# Design Documentation

During the first week we were able to save time on the design process, this is because our client had provided a high fidelity Figma prototype of what he wanted our team to create. This helped simplify the process of designing wireframes for the project which would allow us to focus on other aspects of the design process. We considered making minor changes to the Figma prototype, these were to make it more simplistic and easier to navigate and use. Additionally, some changes were made to better suit the client brief, we also decided to perform user tests on a brief low fidelity prototype to receive user feedback on design elements (mostly relating to navigation and user experience).

Despite having a Hi fidelity prototype to work with, we agreed to also create a simplistic low fidelity prototype which would be used to test user navigation. Navigation elements must be kept simplistic to ensure a smooth user experience, this is why a universal menu bar is used across all pages allowing users to freely navigate to any page of their choosing. In reference to Jakob’s Law, users can become familiarised with features implemented in other websites they visit on a day-by-day basis, therefore compliance with web standards and web content accessibility guidelines can ensure that a high-quality product is delivered.

Alongside simple buttons that directed the user from one page to another there we’re other buttons which would bring up another menu bar. This compact design means that the user is not initially overwhelmed by the number of buttons present in the menu bar, furthermore this relates to Hicks Law as user choices are directly proportionate to the amount of time spend within the app, thus it is beneficial to simplify all processes within the app to minimize the time users spend on browsing.

We conducted multiple user tests with a multitude of different users to test the functionality of the low fidelity prototype. The team mentioned before testing that this prototype was a fraction of what the final project would look like so users were not surprised by missing content. Overall, the users were moderately satisfied with the experience and their feedback gave us insight as to how we can improve the user experience for both desktop and mobile devices in the final product.

In summary, we decided to remain with the current high fidelity prototype design, this is because due to time constraints it makes little sense to revamp the entire layout of the web application, if we were to produce a full replica of the high-fidelity design with a low fidelity design it would be a costly process which would produce a similar design to what we already have. It is wiser to make use of the resources given to us by the client as the high-fidelity prototype is more in line with his vision, this makes it easier to discuss potential changes with the client while also giving the team a head starts on the front/back end of the project.

# References

Yablonski, J. (n.d.). Home | Laws of UX. Laws of UX. Retrieved May 24, 2023, from https://lawsofux.com