

SOFTENG 350: Lab #6

May 13, 2020

Aiden Burgess

abur970 - 600280511

High Fidelity Screen

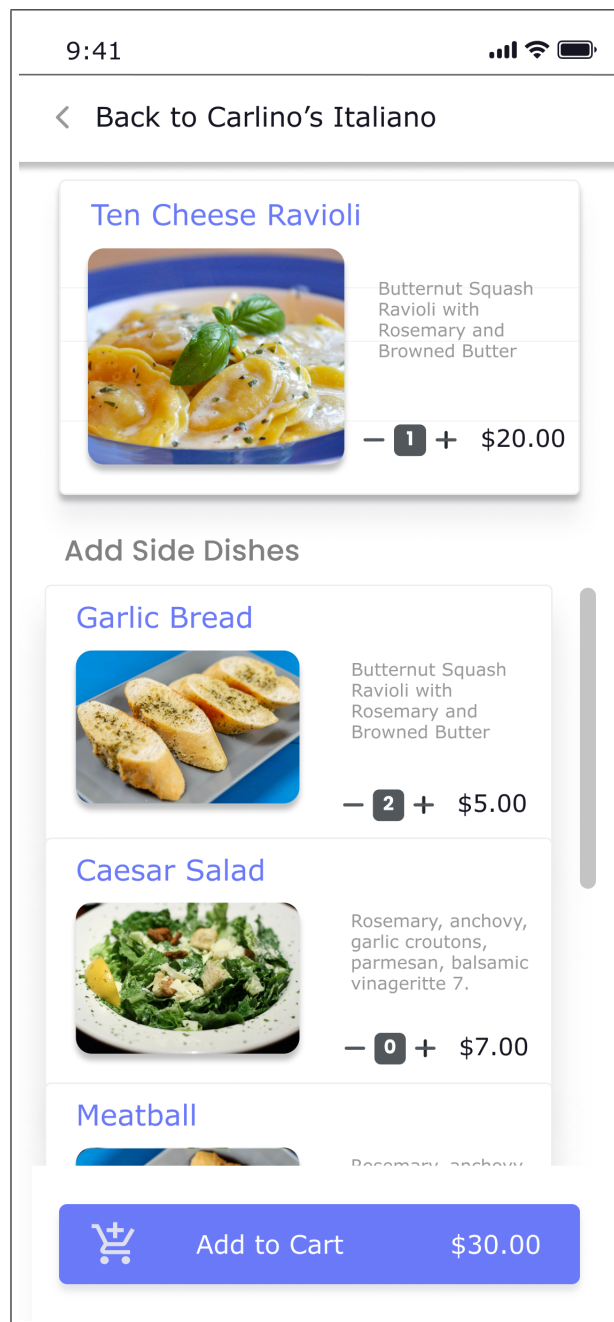


Figure 1: High Fidelity Screen

Description of Visual Design

- The design is based on Material Design, with elements being layered on top of each other, casting shadows. The first layer is a blank canvas, the second layer contains the cards, header, and text. The third layer contain the images.
- The top food item is separated from the secondary list. By the Proximity Principle, the user understands that these two sections are separate (although looking similiar).
- The list of side dishes follow the Common Fate Principle, by aligning the images, titles, descriptions, and quantity selectors.
- Each image in the food “cards” is small in area, so they are seen as the figure due to the Area Principle.
- The images are also seen as figures through the Surroundedness Principle. Another element that uses this principle is the descriptions.
- The Continuity Principle is used by the side dishes list, as the “Meatball” item is slightly offscreen, the user assumes they can scroll down to see more items. This is also aided by the scrollbar to the right of the list.
- To help human memory, many icons are used, such as the “-” and “+” for changing quantity, and the add to cart icon.
- Unity is achieved in the design through the consistent styling of the food cards, and color palette.
- Emphasis is placed on the titles of dishes and the “Add to Cart” button through color.
- The balance of the screen is top-weighted. The image and card is larger, to remind the user of their main dish.

Image Sources

Ravioli: https://commons.wikimedia.org/wiki/File:Flickr_-_cyclonebill_-_Ravioli_med_skinke_og_asparges_i_mascarponecreme.jpg

Garlic Bread: <https://flickr.com/photos/160866001@N07/33729007398/>

Caesar Salad: <https://www.flickr.com/photos/gpeters/3010150846>