# PET FOOD DELIVERY MANAGEMENT USER FLOW

TAYLOR SAMS

#### TITLE

#### **PROJECT OVERVIEW**

#### THE USER

#### **INITIAL DESIGN**

#### **REFINED DESIGN**

# **PROJECT OVERVIEW** –

# **The Product**

A user flow for subscribers of a pet food delivery service to modify their subscription



THE USER

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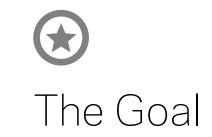
### INITIAL DESIGN

### **REFINED DESIGN**

# **PROJECT OVERVIEW** –

# () The Problem

Delivery subscriptions for pet food can save pet owners lots of time and hassle especially when they want high quality fresh foods. However, users found that it was difficult to pause the service, reroute deliveries, or adjust the time and amount of food they were receiving.



Design a user flow that makes it straight forward for users to modify their pets food deliveries.



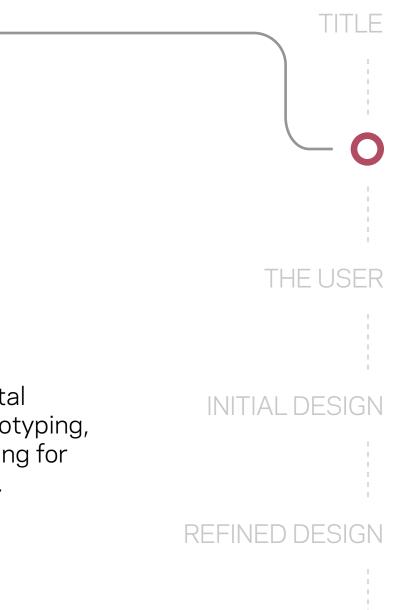
# **PROJECT OVERVIEW** -

# A constraint of the second second

UX designer researching and designing a better user flow for pet owners modifying their food subscriptions



Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, Conducting usability studies, accounting for Accessibility, and iterating on designs.



# THE USER –

### UNDERSTANDING THE USER

User Research

Personas

**Problem Statements** 

User Journey Maps

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# **THE USER**

## 

### User Research: Summary

I conducted interviews with friends, and coworkers to find out which ones used or had used pet food subscriptions in the past and what pain points they experienced. I then used that information to create empathy maps to better understand these users. An insight that I gathered from this was that people were frequently frustrated when trying to make temporary changes or change amounts and timing of food deliveries.

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## User Research: Pain Points

1 Poor UX

### 2 Dark Patterns

3 Special Needs

Users have a hard time finding the modifications they want to make to their subscriptions or they don't exist.

Many services hide or limit the option to downgrade or cancel subscriptions.

Some subscriptions did have places to specify whether pets had allergies or special dietary restrictions.

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# TITLE PROJECT OVERVIE **INITIAL DESIGN REFINED DESIGN**

# **THE USER**



### Persona: Kevin

Age: 30 Education: Bachelor's Hometown: Pittsburgh Family: Married, 1 dog, 1 cat Occupation: Accountant

"I travel quite often, sometimes with the pets and adjusting the food delivery is so convoluted that a lot of the time i just don't bother and the food goes to waste"

### Problem Statement:

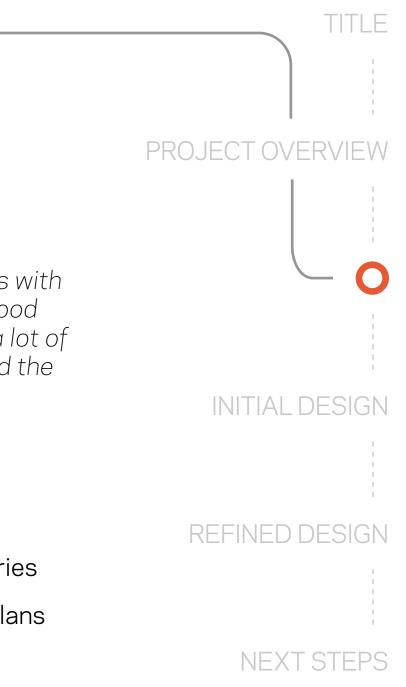
Kevin is a straight married cis-gendered pet owner of both a dog and a cat who needs to easily adjust when he receives their food deliveries so that he can manage it around his travel plans.

Goals:

- To easily pause pet food deliveries
- To easily adjust around travel plans

### Frustrations:

- It takes to much effort to change my current service
- "I just don't even know if I travel any more often if its even saving me any time"



# **THE USER**

### User Research: User Journey Map

Goal: Change pet's food subscripton

	ACTION	Go to Website	Find Delivery Management	Manage their Food	Make Food Selections	Cc Ch
	TASK LIST	Tasks A. Search for company B. Click link	Tasks A. Find the page to manage subscription B. Make sure its the right pet	Tasks A. Select the correct service B. adjust the service to meet their new needs	Tasks A. Select food amounts B. Select food types C. Select delivery location	Tasks A. review B. Select C. Confirr
_	FEELING ADJECTIVE	Purposeful with a set task to complete	Confused trying to locate the right page.	Frustration at not being able to make the changes they need	Annoyance at all in time it takes to enter this information	Relief tha made and done.
	MPROVEMENT PORTUNITIES		Clearer links on the home page	A clear step by step flow to guide people through the change process	Could pull auto-fill information from saved profile or previous order.	Offer to s and delive remembe selections

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#### **REFINED DESIGN**

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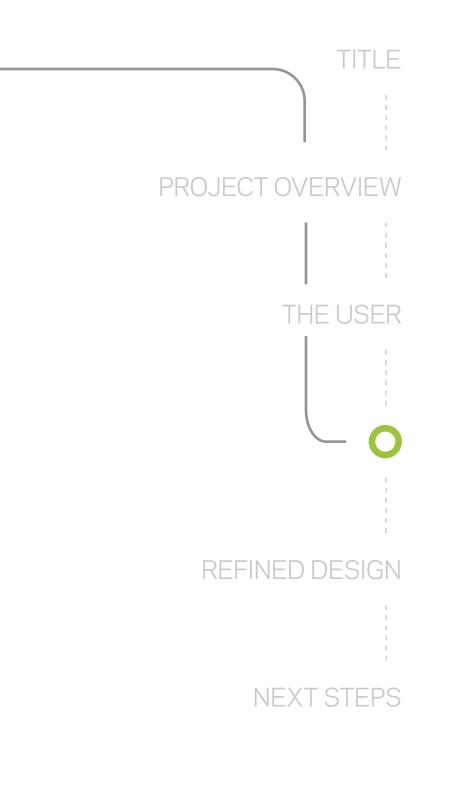
NEXT STEPS

o save payment ivery locations, per previous ons.

# **INITIAL DESIGN**

### Starting the Design

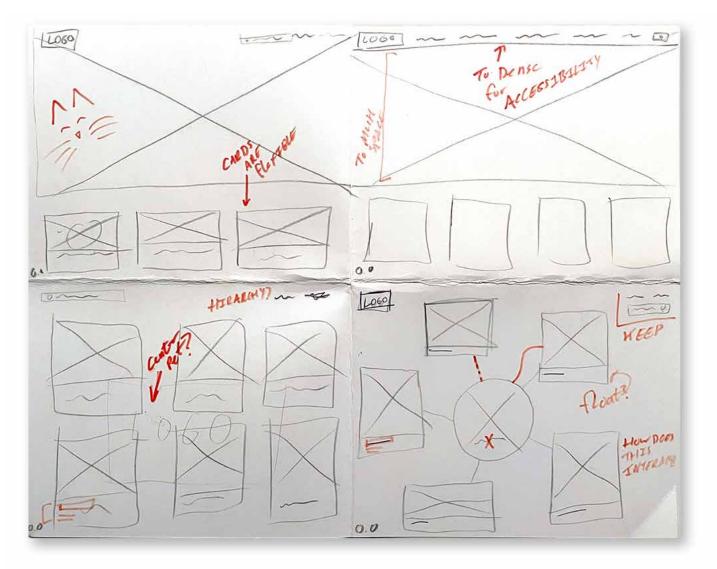
Paper Wireframes Digital Wireframes Low-fidelity Prototype Usability Studies



# **INITIAL DESIGN**-

### Paper Wireframes

Placing the users pets at the center of the experience became the driving concept of the design as I iterated through paper wireframes on the home page and the user flow to manage the subscription.



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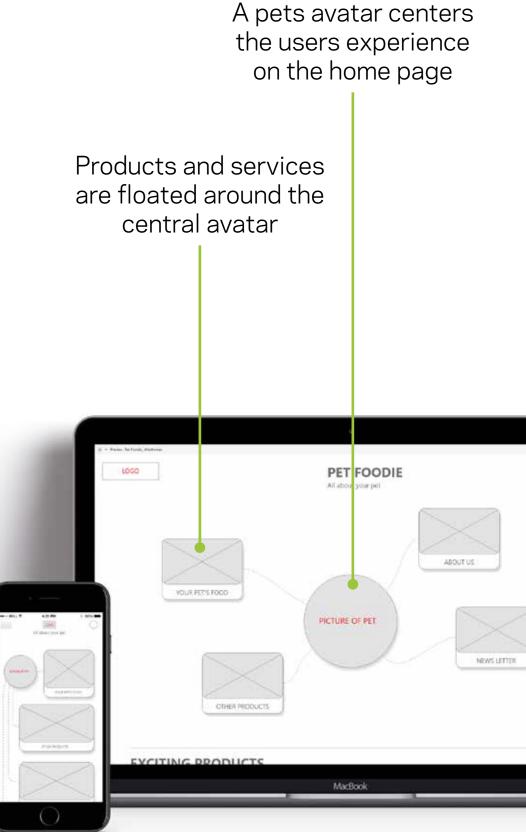
### **REFINED DESIGN**



# **INITIAL DESIGN**



The digital wireframe refined the concept placing the user's pet at the center of the experience. Various links float around the avatar of the user's pets providing easy access to things like subscription management, education information, and additional products like toys and accessories.



# TITLE PROJECT OVERVIE THE USE **REFINED DESIGN** NEXT STEPS

# **INITIAL DESIGN**-

#### reduced to a single page that activates following sections as each one is completed

On mobile the quiz is

## Digital Wireframes

During the delivery management flow users are presented with a series of questions in sequence to keep the web of options simple to navigate on a per pet basis. Each page of the quiz guides users through the changes they want to make to their food subscription service

PET FOODIE

All abos

BACK

HOW MANY MEALS TYPES DO YOU WANT?

NEXT

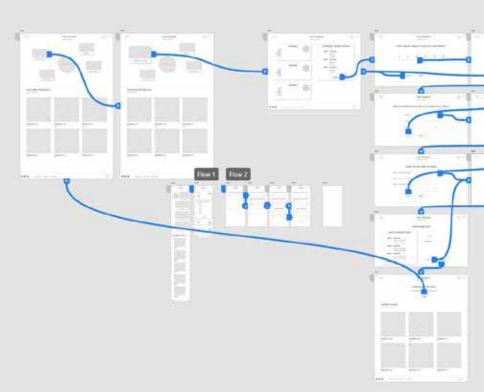
# TITLE PROJECT OVERVIE THE USE **REFINED DESIGN** NEXT STEPS

# **INITIAL DESIGN**

### Low Fidelity Prototype

The low fidelity prototype linked together the home page and subscription management flow and allowed for testing the desktop and mobile versions.

Test the low fidelity prototype <u>here</u>



# TITLE PROJECT OVERVIEV THE USER **REFINED DESIGN** NEXT STEPS

# **INITIAL DESIGN**-

## Usability Study: Findings

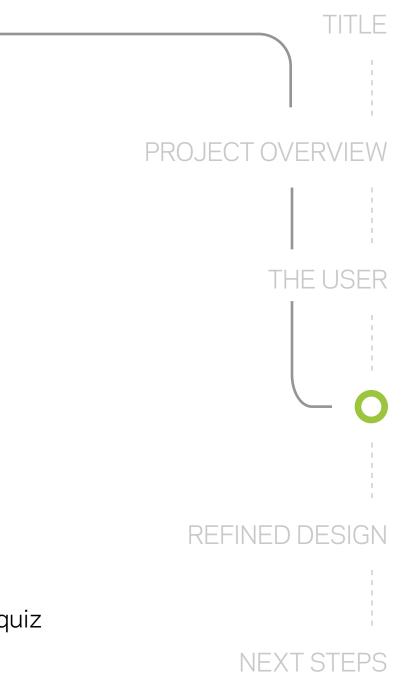
The low fidelity prototype was tested with 5 users to get feed back and find issues in the main purchase flow.

### Round 1 Findings:

- 1: Homescreen felt empty, users like the avatar though
- 2: Multiple pets need to be accommodated
- 3: No easy pause deliveries button

### Round 2 Findings:

- 1: Users wanted to know how long the quiz would take/show progress
- 2: Does it have different needs for cats vs dogs



## Refining the Design

Mockups

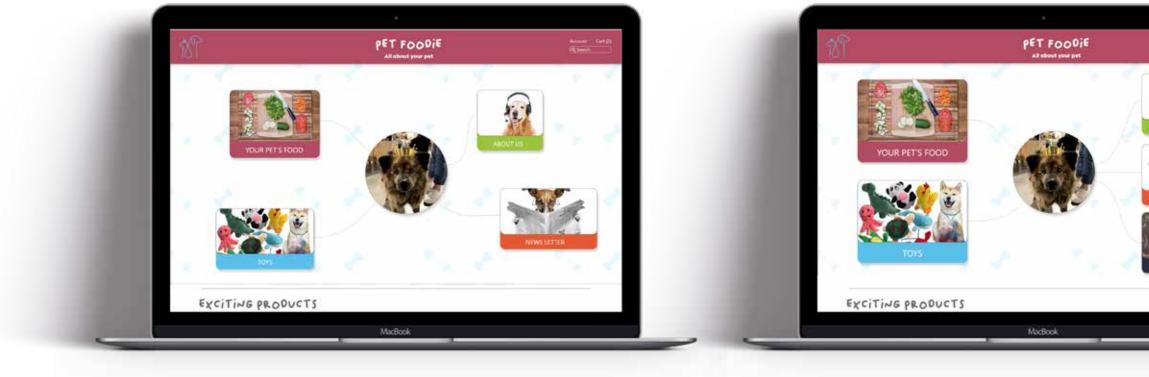
High-fidelity Prototype

Accessibility

# TITLE **PROJECT OVERVIEW** THE USER INITIAL DESIGN NEXT STEPS

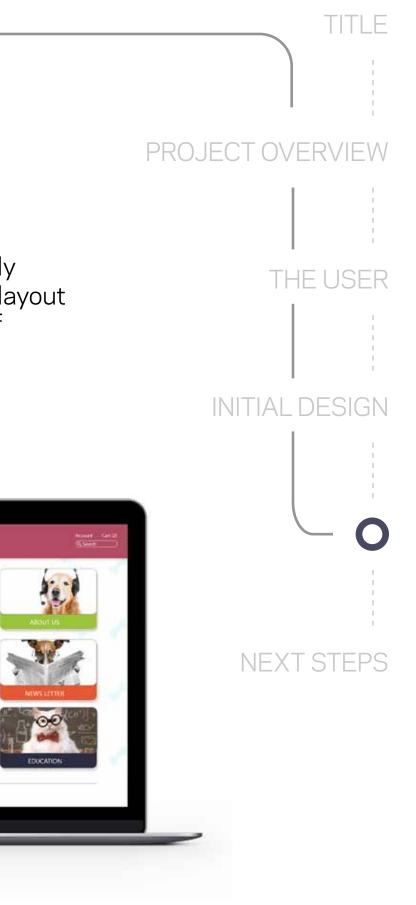
### Mockups

The first usability study highlighted that users felt the homepage was empty and didn't easily understand the floating links around the central pet avatar. Users responded to the revised layout much more positively and the addition of interaction animations added an additional layer of confirmation of user choices.



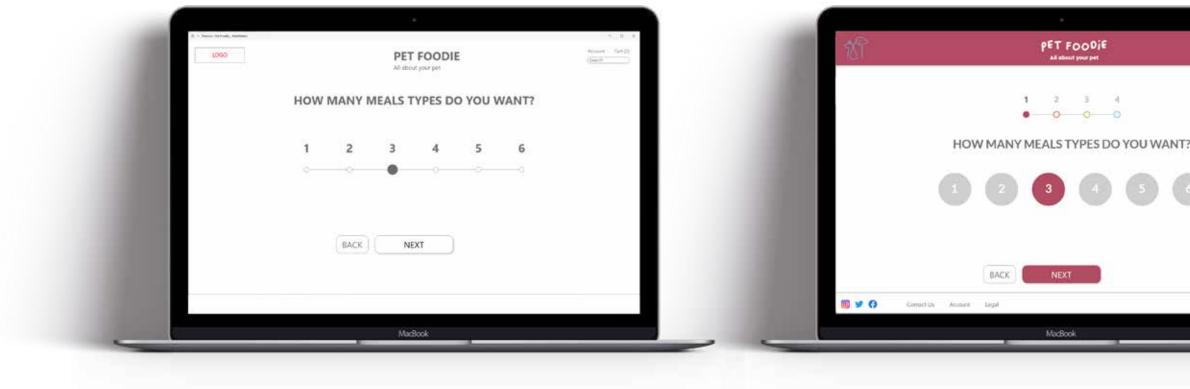
Before

After

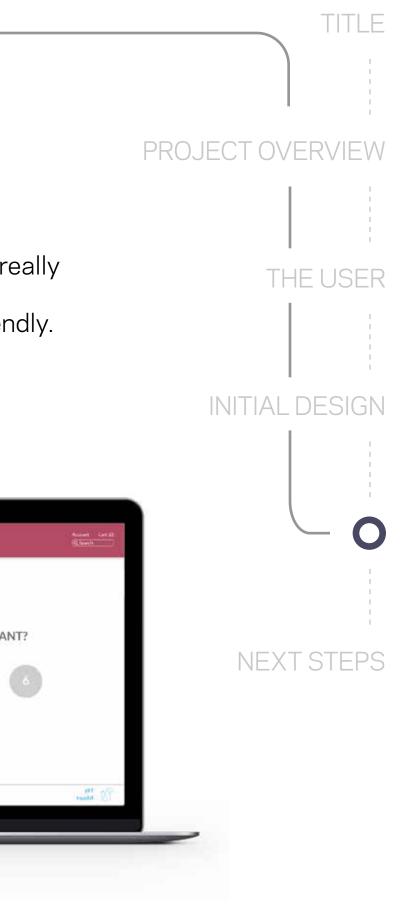


### Mockups

The second usability study focused in on the subscription modification question flow, users really wanted to know how many steps there would be and how long it would take. In the revision a progress bar was added and button and options on the page were made larger and more friendly.

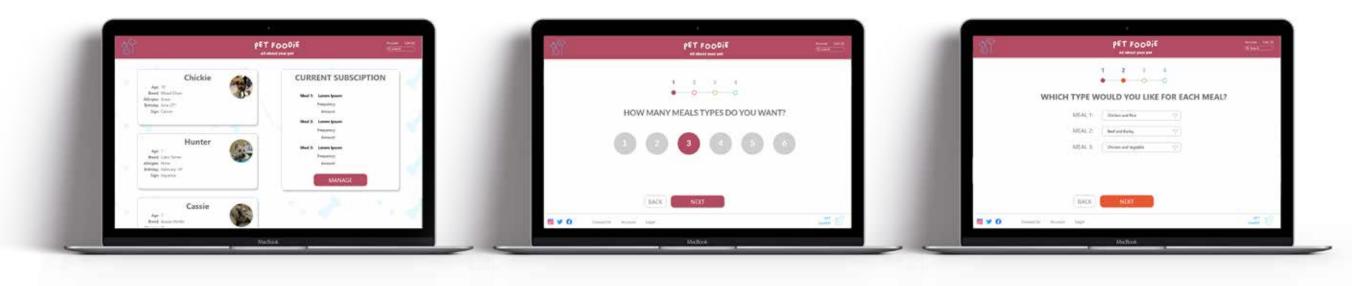


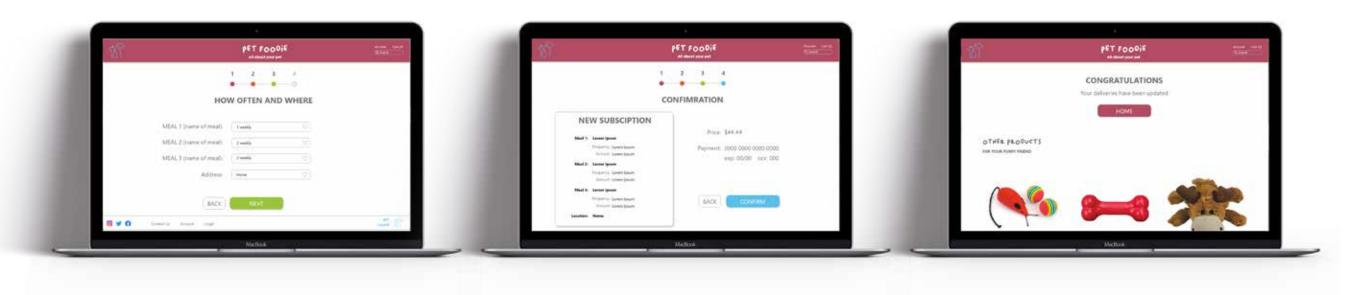
Before



After

### Key Mockups





### PROJECT OVERVIEW

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## High-Fidelity Prototype

The high-fidelity prototype took users though the full subscription management and checkout process as well as showing other areas of the website that could be accessed.

Link: <u>High Fidelity Prototype</u>



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### Accessibility considerations:

### **1** Large Buttons

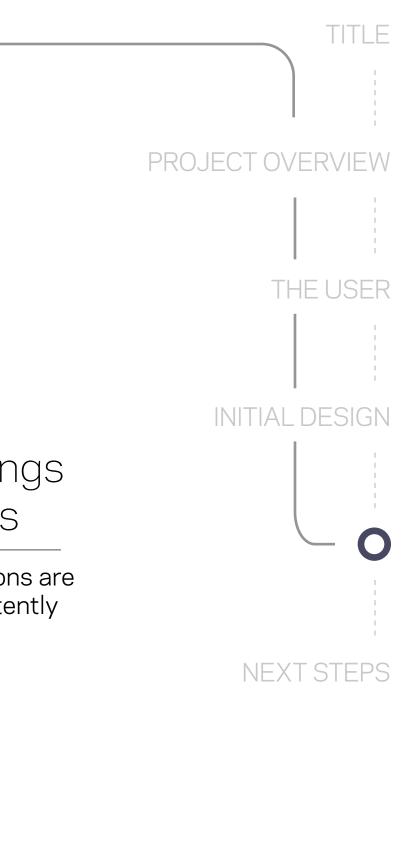
Used large and labeled buttons to make them easier to access with assistive devices.

### **2** Consistent Navigation

Management options are layed out in a single column in a linear progression to make it easier to people using screen readers to navigate.

### **3** Clear headings and labels

Pages and interactions are clearly and consistently labeled.



# NEXT STEPS

### Going Forward

Takeaways

Next Steps

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# TAKEAWAYS



### Impact:

The user flow makes it much easier for people to quickly and easily manage their pets food subscriptions making it much easier and flexible for users to fit into their lifestyles and changing plans.



TITLE PROJECT OVERVIEV THE USEF Users prefer simpler, step by step guided INITIAL DESIGN approaches to modifying the subscriptions, they also really liked to know how far into the process they were to give them and idea of how long it would take. **REFINED DESIGN** 

# **NEXT STEPS**

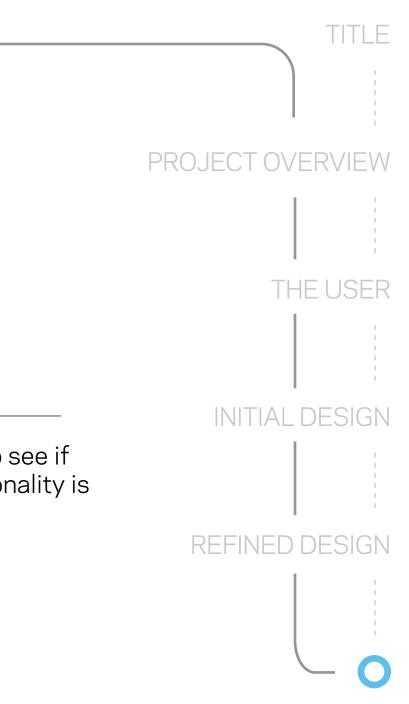
#### 1

Conduct another usability study to make sure that final changes have addressed user feedback

### 2

Add simpler pause or cancel options before the subscription modification flow З

Do user research to see if any additional functionality is needed



# **NEXT STEPS**

### Lets Connect!

Thank you for taking the time to review my case study for the pet food subscription management user flow. If you'd like to see more or get in touch my contact info is below.

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