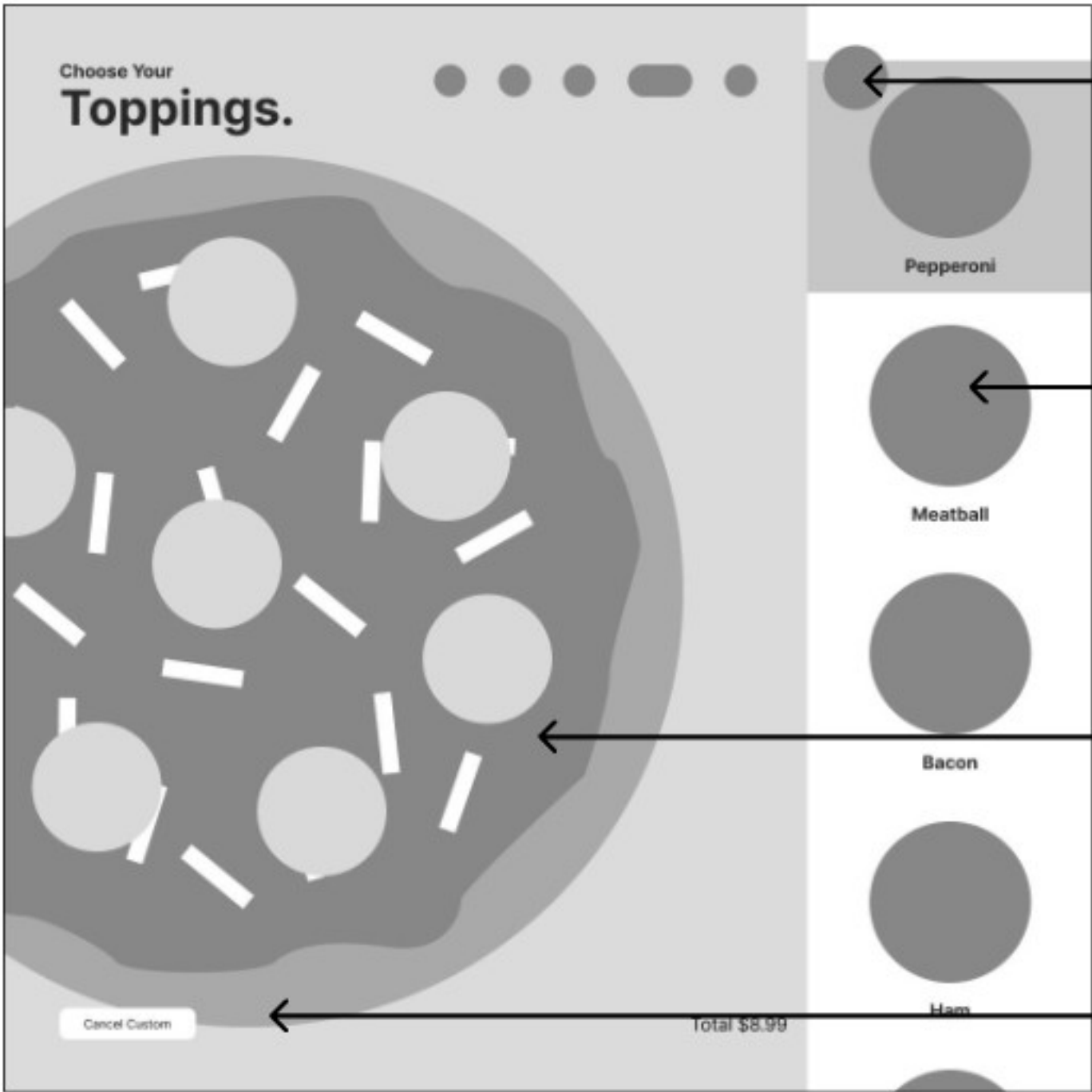
Navigation for the custom flow.

Categories of the toppings.

Picture of the selected pizza dough, sauce, cheese, and topping(s).

Exit custom build.

There will be a picture of the toppings to the left that will show the selected pizza toppings option. It will include the previously chosen dough, sauce, and cheese as well.



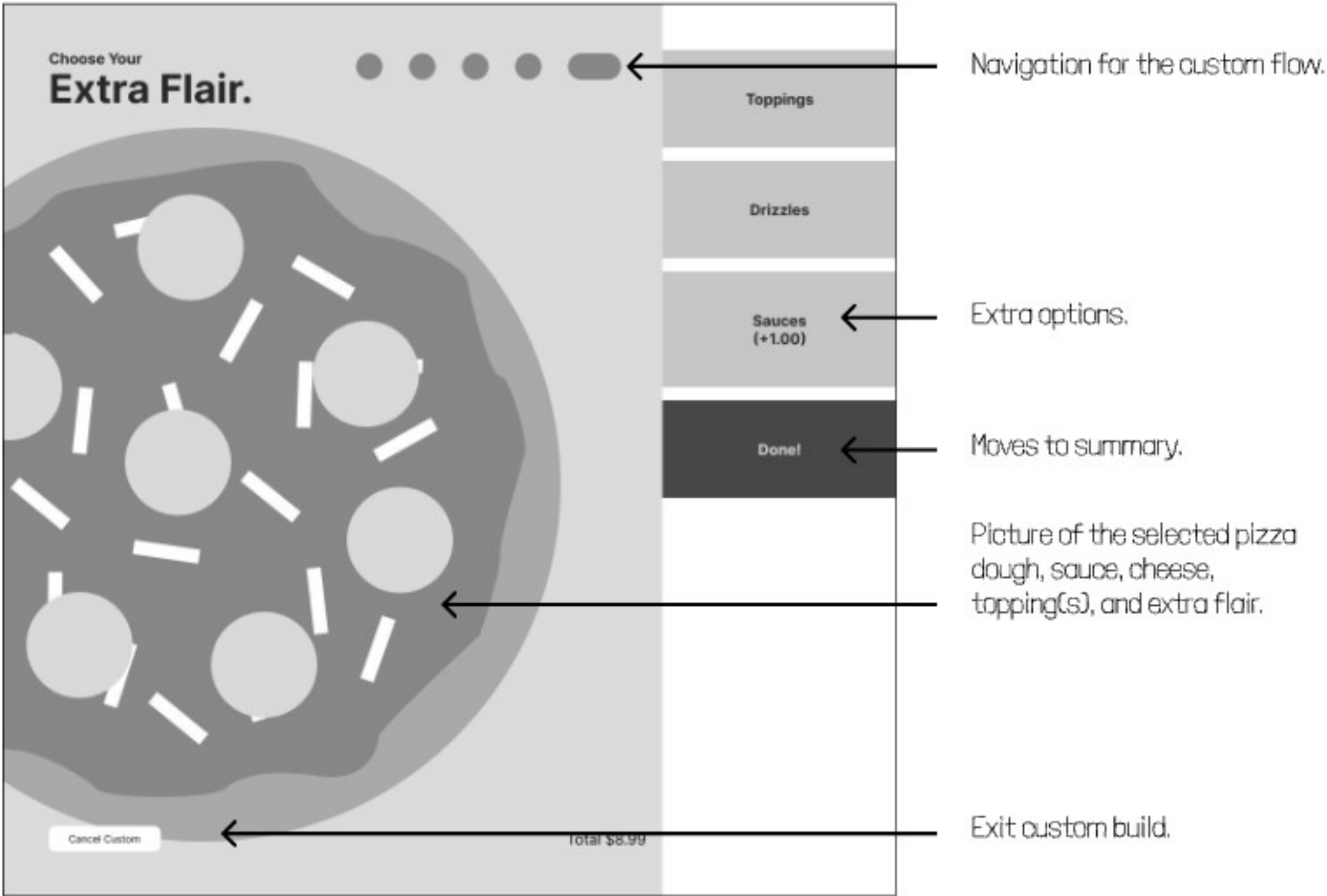
Exit from this category.

Topping options.

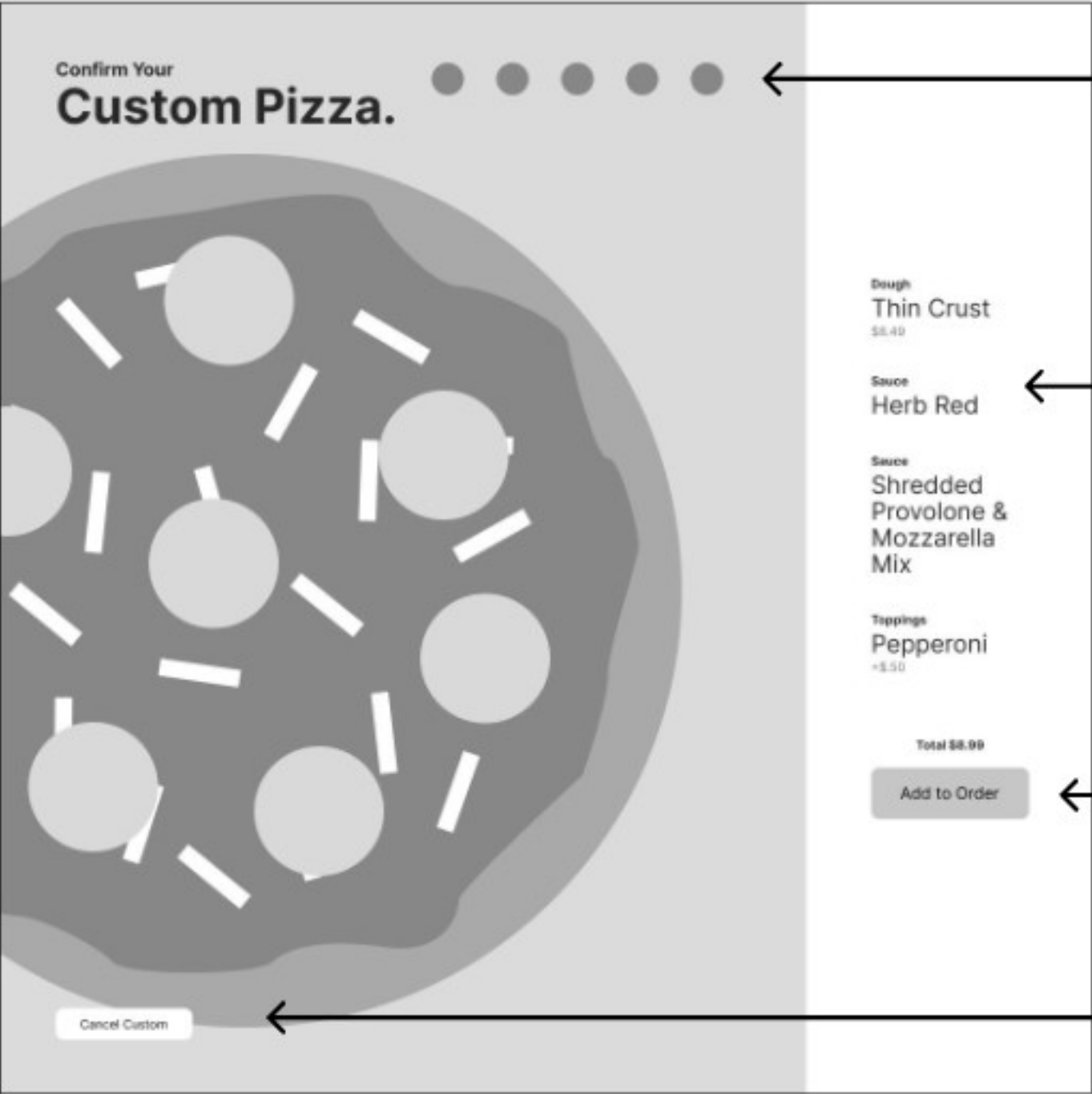
Picture of the selected pizza dough, sauce, cheese, and topping(s).

Exit custom build.

There will be a picture of the extra flair to the left that will show the selected pizza extra flair option. It will include the previously chosen dough, sauce, cheese, topping(s) as well.



There will be a picture of the created pizza.



Navigation for the custom flow.

Summary of chosen pizza.

Add the custom pizza to cart.

Exit custom build.

The signature pizzas will be sectioned into the following categories: California, Red, and White. The user may scroll through these options.

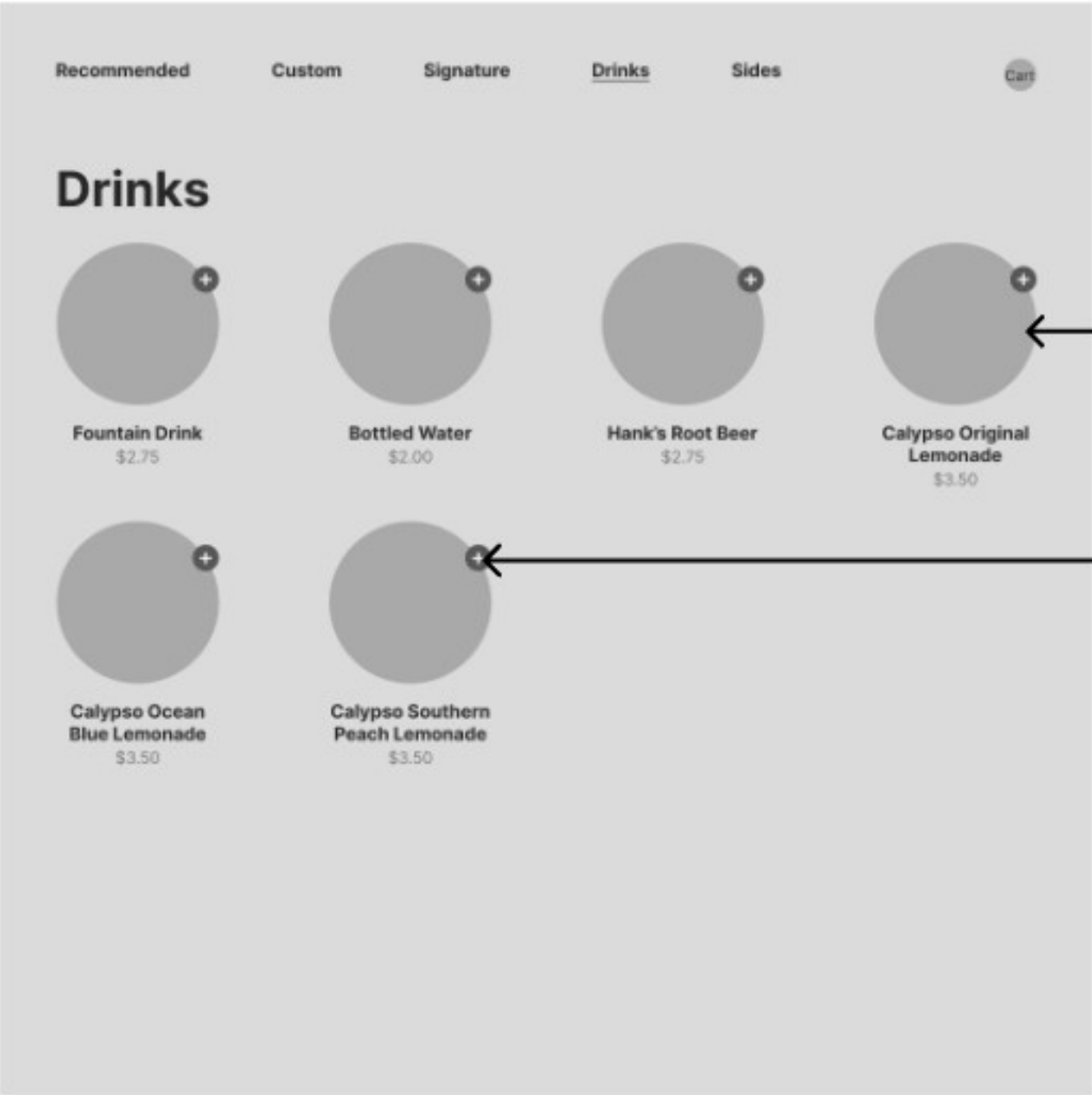
Pressing on a product will navigate the user to the product page.



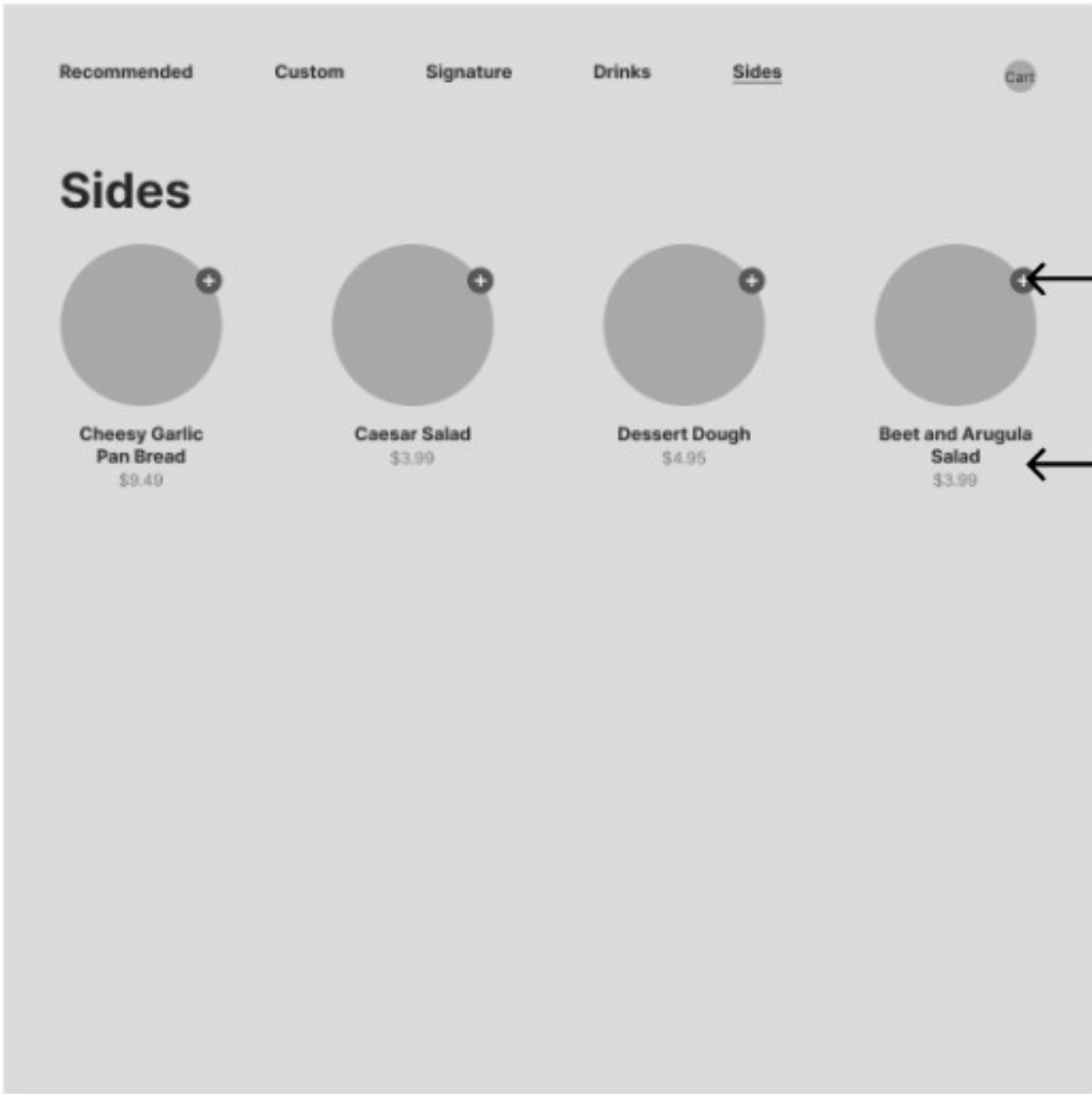
Dietary restriction filters.

Scroll-able signature pizza picture and label.

The drinks will have a quick add feature so that the user does not need to view a product page, unless they wanted additional informational about the product.



The sides will have a quick add feature so that the user does not need to view a product page, unless they wanted additional informational about the product.

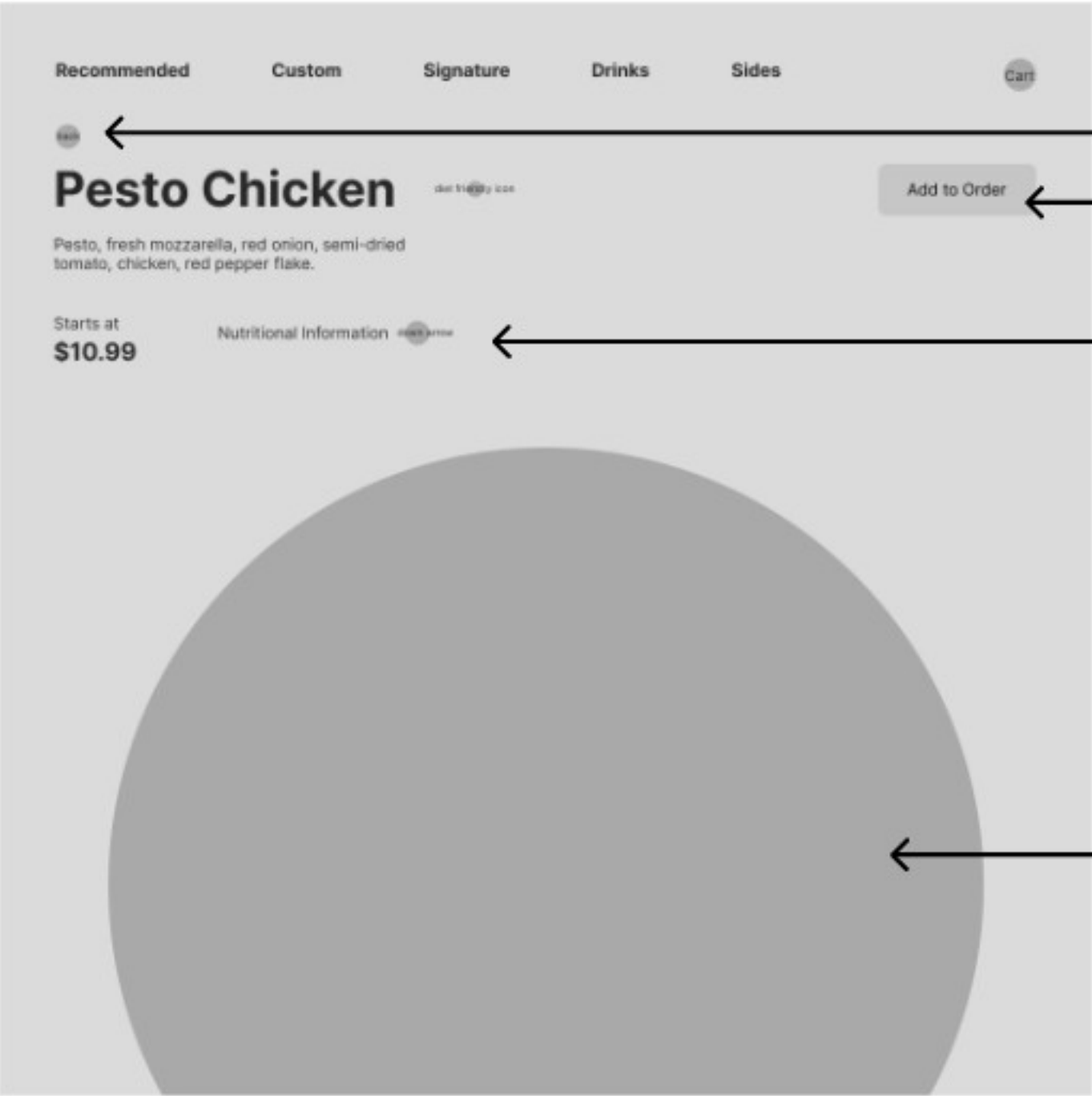


Quick add feature.

Sides with image, title, and price.
Reveals product page when pressed.

When a product is pressed, the user will be navigated to a product specific page.

When the "add to cart" button is pressed, the user will be prompted to select the pizza's size.



Exits product page.

Opens a size selection window.

Displays the nutritional information.

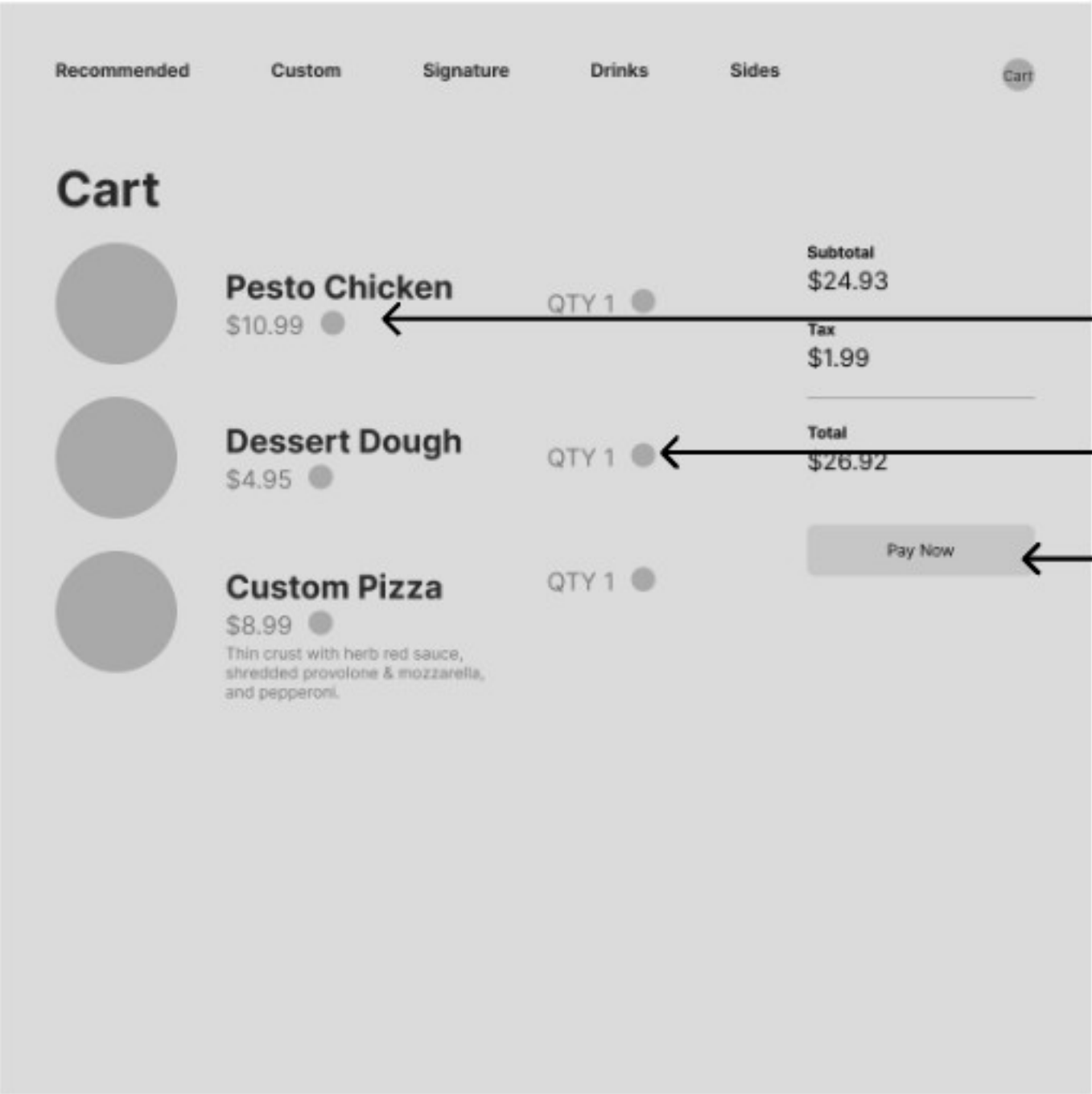
Pizza picture.

When the user hasn't added anything to their cart, they will be given this message.



Message indicating that the cart is empty.

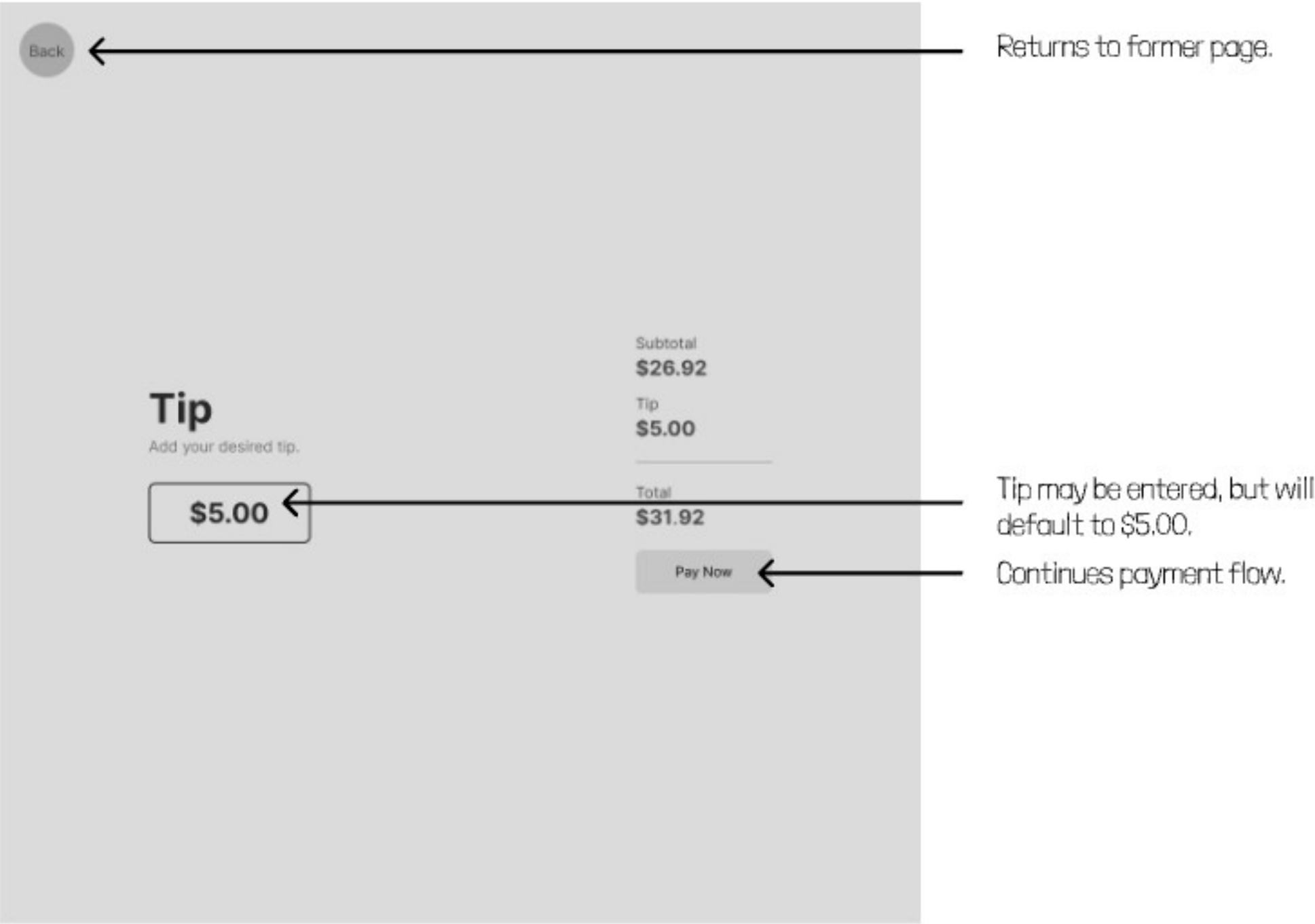
When the user has added at least one item to their cart, the cart will provide an overview of the items in it and the subtotal with tax.



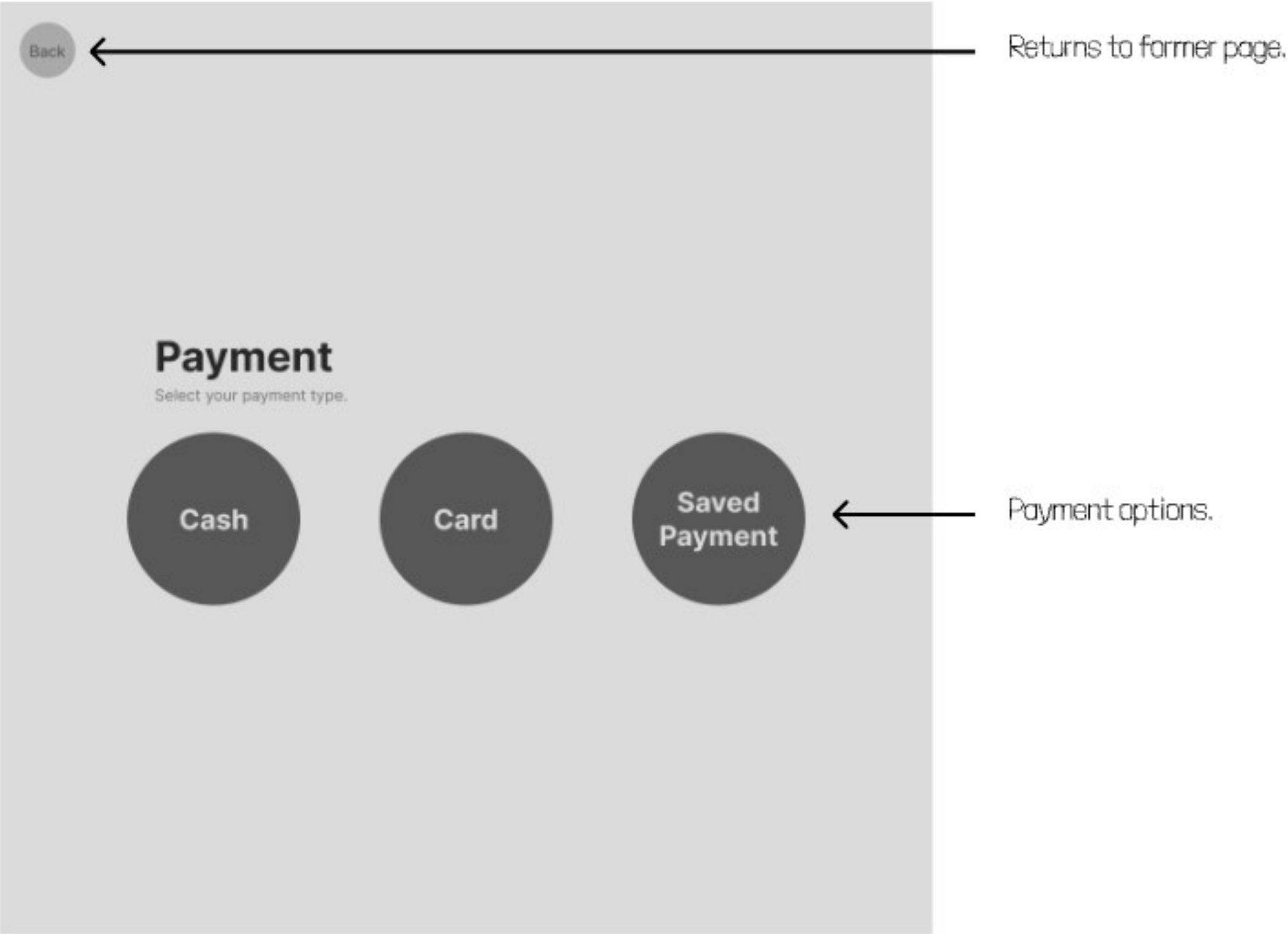
- Added items and their dietary accommodations.
- Allows user to adjust the quantity.
- Starts payment flow.

The tip will default to \$5.00, but the user may press the tip amount to type in a new tip value.

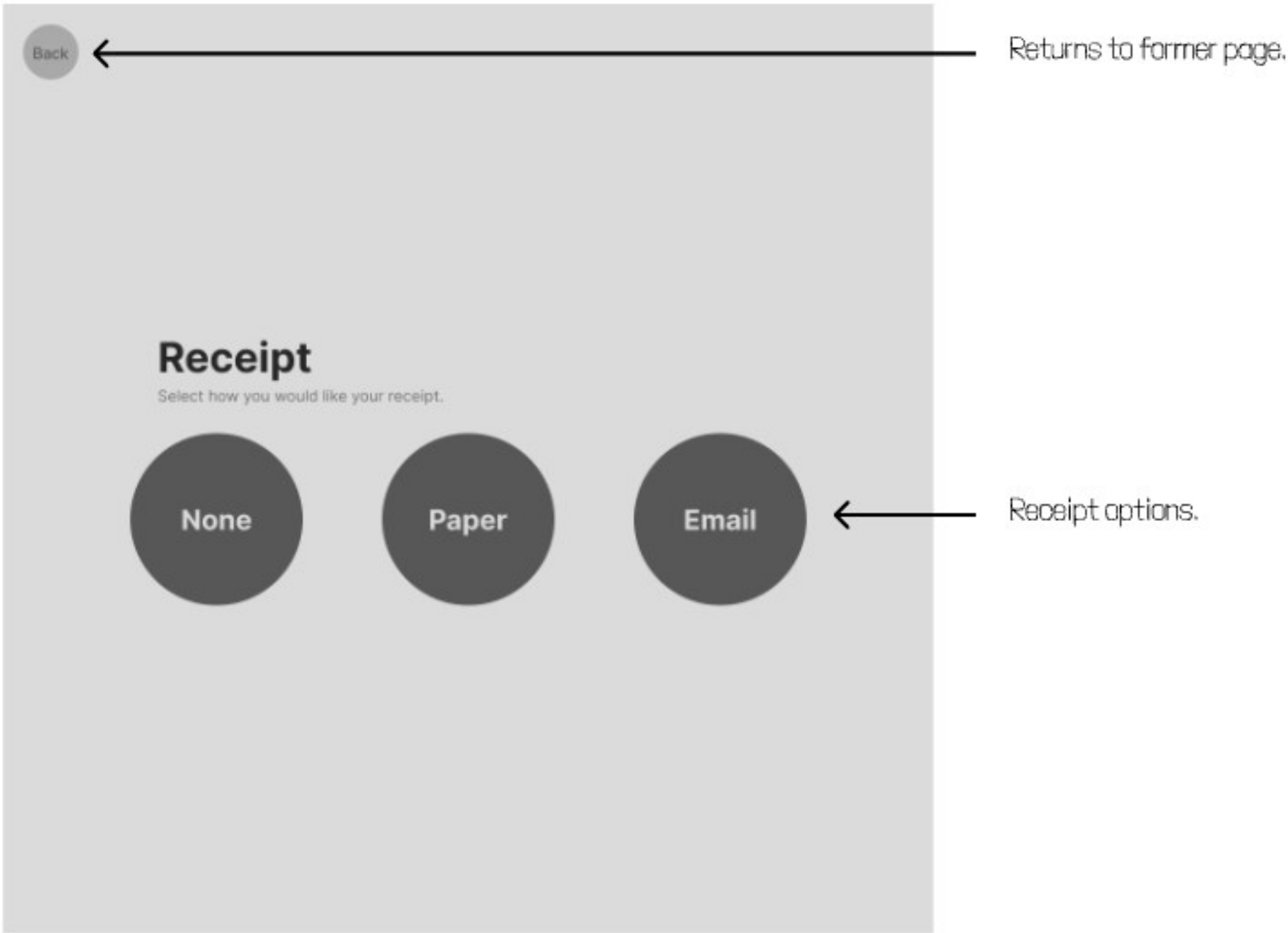
Pressing the “pay now” button will continue the payment flow.



Pressing one of the buttons will enable that specific form of payment for the user.

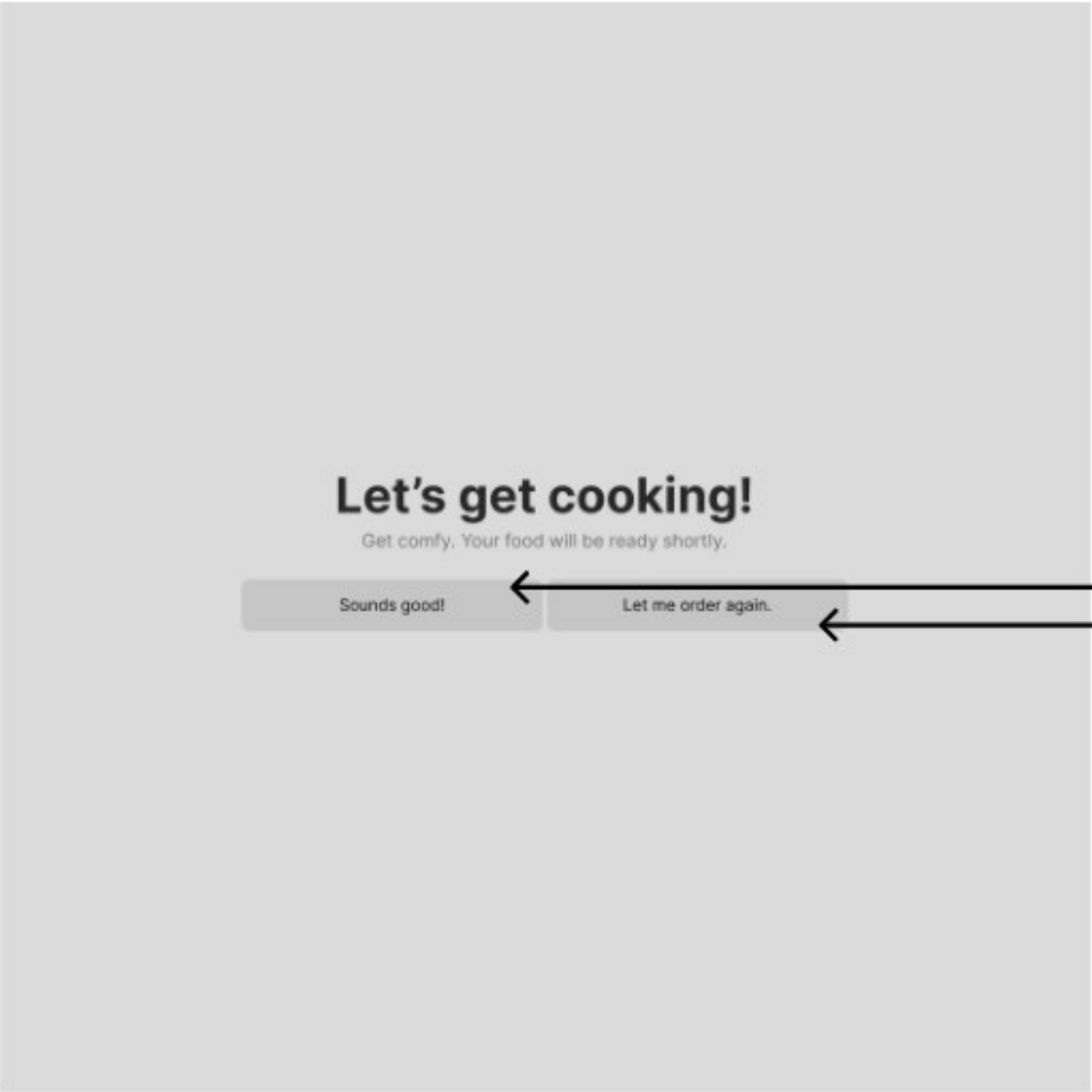


Pressing one of the buttons will send the receipt. If the user wants an emailed receipt, it will be sent to the information on file or the user may type in a new email.



Once the transaction has been successfully paid for, the user will be able to go back to the idle screen or create another order.

If the user does not press either option, the screen will time out and return to the idle screen.



Back to idle screen.
Restarts ordering in the same account.

Style Guide

Visual style will pull inspiration from cooking video games.

To appeal to families and young adults, we will gamify the pizza creation process through customized vector graphics.



Image from Papa's Pizzeria

The primary colors for the Pi Craft kiosk are burnt orange and gray. The burnt orange is the primary call-to-action and the text is gray.



Burnt Orange 800
75240B
RGB: 117, 36, 11



Burnt Orange 500
BE4E2B
RGB: 190, 78, 43



Burnt Orange 400
EBAC98
RGB: 235, 172, 152



Burnt Orange 100
FFD306
RGB: 255, 211, 198



Gray 800
272727
RGB: 39, 39, 39



Gray 600
575757
RGB: 87, 87, 87



Gray 100
D8D8D8
RGB: 219, 219, 219



White
FFFFFF
RGB: 255, 255, 255

All text used is Londrina Solid in either Black or Light weights.

The button text is written in all capital letters and titles are burnt orange 500 unless they are on a dark background, which then they are white.

Title	Londrina Solid 96pt
H1	Londrina Solid 48pt
Button	LONDRINA SOLID 32PT
Body	Londrina Solid 24pt

All icons had a maximum width and height of 66 pixels. They are scaled proportionally to be the largest size possible within these values without being distorted.



Shopping bag
Navigates to cart



Quick add
Adds item directly to bag

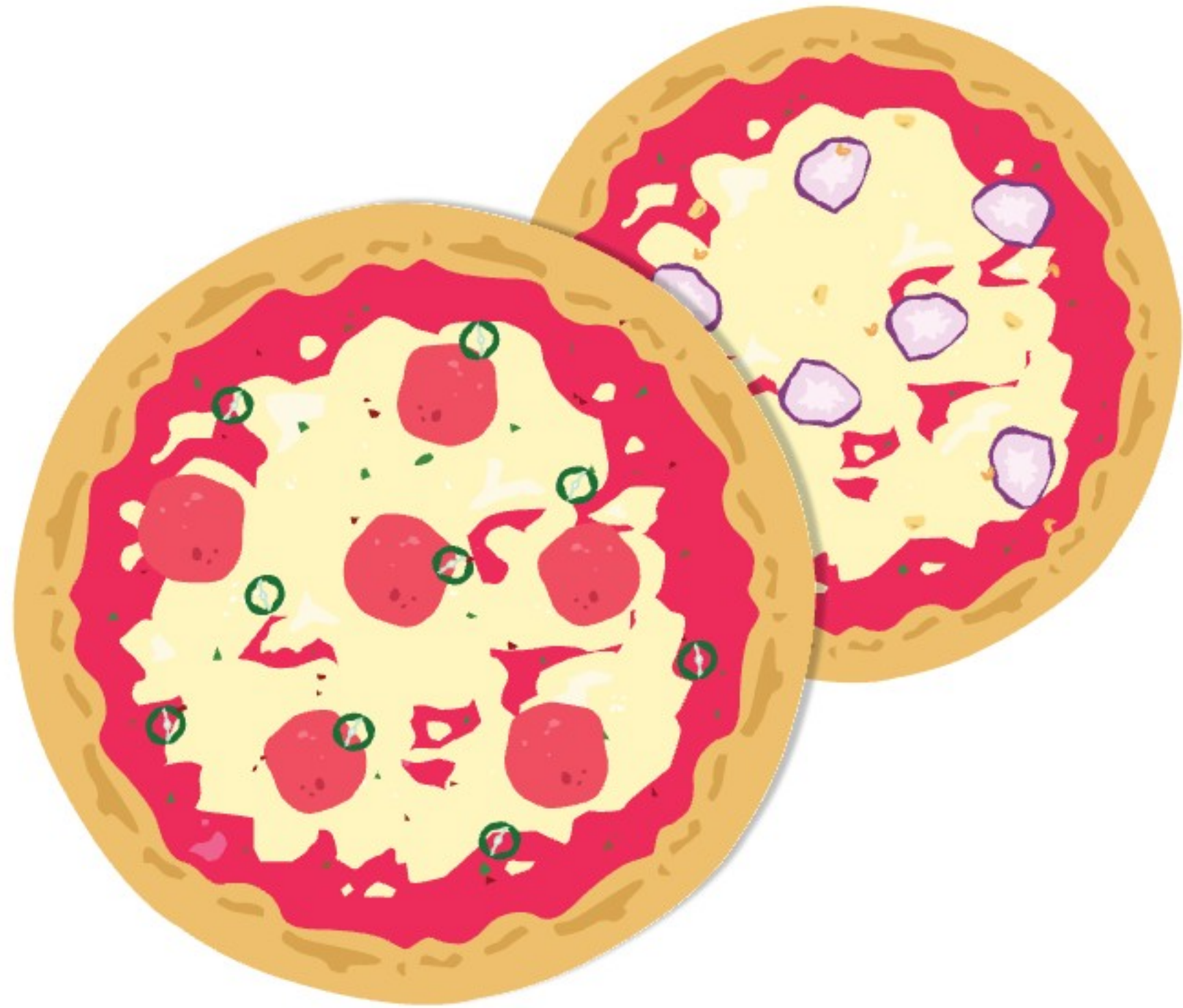


Back arrow
Returns to previous screen



Collapsible arrow
Open and close widget

To compliment the idea of gamifying the pizza making process, the products have been individually drawn to match the aesthetic of the chosen typeface Londrina Solid.



Because imagery is a big part of this kiosk, the images are much larger on product specific pages in comparison to the catalogs.



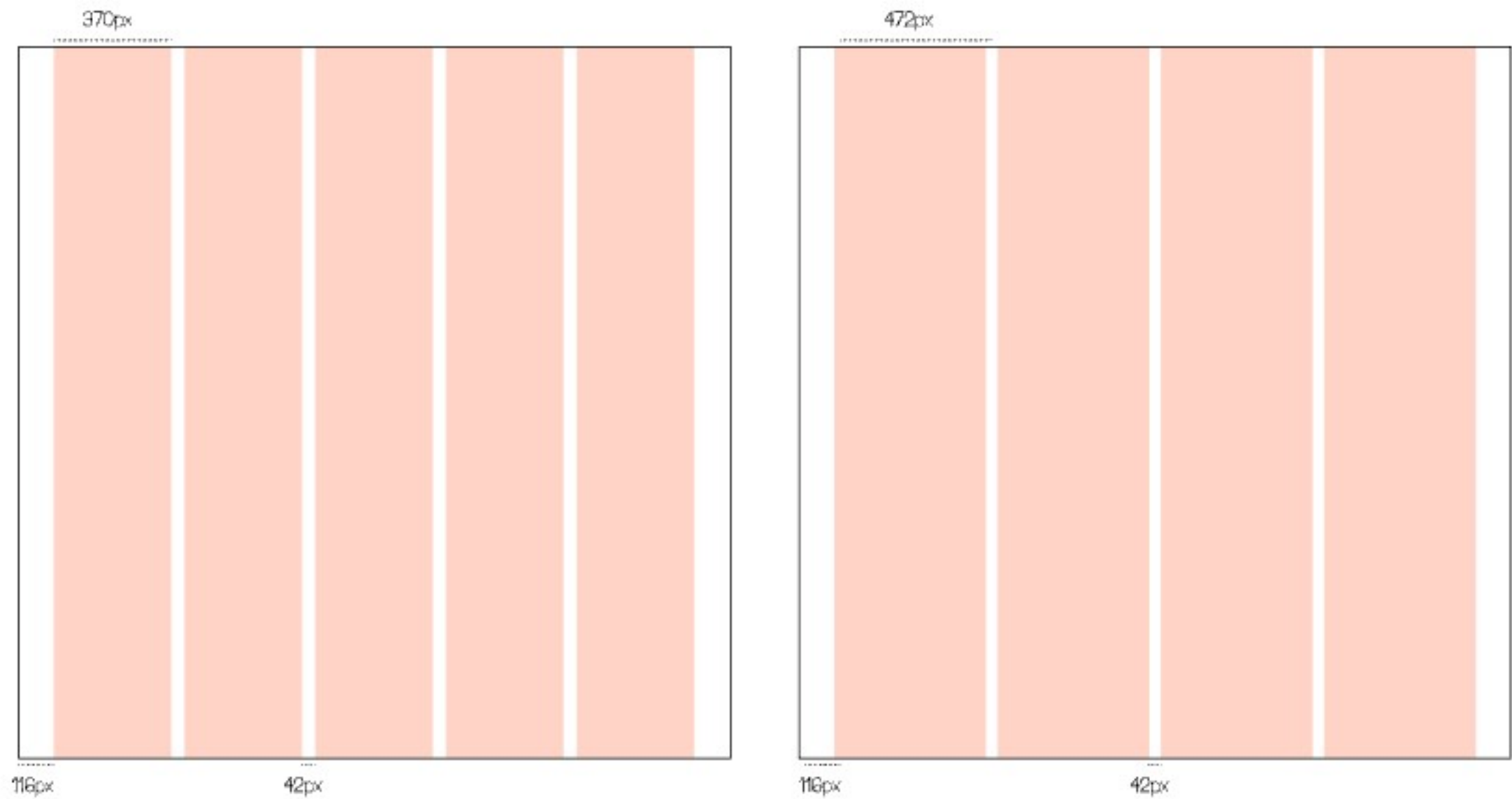
Cart Section
250 x 250 px



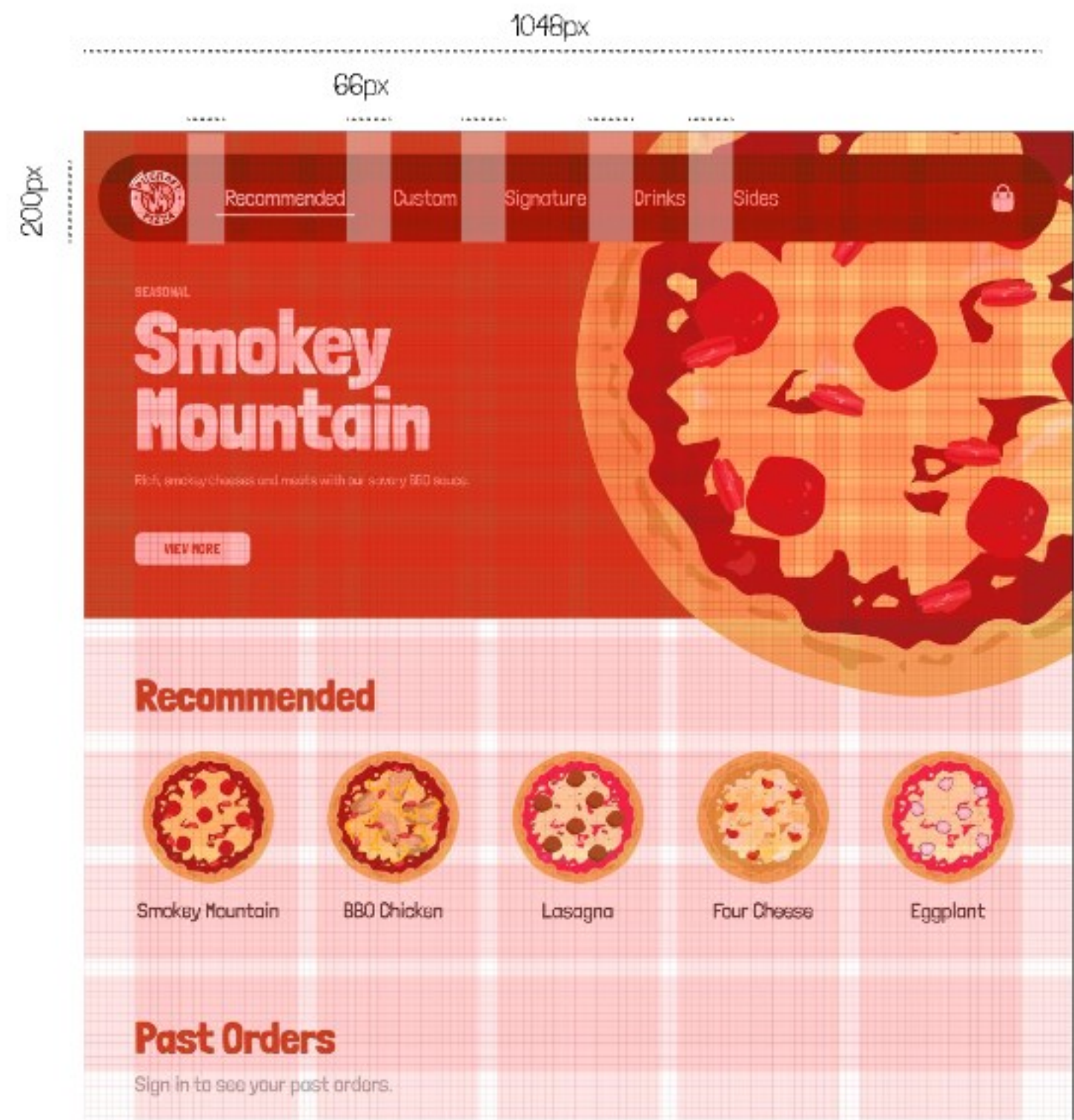
Product Pages
300 x 300 px



Custom Builder
1500 x 1500 px



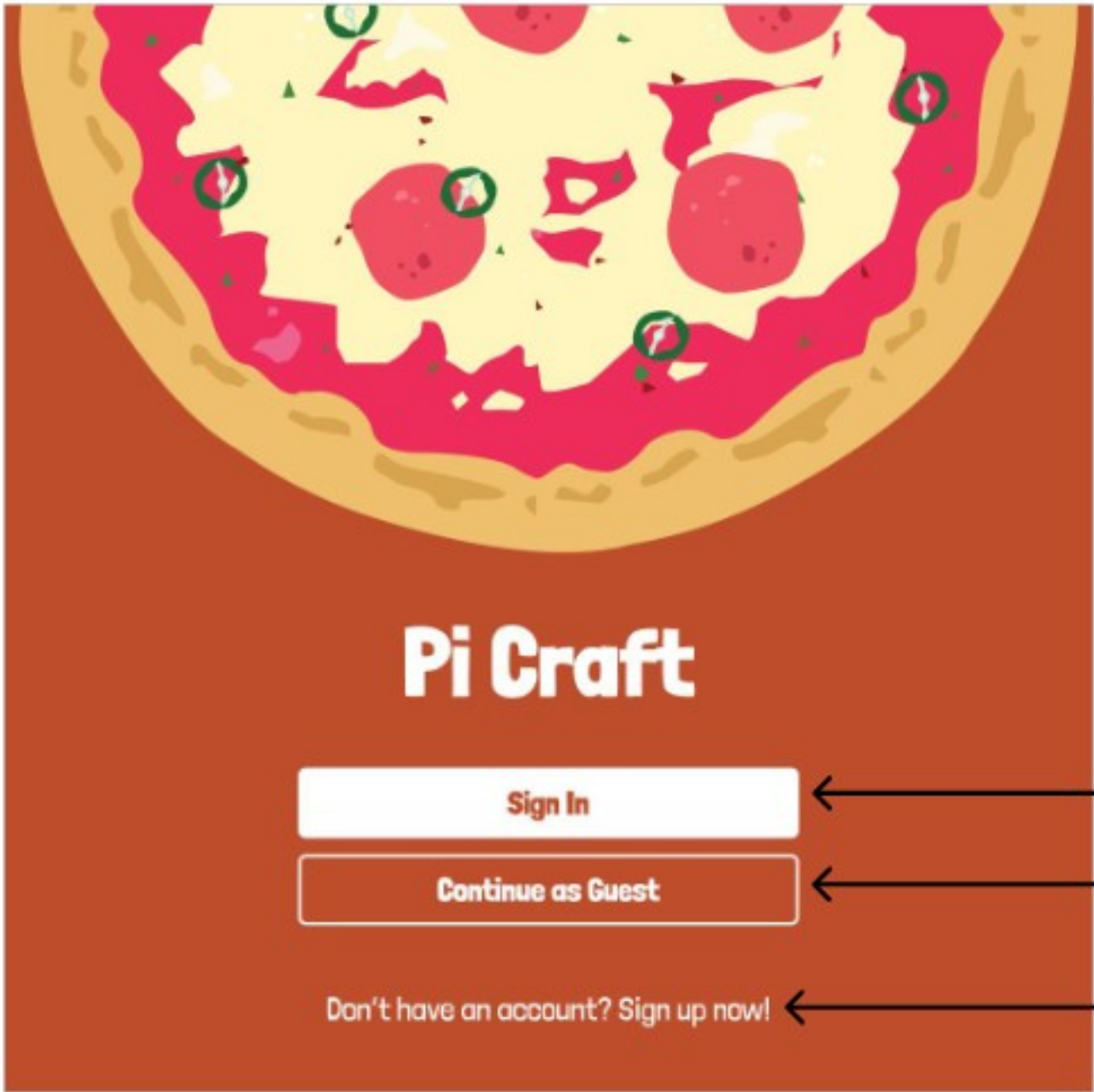
The kiosk is organized through a five and four column grid system.
Gutters are 42 pixels and gutters are 116 pixels.



The primary navigation was spaced 66 pixels apart in a 200 pixel by 2183 pixel bar.
The corners of the navigation bar are rounded by 100 pixels.

Visual Compositions

The idle screen was combined with the log-in screen to increase the efficiency of the application.



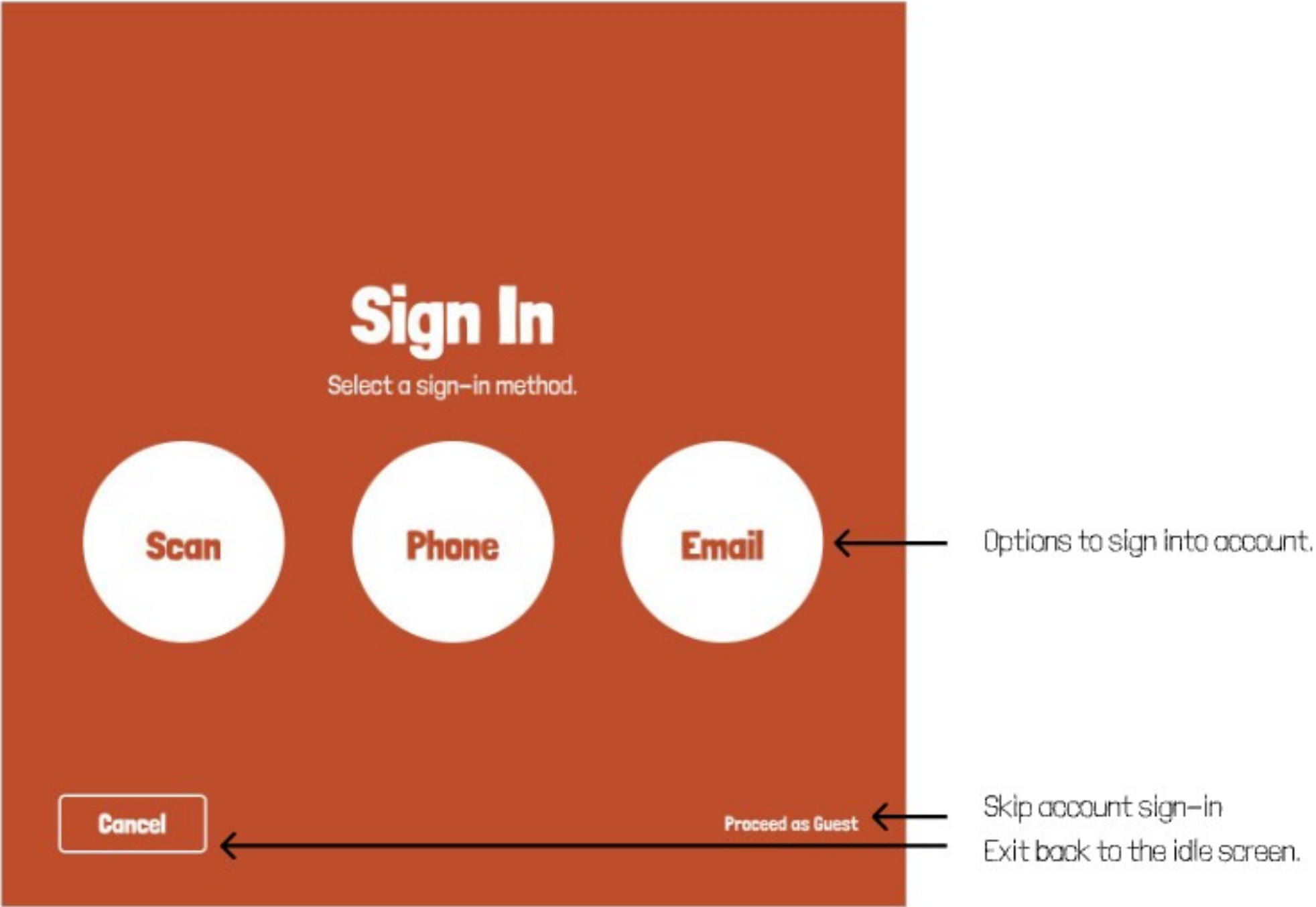
Sign into your loyalty account.

Continue without signing in.

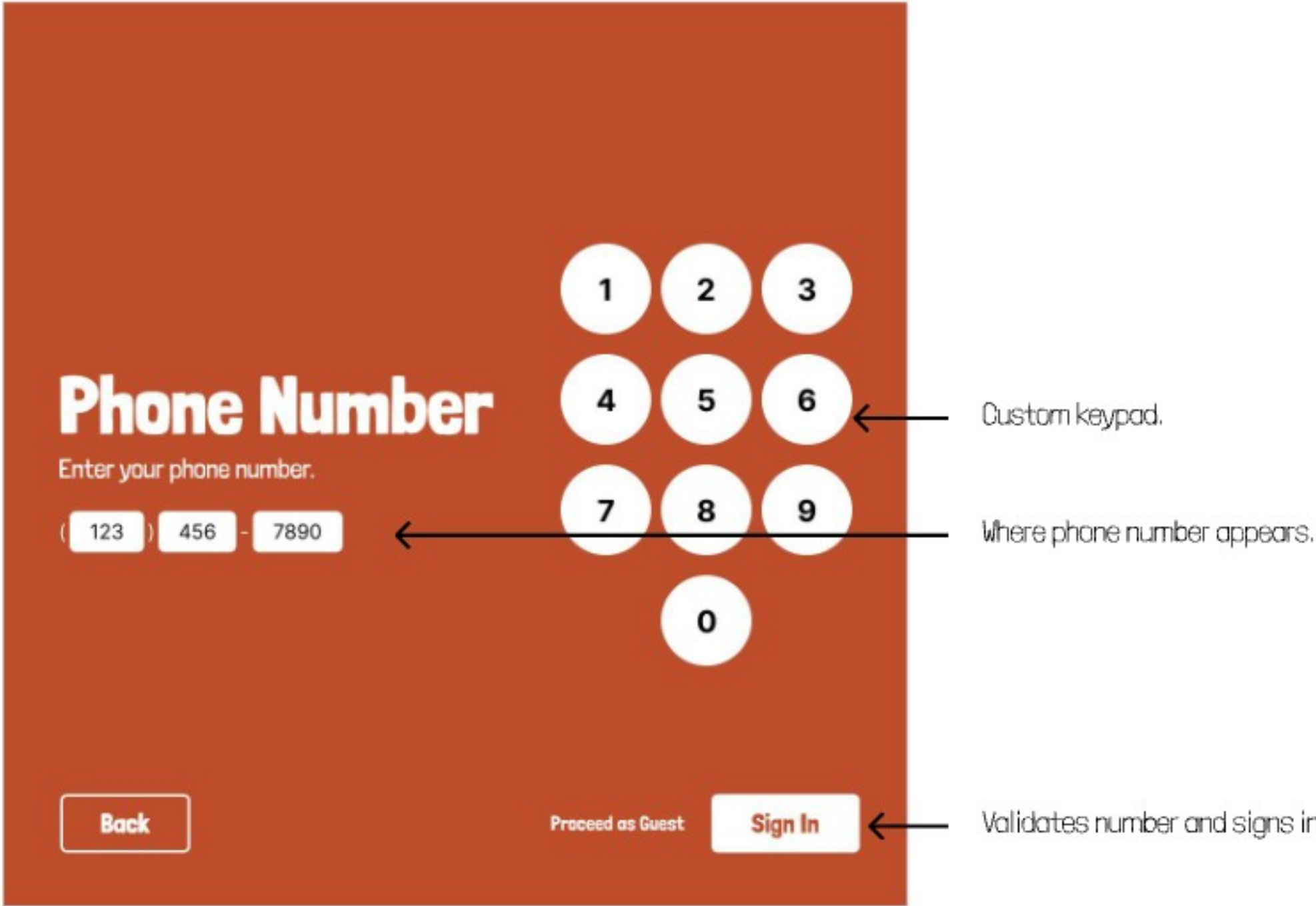
Create account.

The sign-in page will allow the user to sign into their loyalty account.

The user may also exit back to the idle screen through an arrow icon.



The sign-in allows for the user to enter their phone number and validates it to other phone numbers associated with loyalty accounts.



If a user's identity is successfully validated, there will be a brief pop-up that will acknowledge that the user has signed in.

This page will automatically close after a delay or on tap.



Welcome back, Meg!

Feeling hungry? Let's get something cooking!

The top of the screen will highlight a seasonal or new product.

If the user is not signed in, the kiosk will recommend popular signature pizzas. If they are signed in, the recommendations will be based on their past orders.

If the user is signed in, the kiosk will show their past orders here.

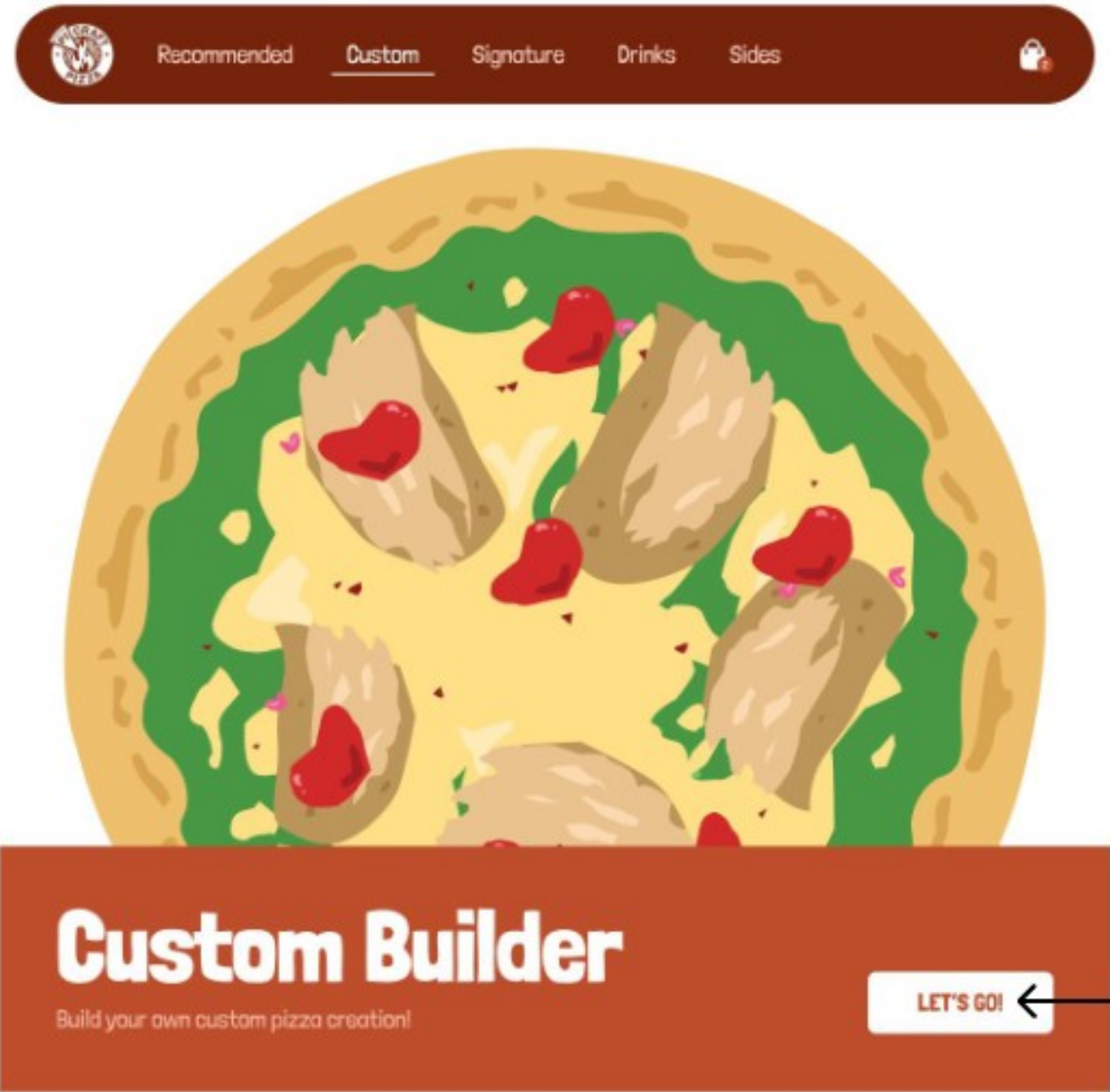


Product promotion with picture background.

Recommended products based on popularity or past orders.

If signed in, the user will be able to see their past orders.

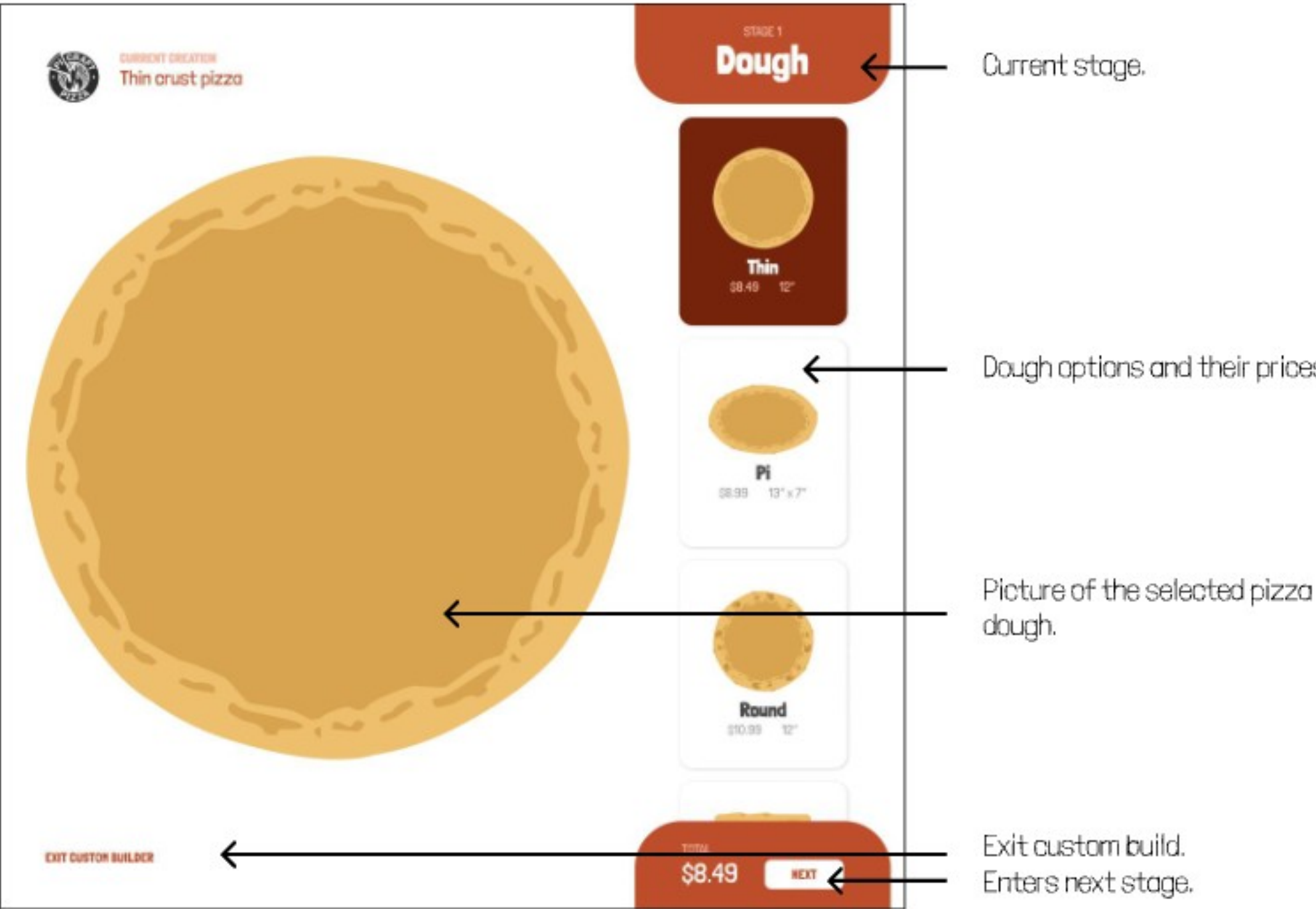
The landing screen for the custom pizza builder has a button that the user will need to press to initiate the flow.



Starts custom build process.

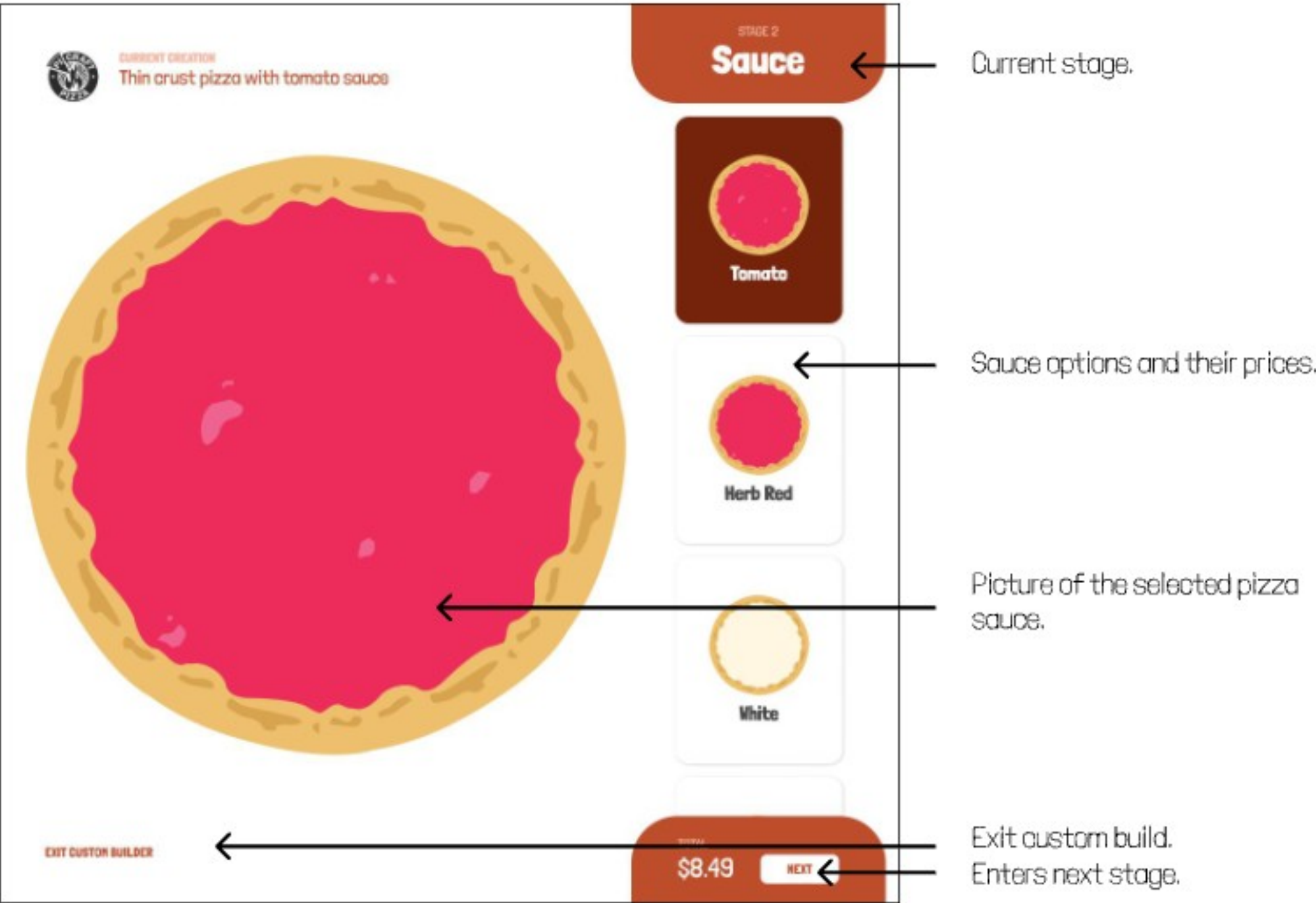
There will be a picture of the dough to the left that will show the selected pizza dough option.

The text at the top will update to reflect the current pizza creation.



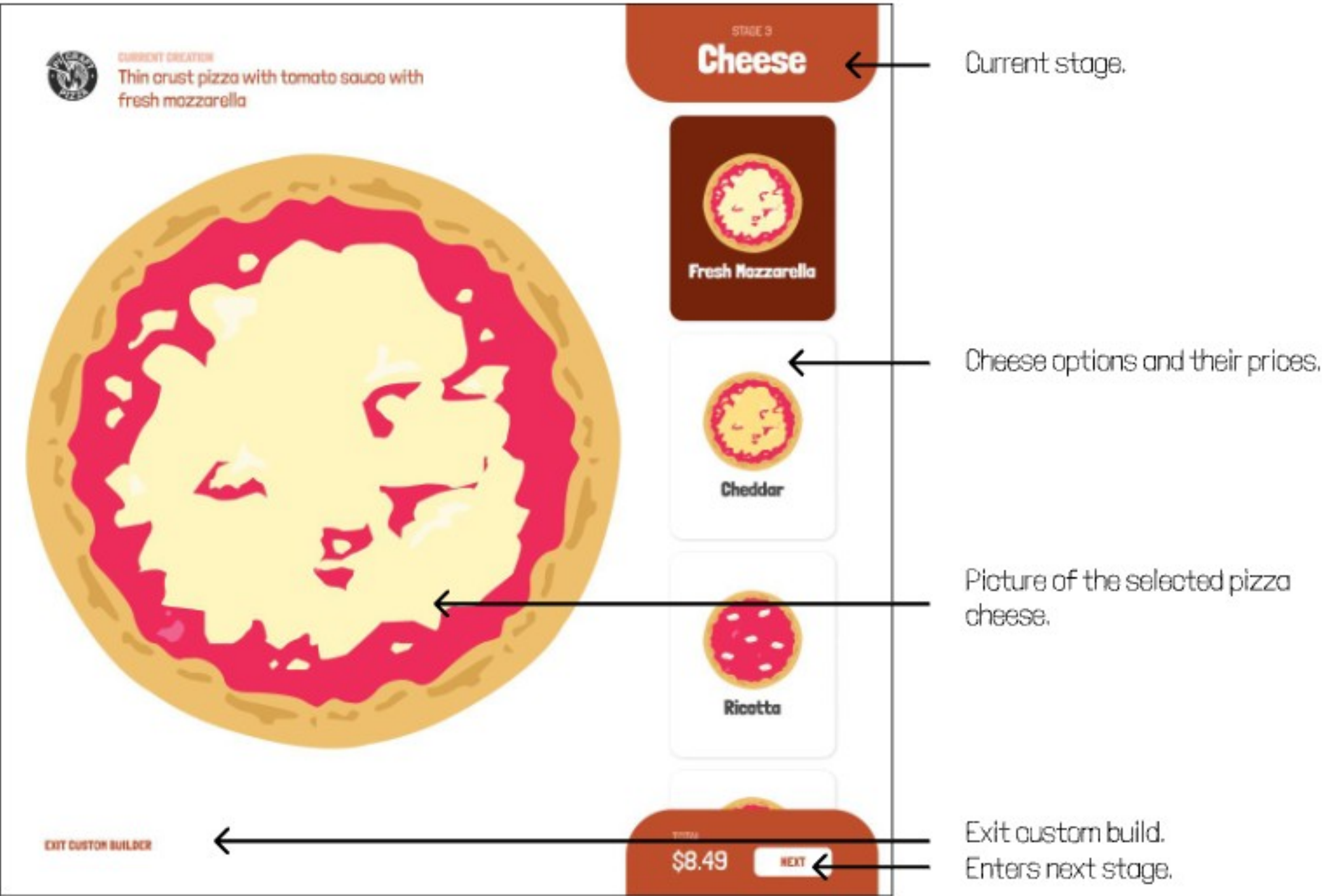
There will be a picture of the sauce to the left that will show the selected pizza dough option.

The text at the top will update to reflect the current pizza creation.

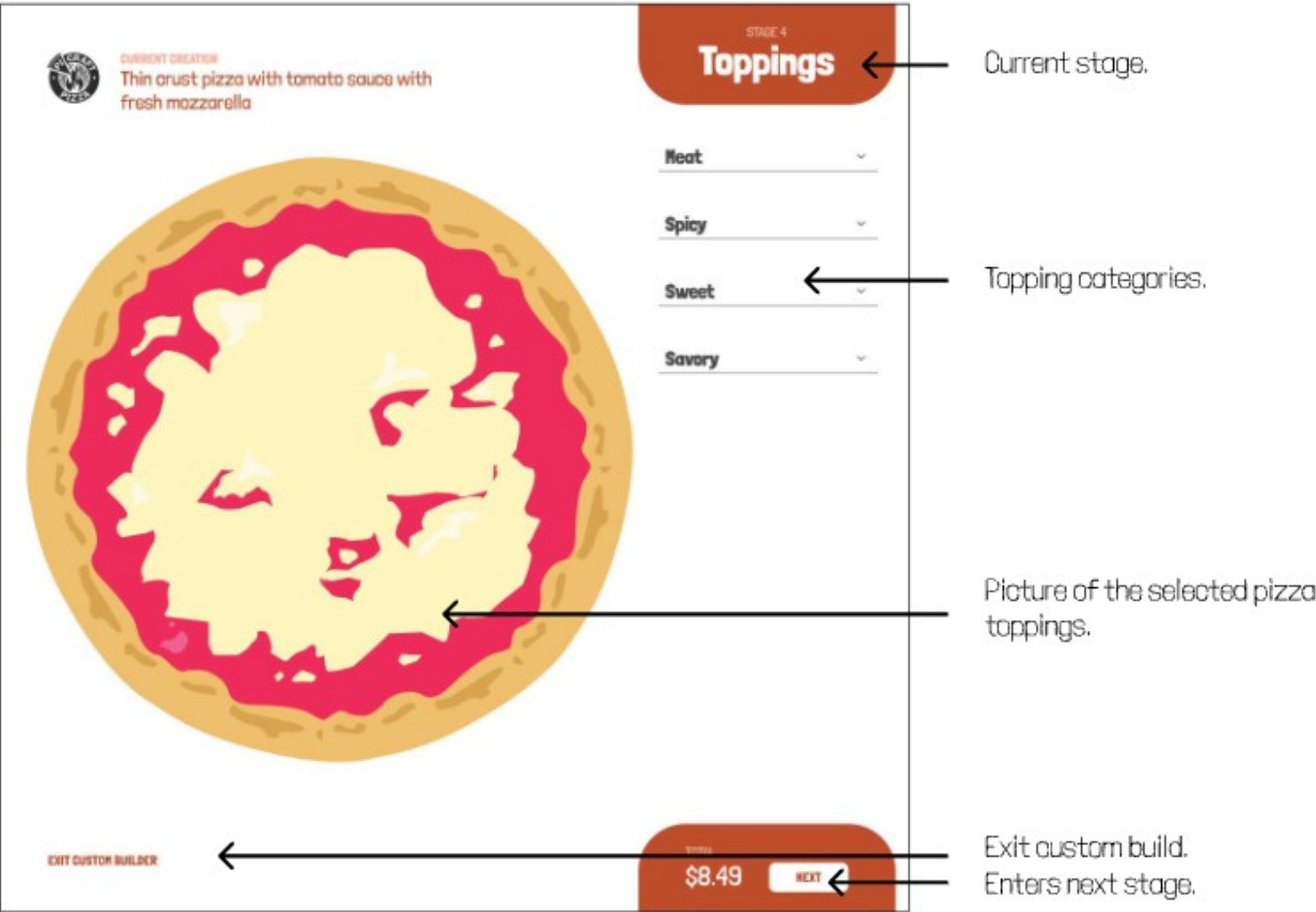


There will be a picture of the cheese to the left that will show the selected pizza dough option.

The text at the top will update to reflect the current pizza creation.

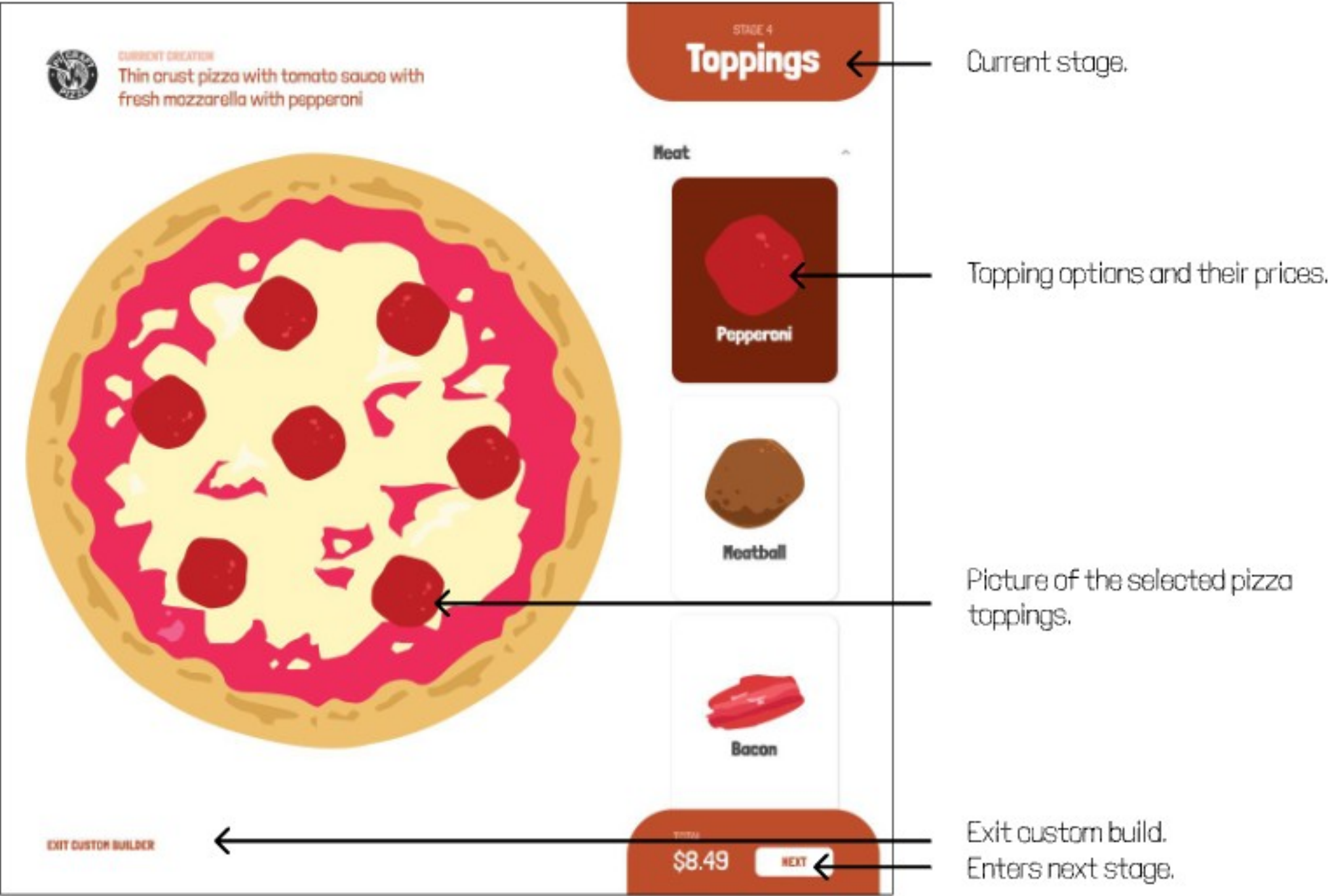


The toppings will be separated into categories. Based on the flavor of the topping, the user can find their desired toppings.



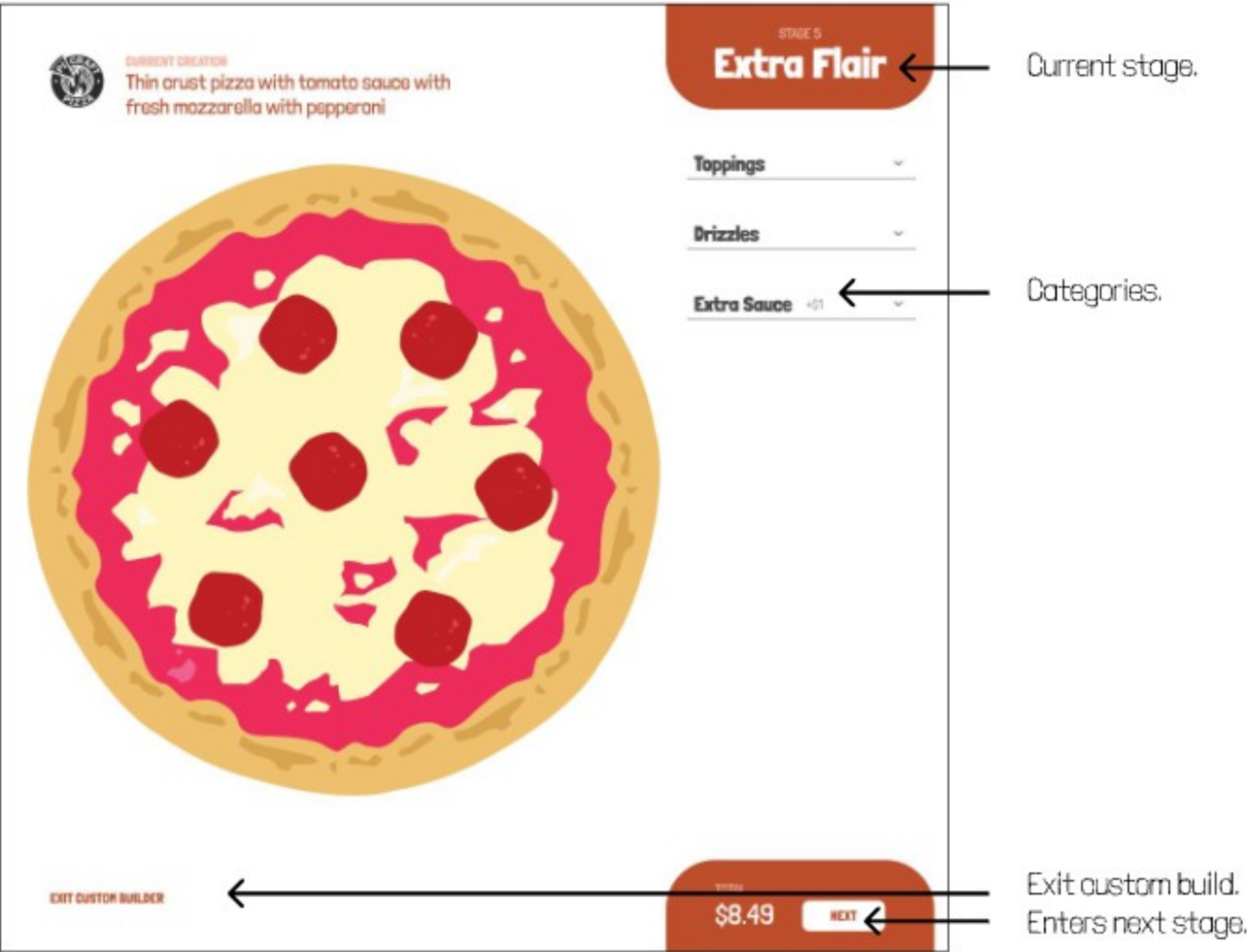
There will be a picture of the toppings to the left that will show the selected pizza dough option.

The text at the top will update to reflect the current pizza creation.



There will be a picture of the extra flair to the left that will show the selected pizza dough option.

The text at the top will update to reflect the current pizza creation.



There will be a picture of the created pizza.

User may directly edit the categories through pressing the pencil icon.



User's selection with editing capabilities.

Exit custom build.
Confirms order.

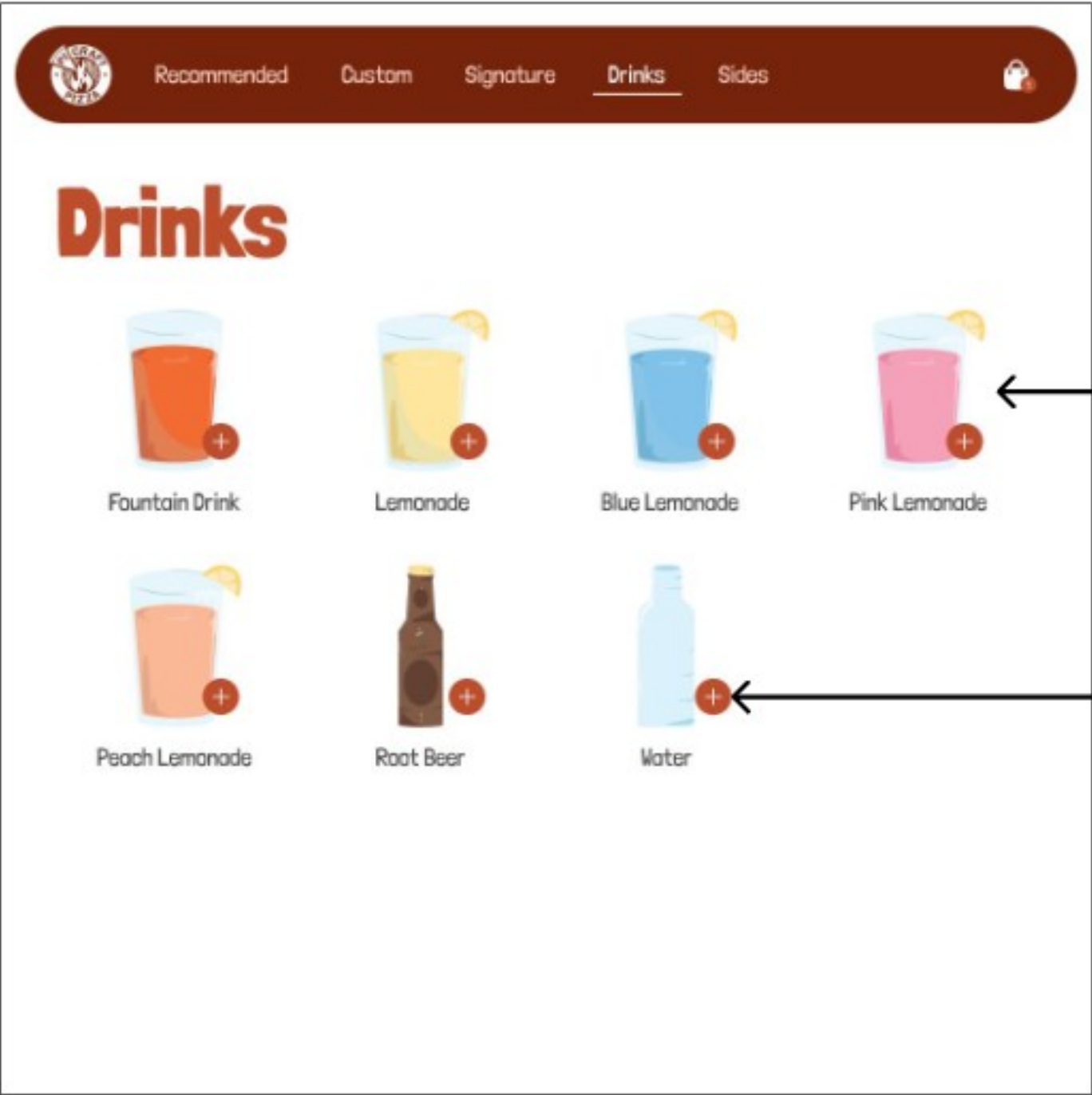
The signature pizzas will be sectioned into the following categories: California, Red, and White. The user may scroll through these options.

Pressing on a product will navigate the user to the product page.



Scroll-able signature pizza picture and label.

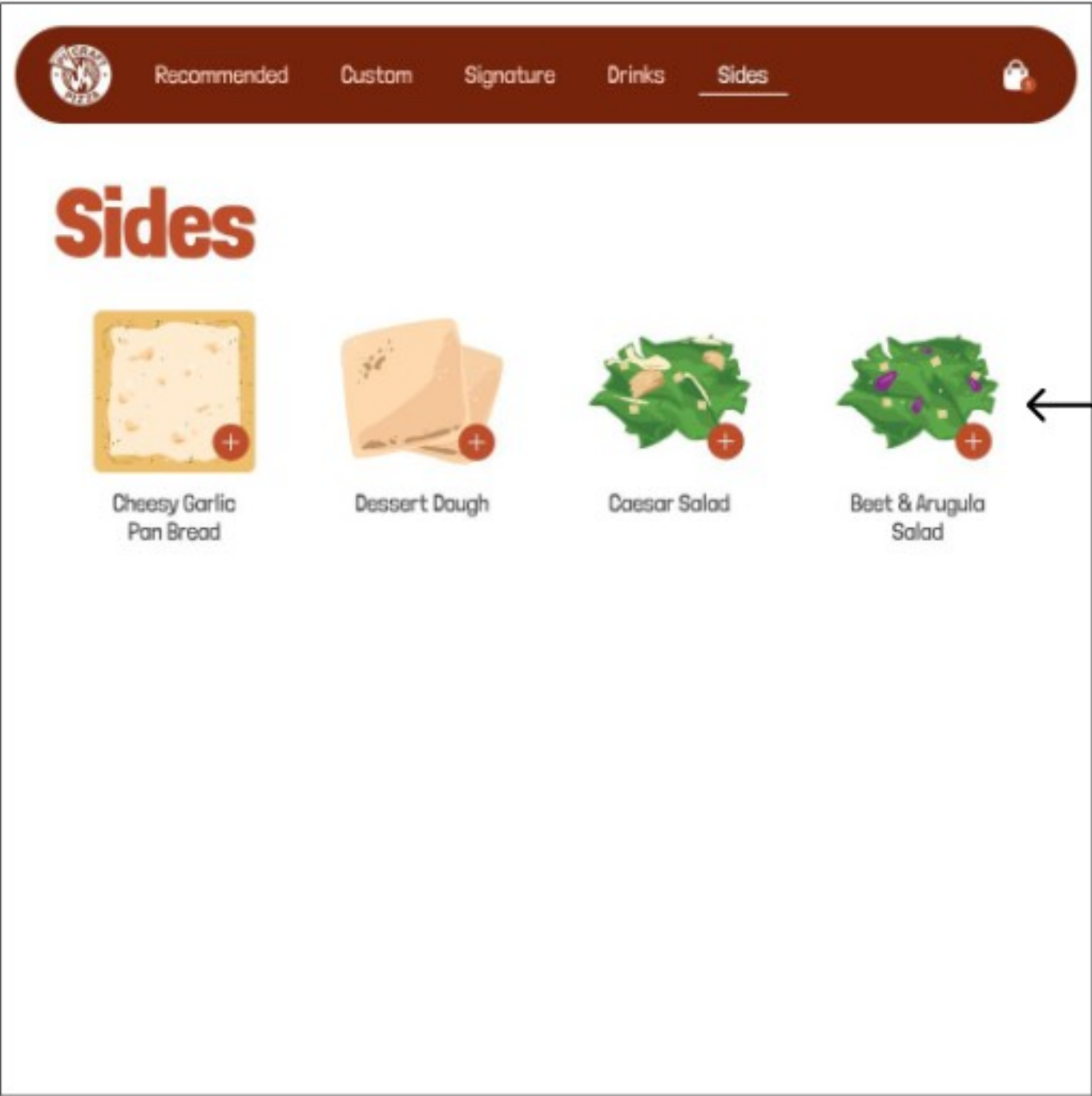
The drinks will have a quick add feature so that the user does not need to view a product page, unless they wanted additional informational about the product.



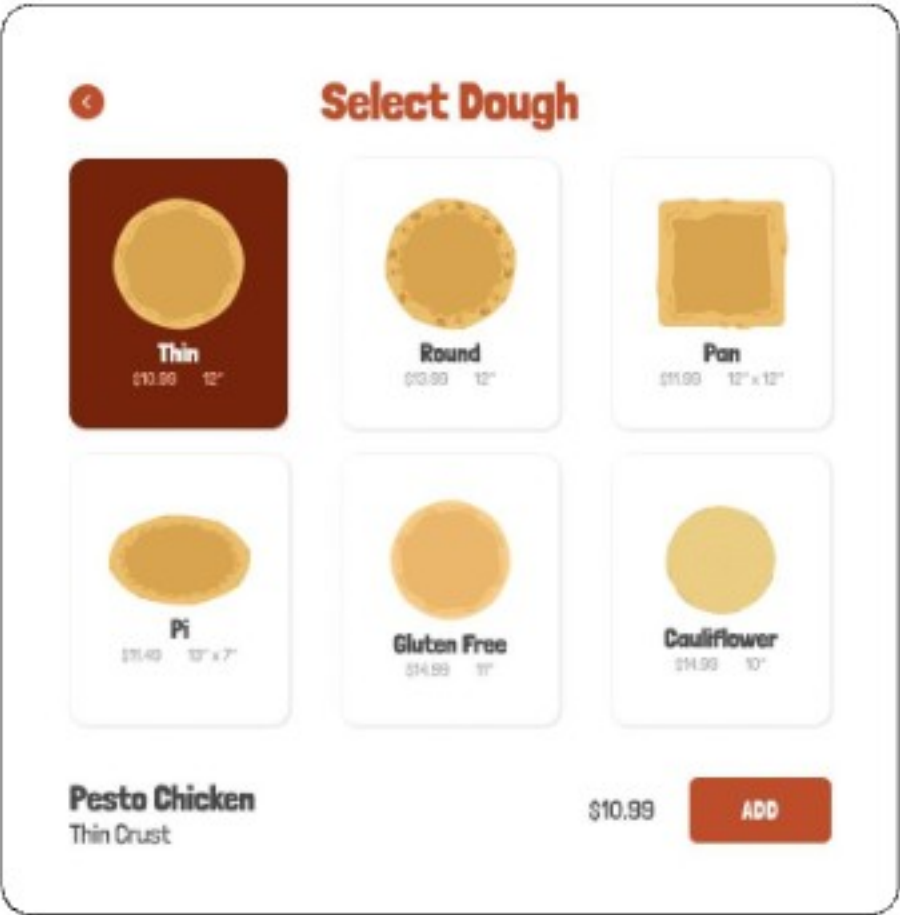
Drinks with image, title, and price.
Reveals product page when pressed.

Quick add feature.

The sides will have a quick add feature so that the user does not need to view a product page, unless they wanted additional informational about the product.



Sides with image, title, and price.
Reveals product page when pressed.



When the “add to cart” button is pressed, the user will be prompted to select the pizza’s size.



Exits product page.

Opens a size selection window.

Displays the nutritional information.

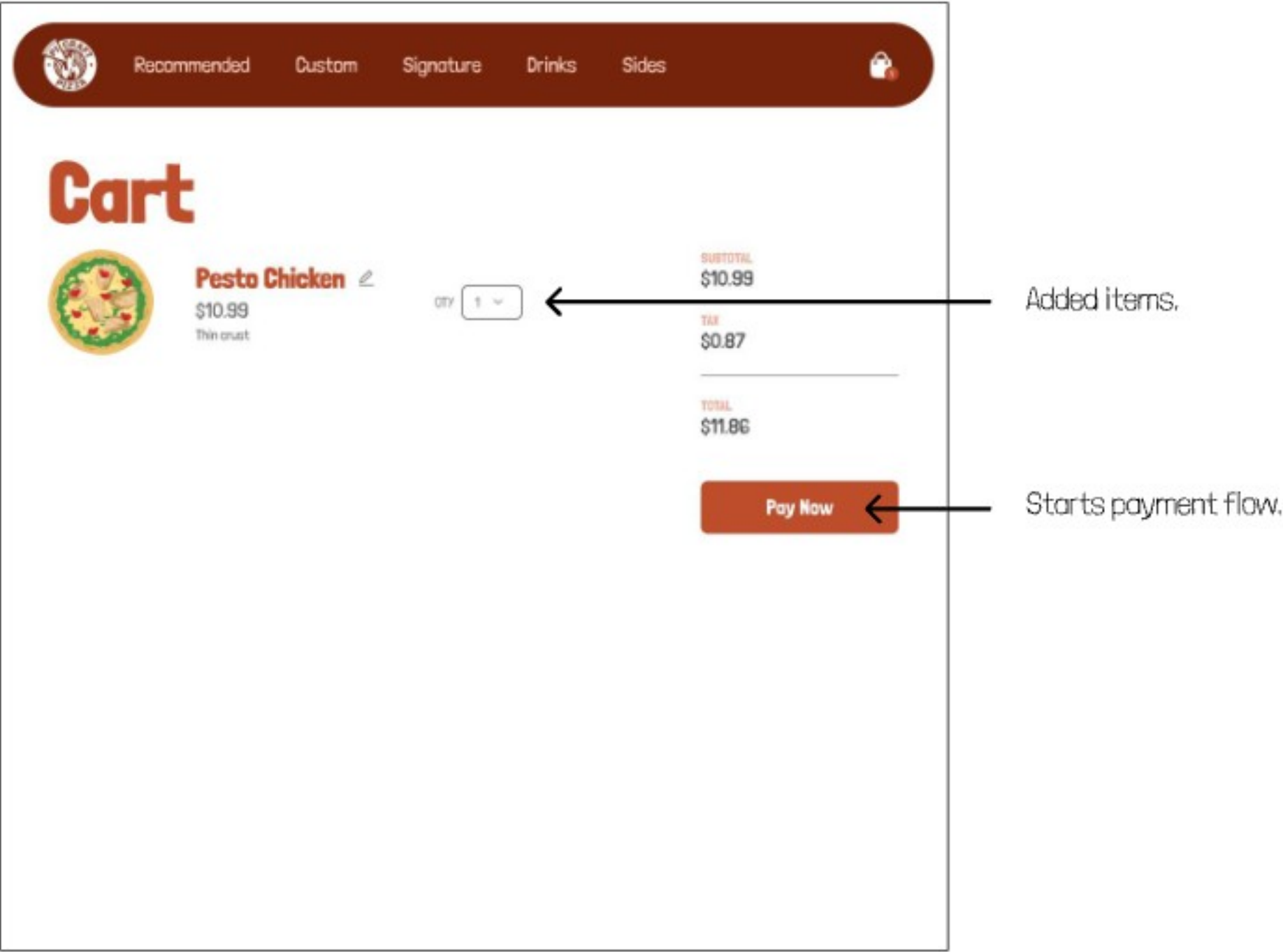
Pizza picture.

When the user hasn't added anything to their cart, they will be given this message.

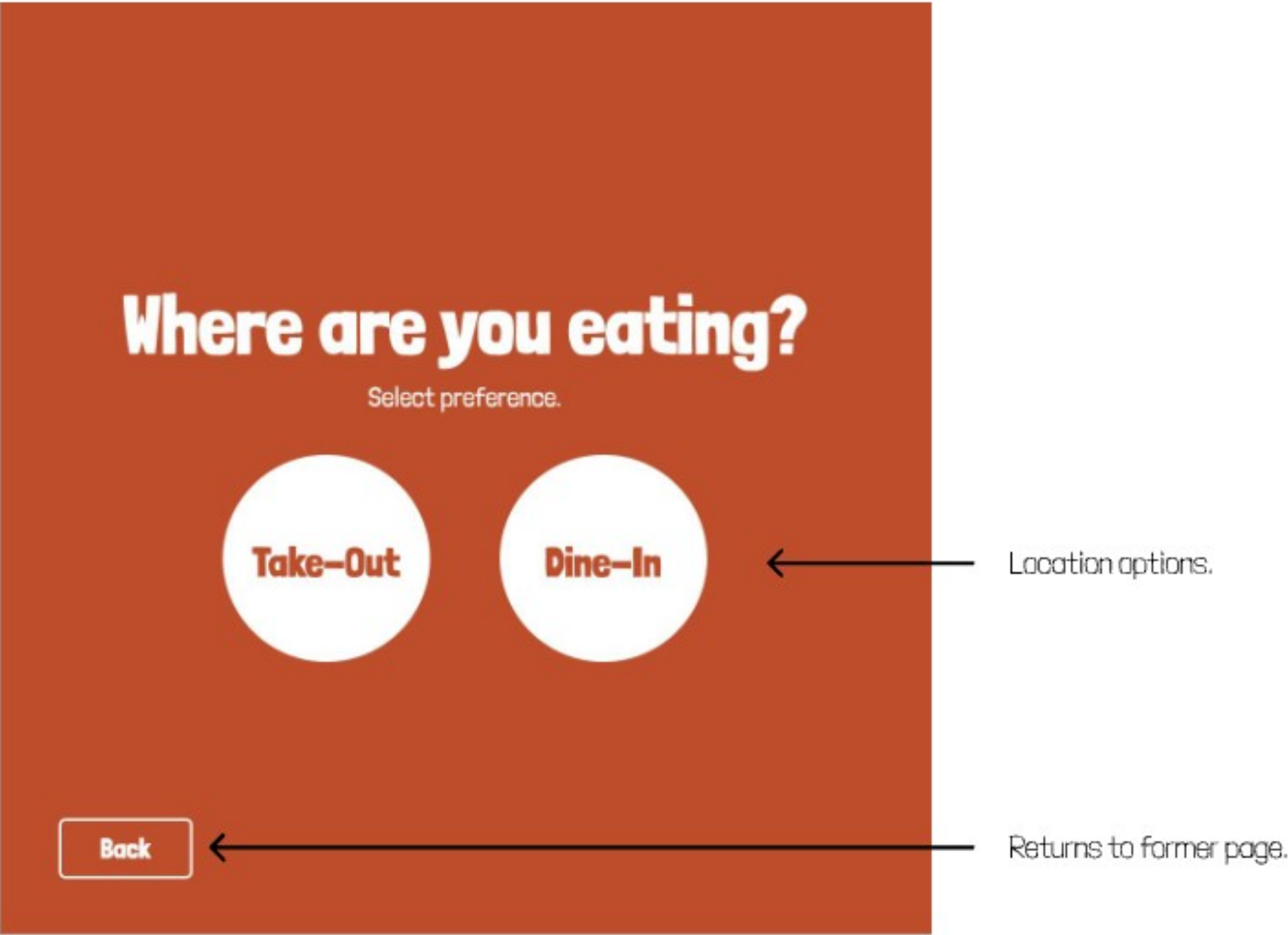


Message indicating that the cart is empty.

When the user has added at least one item to their cart, the cart will provide an overview of the items in it and the subtotal with tax.



User must select where they are eating the food so that the order can be packaged accordingly.



User can either choose a suggested tip amount or they can enter a custom tip.

Tip

Add your desired tip.

10%

15%

20%

25%

Custom

Back

SUBTOTAL

\$24.93

TAX

\$1.99

TIP

\$2.69

TOTAL

\$31.61

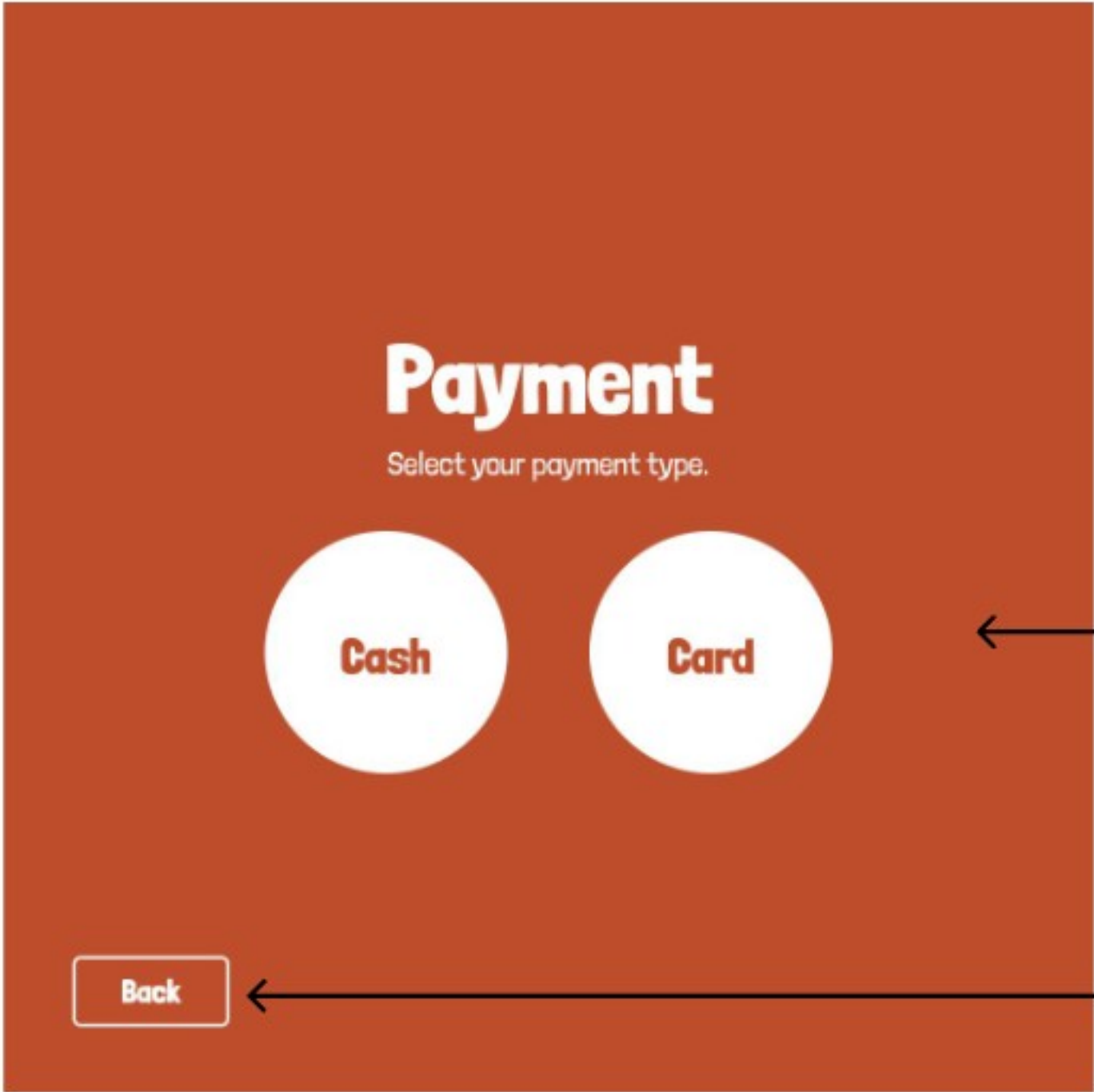
Pay Now

Add a suggested or custom tip.

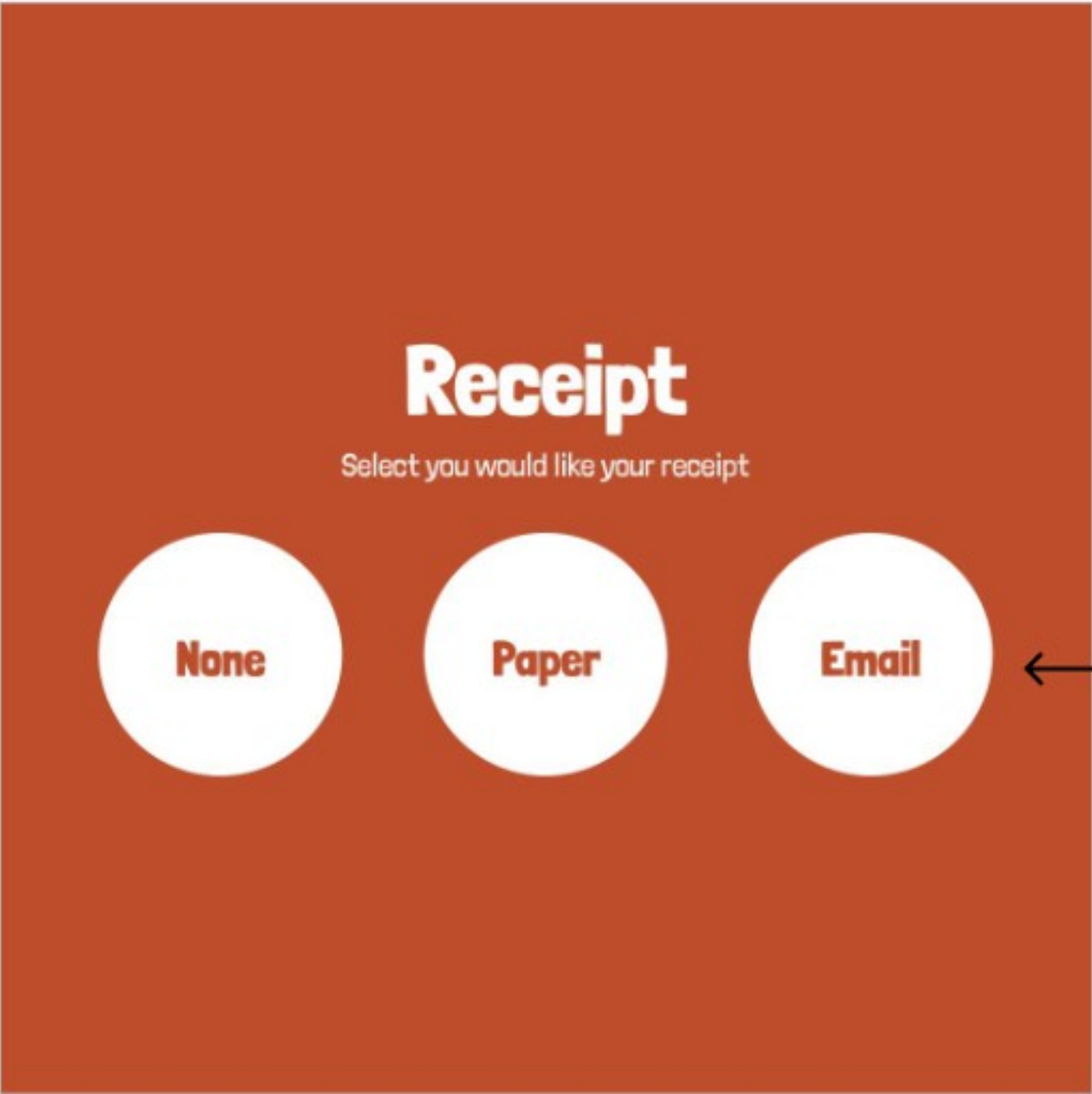
Moves to next page
Returns to former page.

Pressing one of the buttons will have the user pay with that specific method.

Saved method will only appear if the user is signed into an account that they have previously saved their card information on.



Pressing one of the buttons will send the receipt. If the user wants an emailed receipt, it will be sent to the information on file or the user may type in a new email.



If the transaction has been completed successfully, the user may go back to the idle screen by pressing the “sounds good!” button or return to the “recommended and past orders” screen by pressing the “order again.” button.



Thank you!