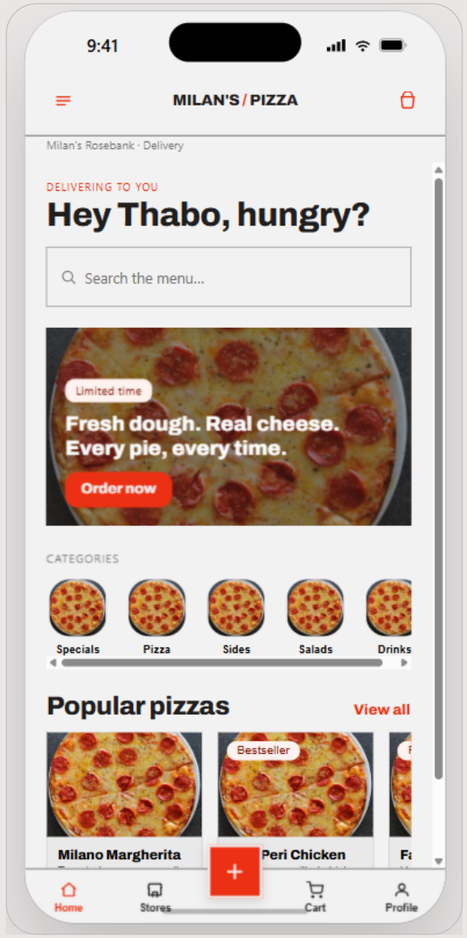
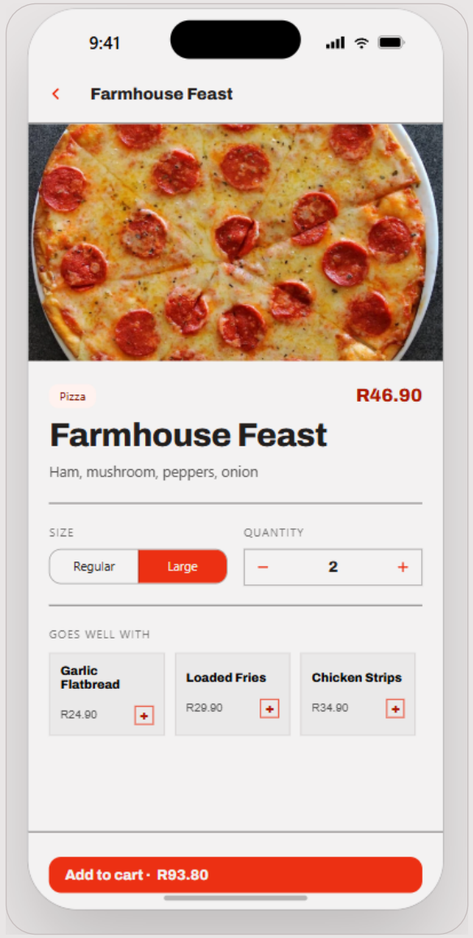
PORTFOLIO PIECE

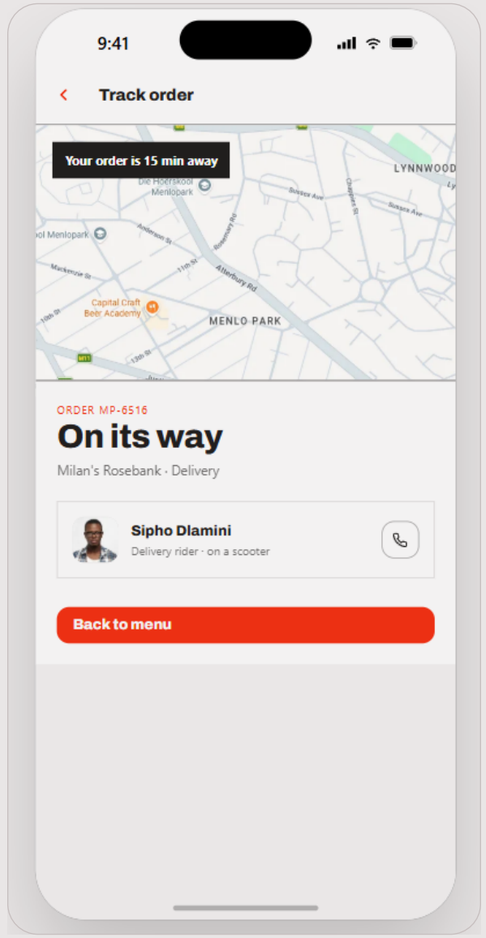
Milan's Pizza

Mobile ordering app, interface design

Ten screens covering the whole path through a pizza ordering app: making an account or skipping one, picking a branch, building an order, paying for it and watching it arrive.







DESIGNER	**Nkosinathi Nkosi**
DISCIPLINE	**Mobile interface design**
PLATFORM	**iOS, portrait**
YEAR	**2026**

OVERVIEW

About the project

Milan's Pizza is a delivery and collection app for a chain with branches in Johannesburg, Cape Town and Pretoria. The brand is fictional and was made up for this exercise, so the work is a concept rather than a commissioned redesign. The screens shown here are the ten that carry the ordering journey end to end.

IDEAS THE DESIGN IS BUILT ON

- The running total travels with the primary button, from Add to cart through Checkout to Place order, so the price is never a surprise on the next screen.
- The branch and the fulfilment method stay pinned under the header while browsing, because a wrong store means a wrong wait time.
- Red is reserved for the one action that moves the order forward. Everything else stays neutral.
- Nothing is locked behind an account. Guest checkout sits next to log in, and the account is sold on tracking and reordering instead.
- List prices read From, and settle to an exact figure only once size and quantity are chosen.

AT A GLANCE

Screens	10, drawn at iPhone portrait size
Covers	Account, store choice, menu, item, cart, checkout, tracking, profile
Market	South Africa. Rand pricing, delivery and collection, branch level wait times
Brand	Fictional, created for this piece
Status	Concept design, not built

PATTERNS REPEATED ACROSS THE SET

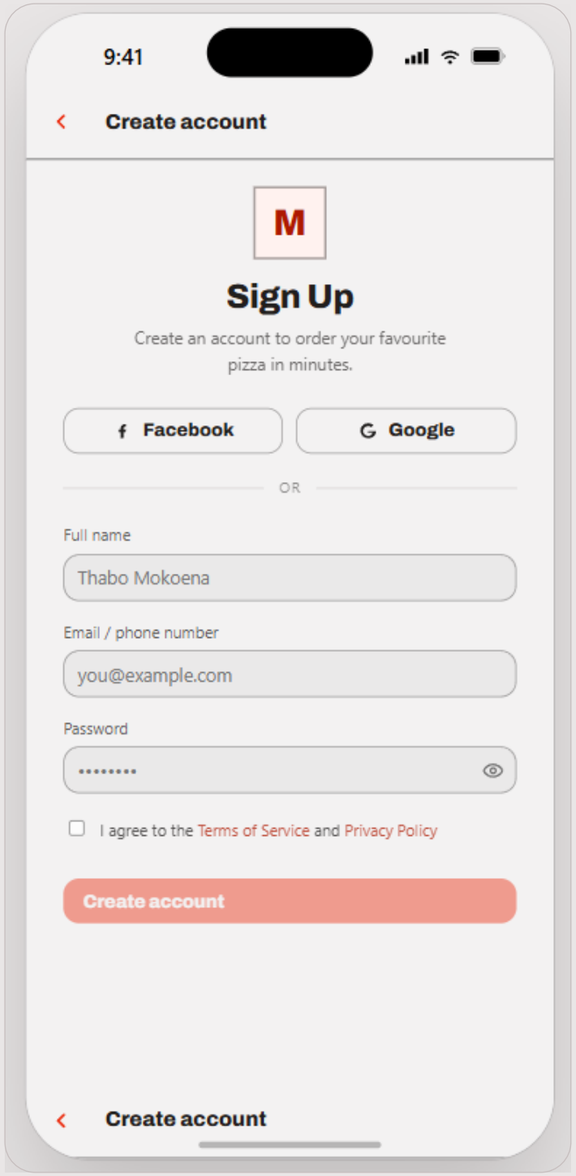
- A four tab bar, Home, Stores, Cart and Profile, with a raised button in the middle for a fast add.
- One dark heading, one supporting line, then content. No screen opens with a wall of text.
- Photography does the selling on the home and item screens. The rest of the app stays typographic.
- Money is always right aligned, so totals line up down the page.

THE PATH THROUGH THE APP



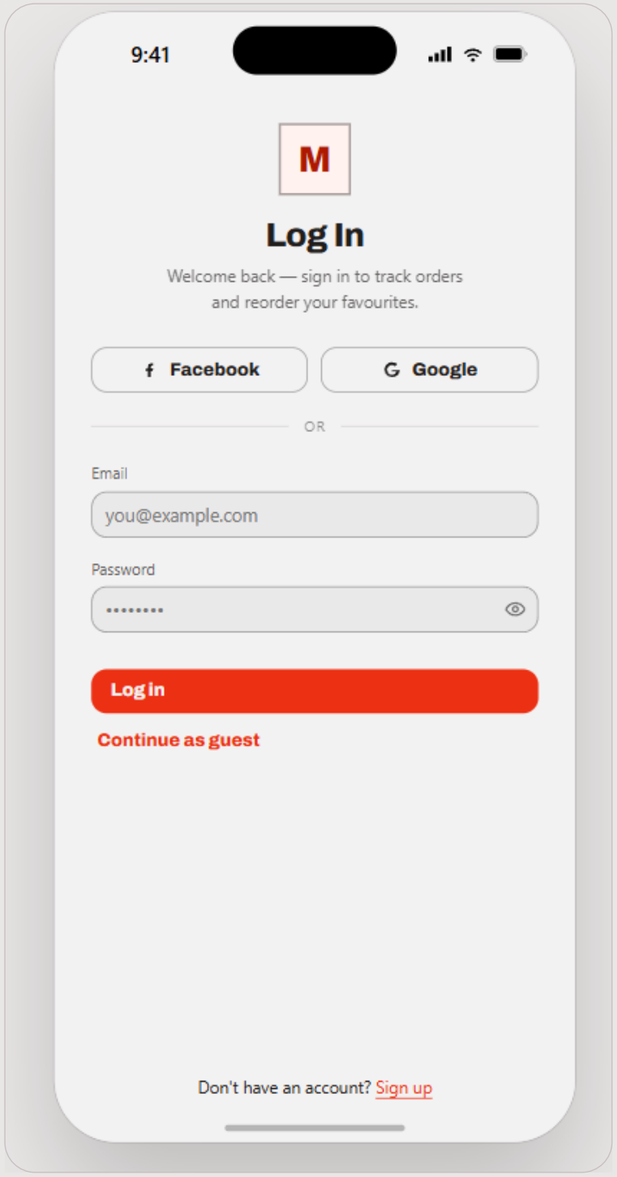
Getting in

Two ways to start, and a third that skips the account altogether.



Create account

Social sign up sits above the form, so the quickest route is the first thing read. The primary button stays inactive until the terms box is ticked, which puts the rule in front of the tap instead of behind it.

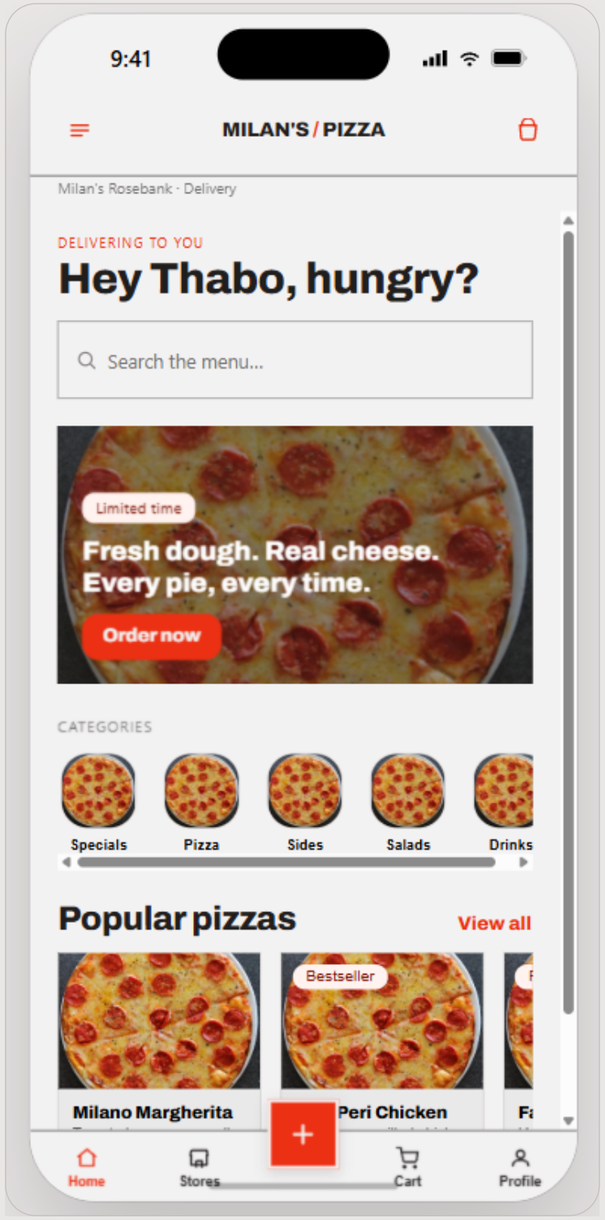


Log in

Log in, social sign in and Continue as guest share one screen. A first order never needs an account, and the reason to make one, tracking and reordering, is stated rather than assumed.

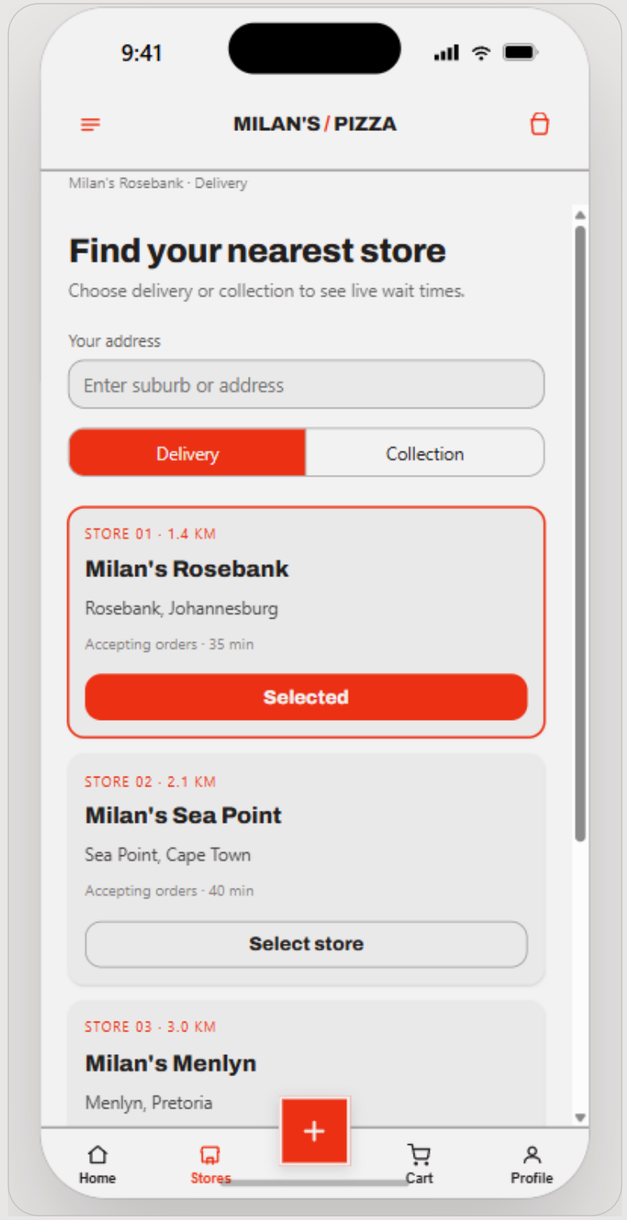
Finding food

Which branch is cooking, and what is on the menu.



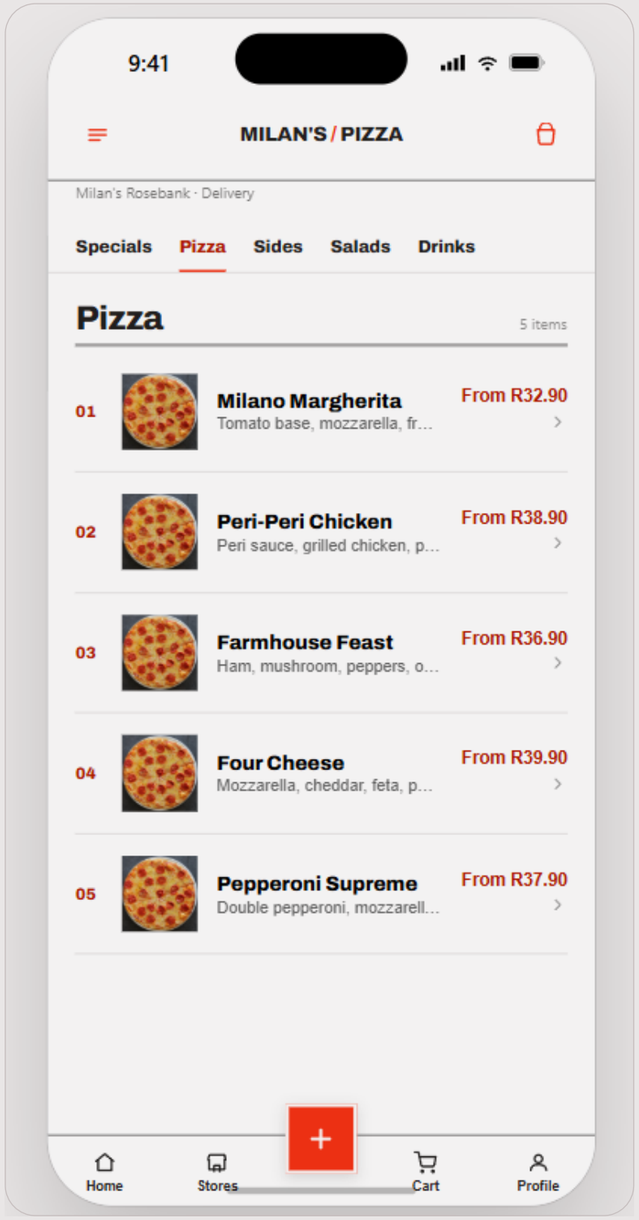
Home

The branch and the fulfilment method sit in a thin bar under the header, so the buyer always knows which kitchen is cooking. Search, promotion, categories and popular items are stacked in the order a hungry person uses them.



Store finder

Delivery and collection are one toggle rather than two journeys. Each store carries distance, suburb, whether it is accepting orders and a live wait time. The chosen store keeps a filled button so the current selection is never in doubt.

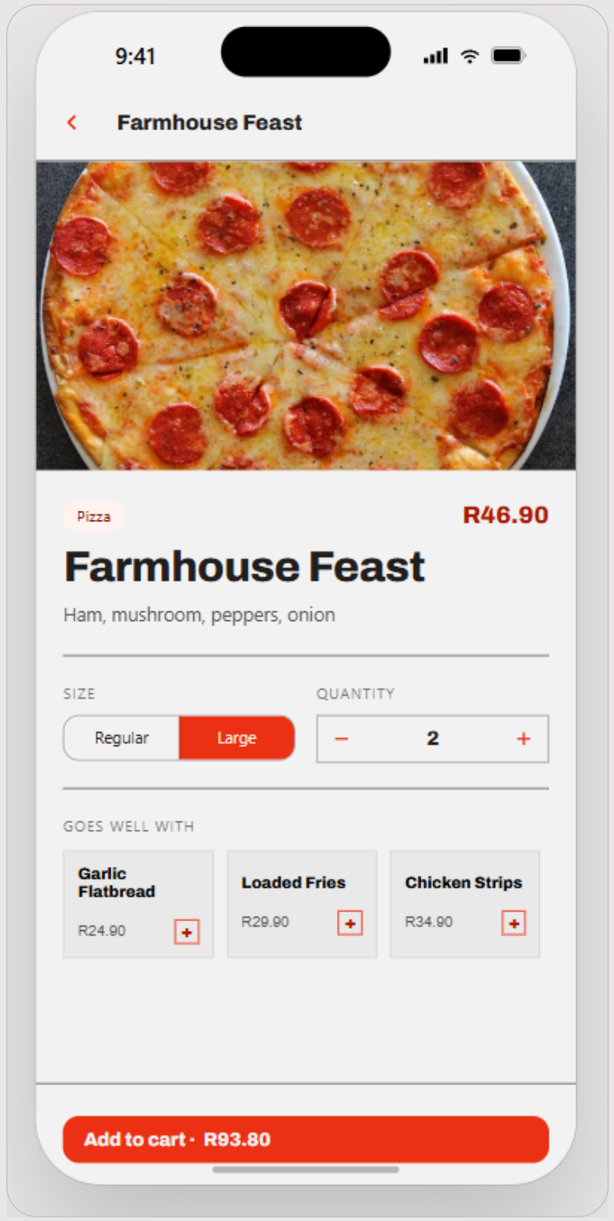


Menu category

Categories become a sticky tab row and the list is numbered, which keeps a long menu easy to refer to. Prices read From, because size changes them, and the count sits beside the heading.

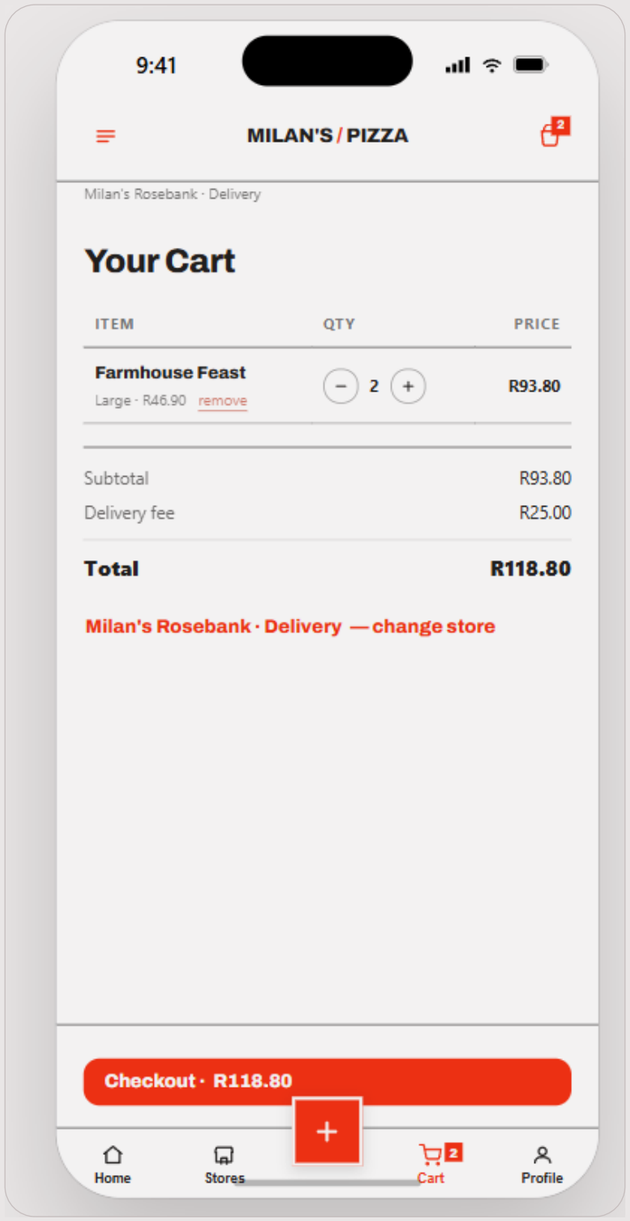
Building the order

Choosing, checking and paying, with the total always in sight.



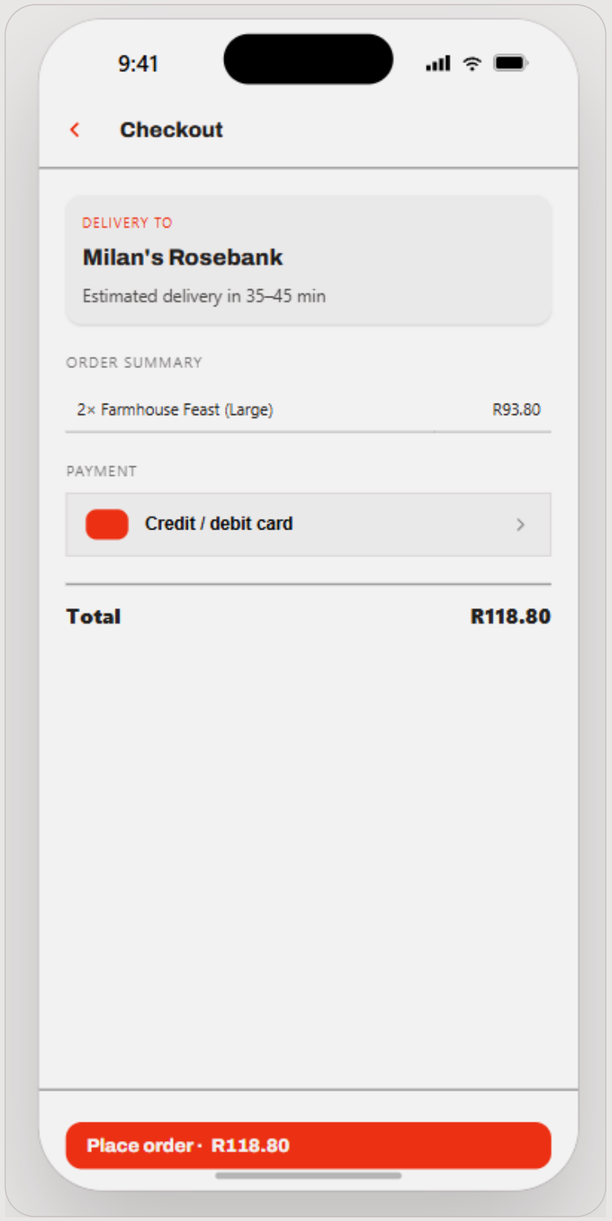
Item detail

Size and quantity sit directly under the price, and the upsell is framed as Goes well with rather than as an advert. The button carries the live total, so the cost of the choices is visible at the moment of adding.



Cart

Each line shows size and unit price next to the quantity, so a wrong tap is easy to spot. The delivery fee is listed apart from the subtotal instead of being folded into the total, and the store can be changed without leaving the screen.

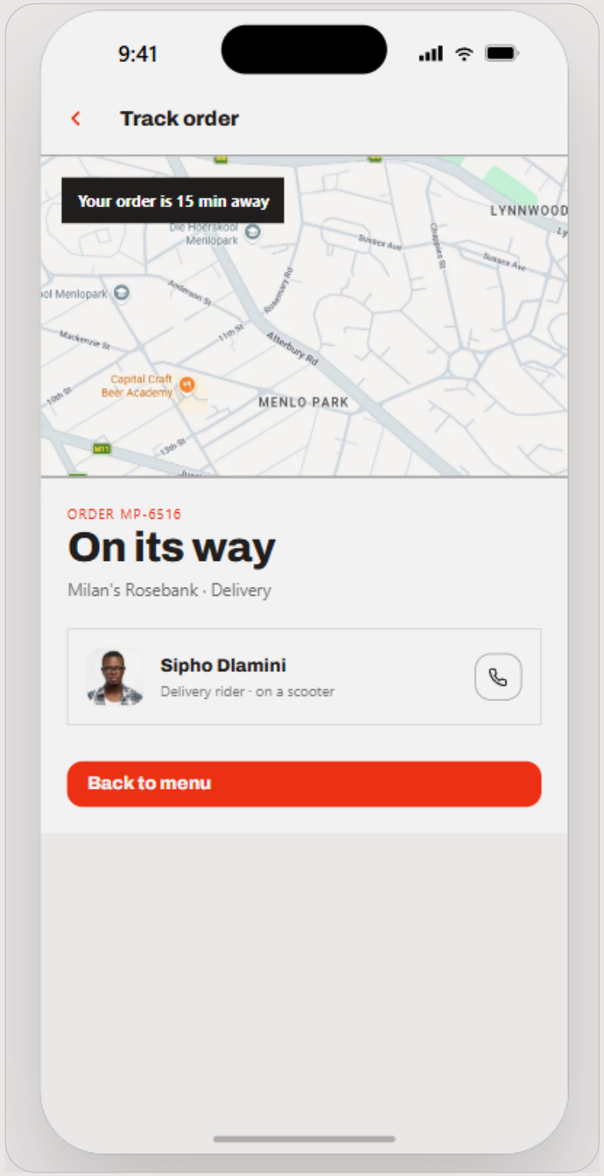


Checkout

One screen and four blocks: where it is going and how long it takes, what was ordered, how it is paid, and what it costs. Nothing on the page competes with Place order.

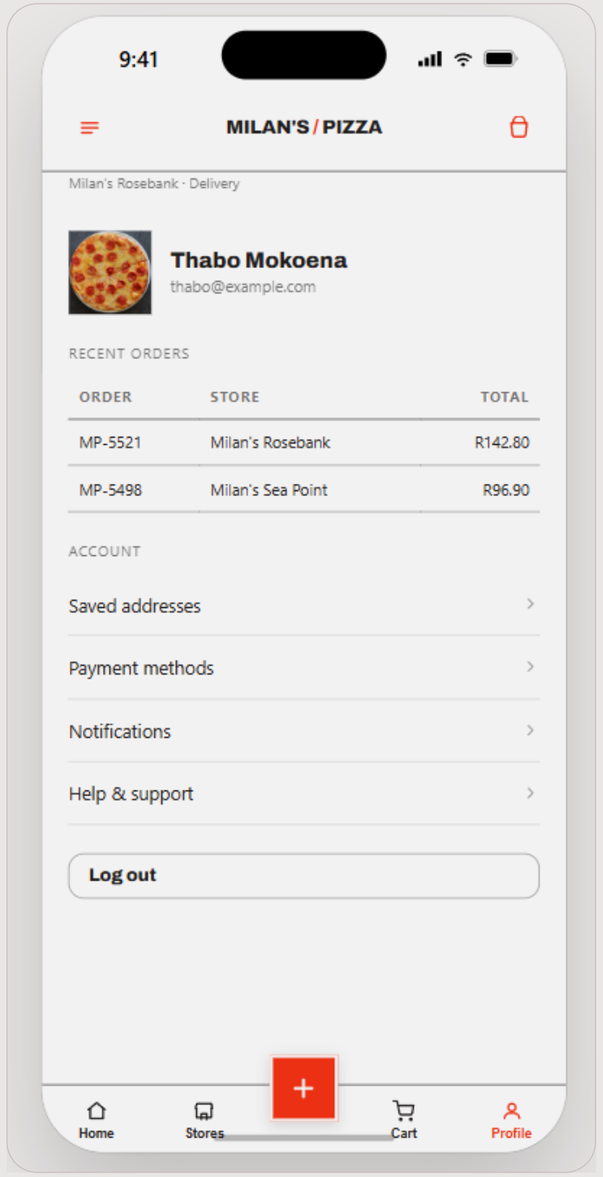
After the order

What happens once the money is gone, and where a returning buyer lands.



Order tracking

The map answers the only question that matters after paying, with the estimate repeated in words over it. The rider is named and reachable in one tap, and Back to menu gives the screen a way out.



Profile

Recent orders come first, because reordering is the most common reason to open this tab. Account settings follow as a plain list, with log out kept apart at the bottom.