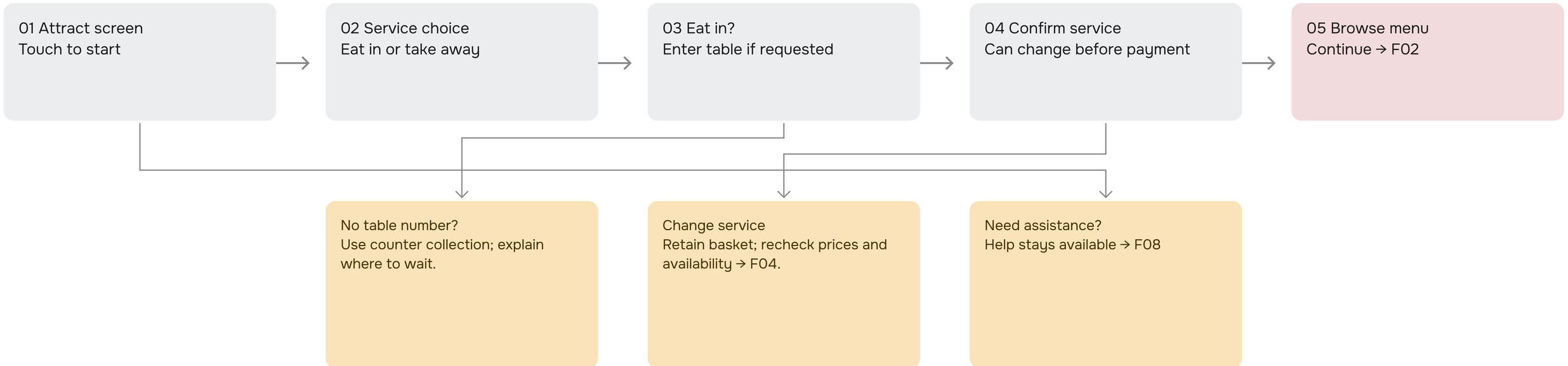
F01 / Start

Begin a new session

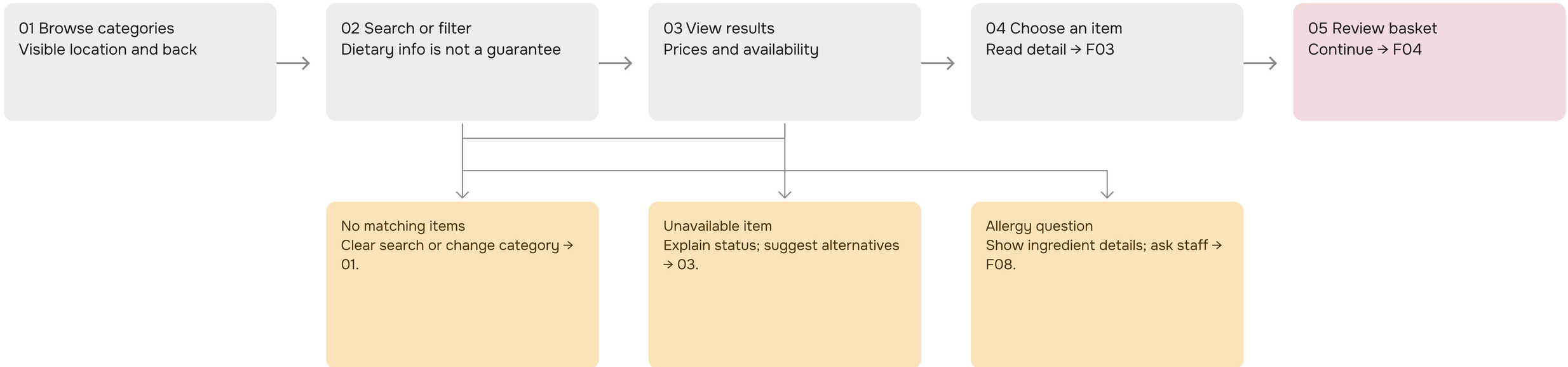


Portrait: primary choices in lower active zone. Landscape: centred choices. Compact: one clear step per view.

Grey = normal step · Accent = completion / next flow · Amber = exception; labelled text gives return destination. Branches are design proposals, not implemented behaviour.

F02 / Find products

F01 → menu browsing

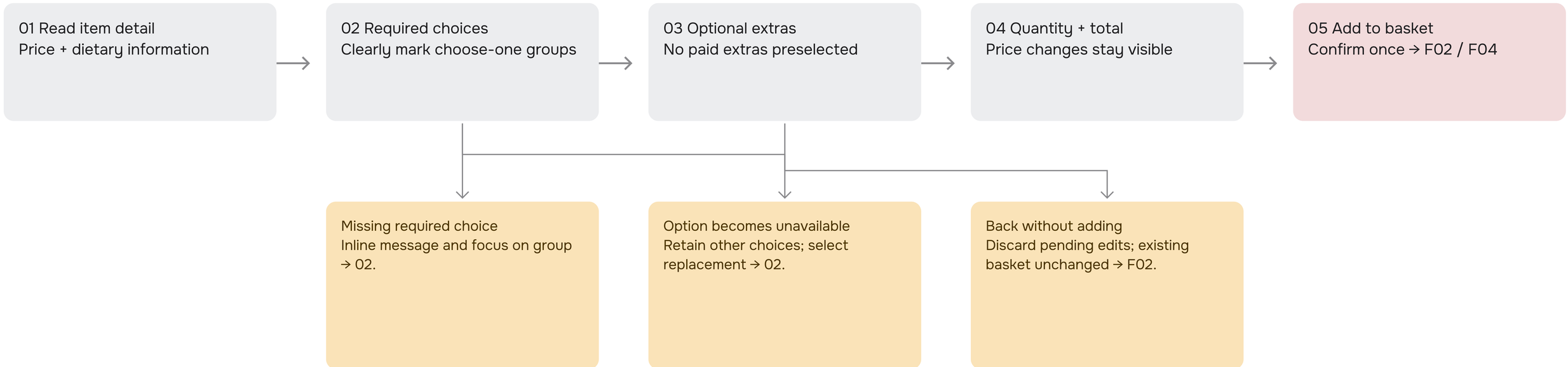


Portrait: two-column grid. Landscape: categories + products + basket. Compact: smaller grid and basket dock.

Grey = normal step · Accent = completion / next flow · Amber = exception; labelled text gives return destination. Branches are design proposals, not implemented behaviour.

F03 / Customise

F02 → product details

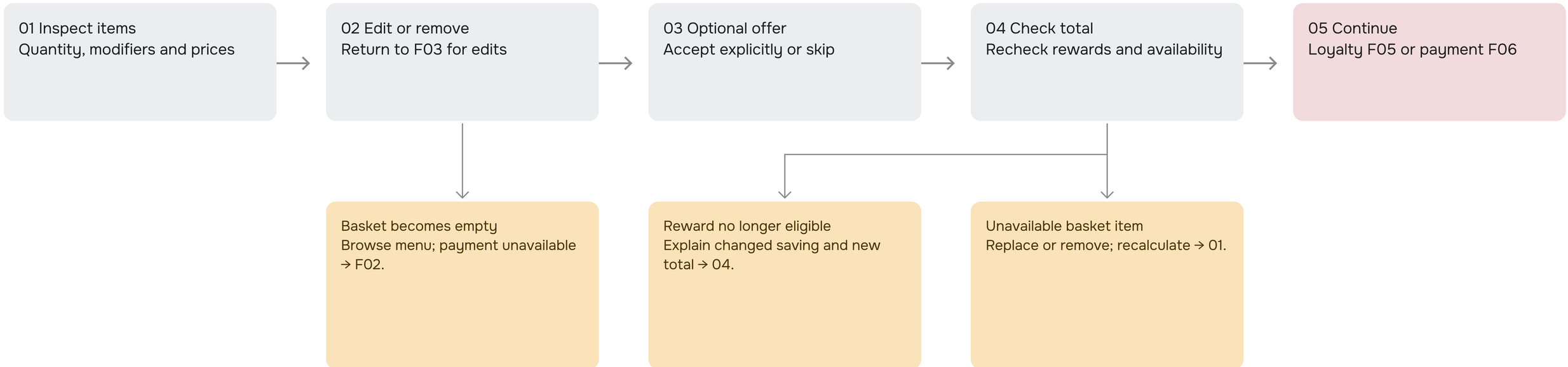


Portrait: stacked choice groups with reachable footer. Landscape: item identity beside choices. Compact: focused required choices first.

Grey = normal step · Accent = completion / next flow · Amber = exception; labelled text gives return destination. Branches are design proposals, not implemented behaviour.

F04 / Review basket

F02 / F03 → order summary

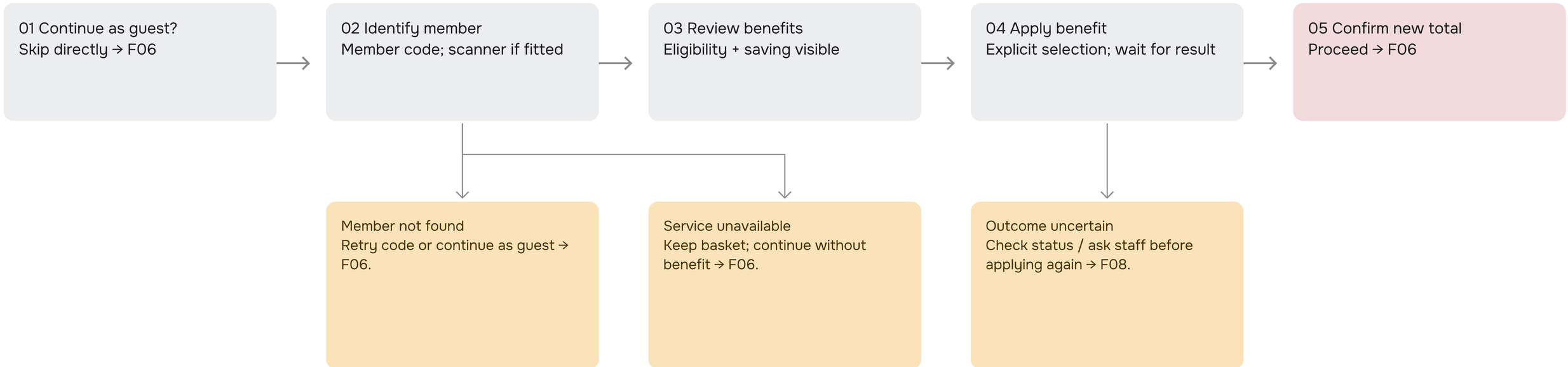


Portrait: full-width review with bottom total. Landscape: persistent basket beside browse. Compact: dedicated basket step.

Grey = normal step · Accent = completion / next flow · Amber = exception; labelled text gives return destination. Branches are design proposals, not implemented behaviour.

F05 / Loyalty

Optional from basket or menu

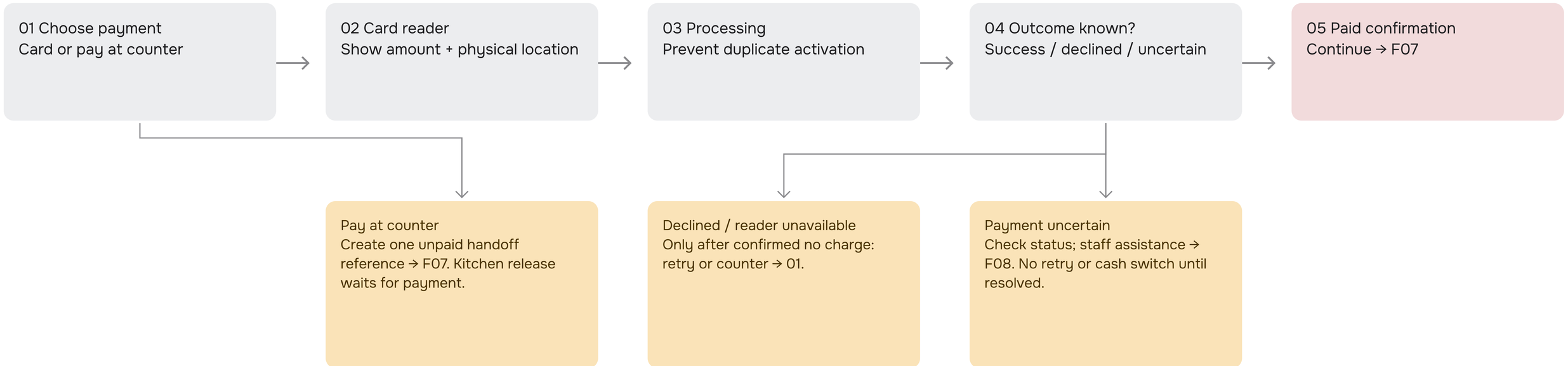


All formats: guest route visible, no compulsory enrolment. Compact: dedicated entry step. Identity and rewards clear on reset.

Grey = normal step · Accent = completion / next flow · Amber = exception; labelled text gives return destination. Branches are design proposals, not implemented behaviour.

F06 / Pay

F04 / F05 → validated total

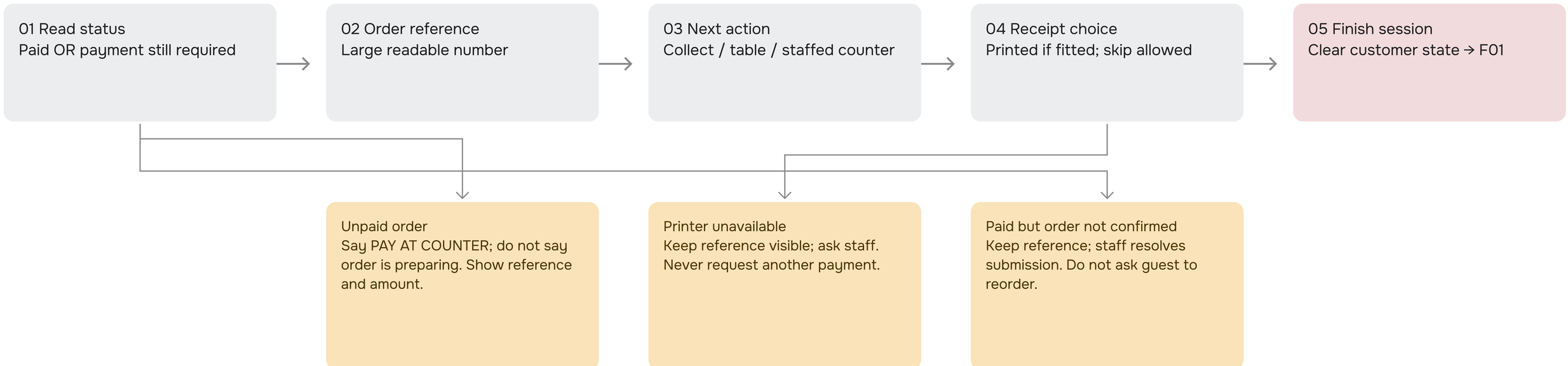


Portrait: clear lower reader cue. Landscape: summary beside payment. Compact: payment replaces menu; help remains visible.

Grey = normal step · Accent = completion / next flow · Amber = exception; labelled text gives return destination. Branches are design proposals, not implemented behaviour.

F07 / Finish

F06 → paid or unpaid result

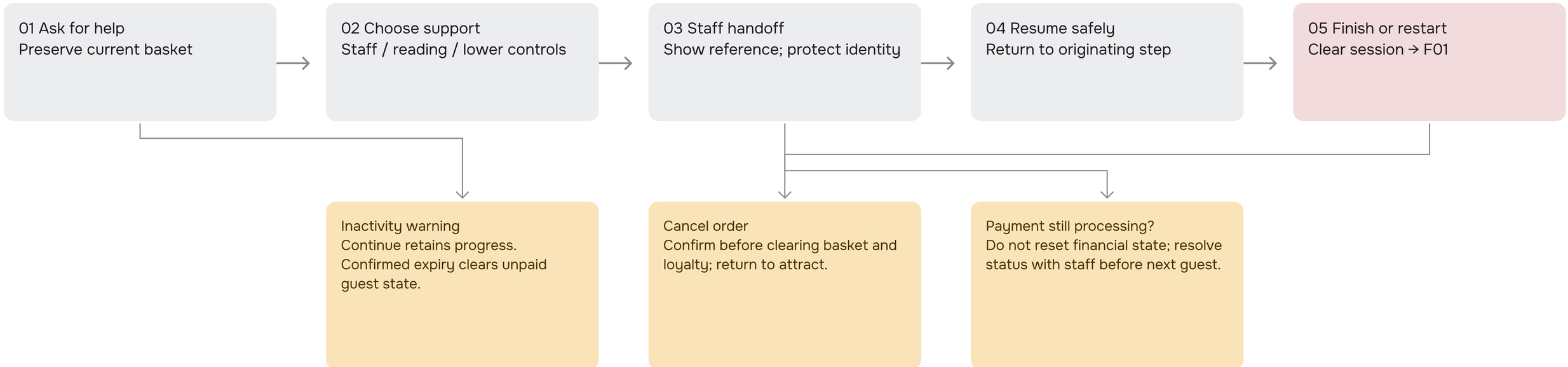


Portrait: number and next action at reachable height. Landscape: result with concise summary. Compact: status first, detail disclosed.

Grey = normal step · Accent = completion / next flow · Amber = exception; labelled text gives return destination. Branches are design proposals, not implemented behaviour.

F08 / Help and restart

Available throughout F01–F07



Portrait: lower active area option. All: labelled help, readable text, no colour-only status. Audio/hardware support remains a validation task.

Grey = normal step · Accent = completion / next flow · Amber = exception; labelled text gives return destination. Branches are design proposals, not implemented behaviour.