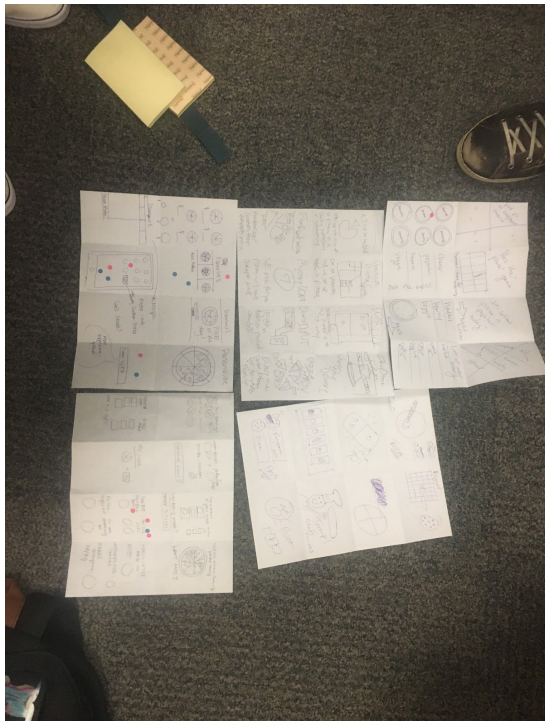
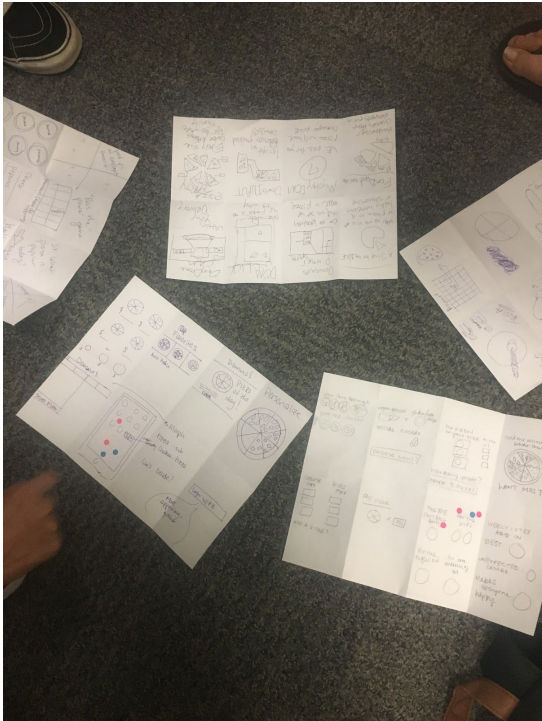


CASE STUDY PICTURES

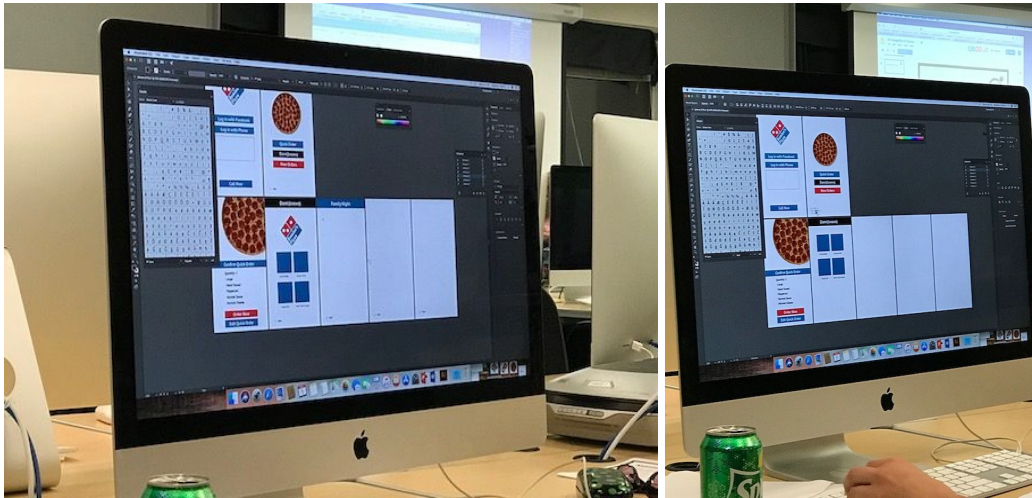
DAY 1



DAY 2

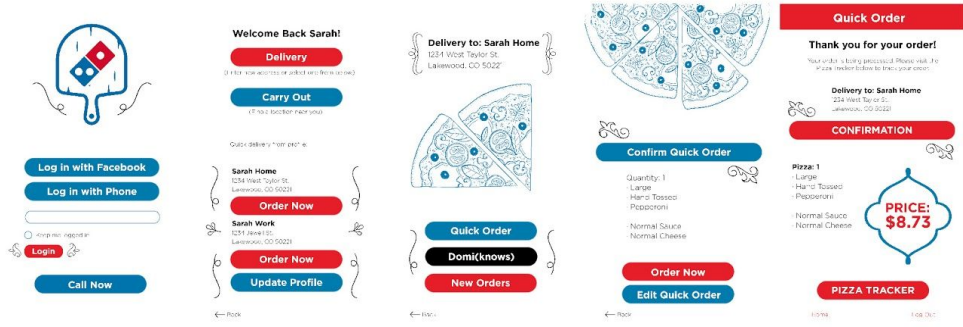


DAY 3



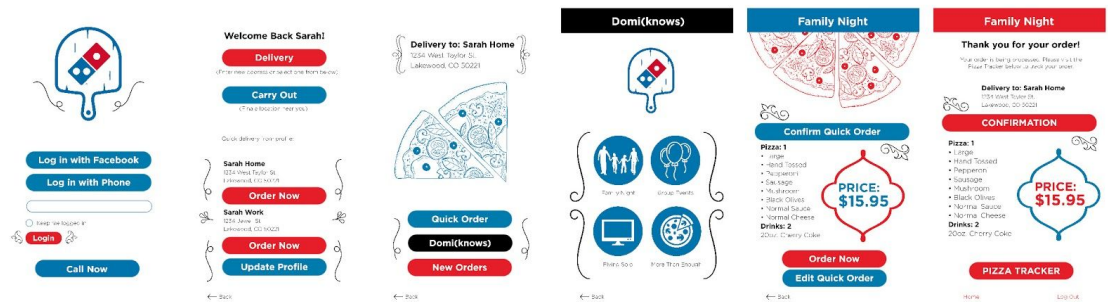
DAY 4

Build 1:



Step 1: User logs in with their information Step 2: User chooses "Order Now" Step 3: User chooses "Quick Order" Step 4: User chooses "Order Now" Step 5: User views their confirmation

Build 2:



Step 1: User logs in with their information Step 2: User chooses "Order Now" Step 3: User chooses "Domi(knows)" Step 4: User chooses "Family Night" Step 5: User chooses "Order Now" Step 6: User views their confirmation

Build 3:

The image displays four sequential mobile app screens for a pizza ordering application:

- Step 1:** A login screen with a pizza logo at the top. It features two login options: "Log In with Facebook" and "Log In with Phone". Below these is a text input field for a phone number, a "Login" button, and a "Call Now" button.
- Step 2:** A "Welcome Back Sarah!" screen. It offers two options: "Delivery" (with a red button) and "Carry Out" (with a blue button). Below are two address cards: "Sarah Home" (1234 Main, Denver, CO 80202) and "Sarah Work" (5678 Main, Lakewood, CO 80221). Each card has an "Order Now" button.
- Step 3:** A "Delivery to: Sarah Home" screen showing a map of the area. It includes a "Quick Order" button (blue) and a "New Orders" button (red).
- Step 4:** A "New Orders" screen with a red header. It displays a 20% discount badge and a grid of pizza items: "Cheese", "Baked Thin Crust", "Spicy 1/2", "Pepperoni", "Pasta", "Margherita", "Salmon", "Dinner 1/2", and "Dinner 1/2".

Step 1: User logs in with their information

Step 2: User chooses "Order Now"

Step 3: User chooses "New Orders"

Step 4: User creates a new order and can save it to their profile

DAY 5

