

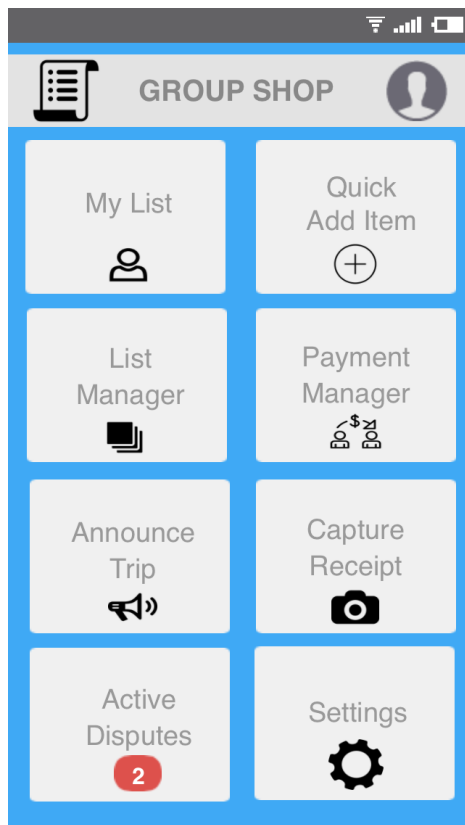
# Digital Mockup

GroupShop; Grant Azure, Antonio Diaz, Peter Hu, Eric Le

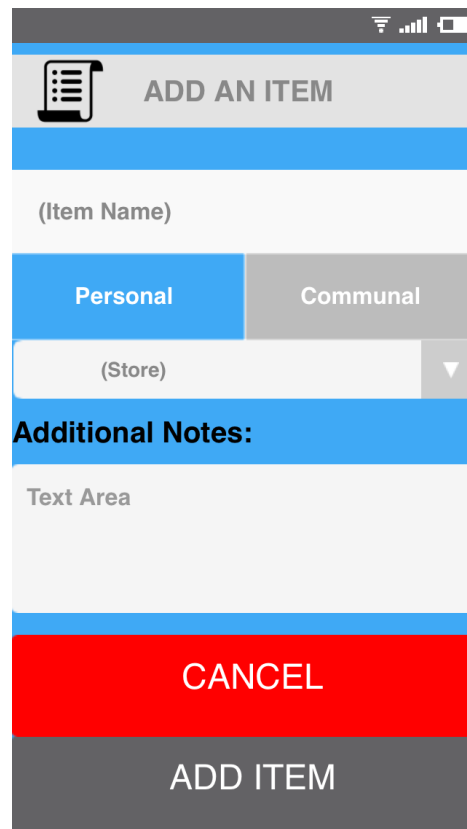
In making our prototype digital, there was more emphasis on using large clickable buttons. Icons needed to be simple and layout items needed to spread equally across the real estate of the screen. With the addition of color, we had to pick a scheme that was consistent and useful for conveying information to the shopper. These elements were not paramount in the paper prototypes, but design flaws in these elements became obvious when we saw them in our digital rendering. On the bright side, digitizing our prototype helped us with organizing our layout, visualizing flow between various screens, and using color to improve functionality (Task 2, Step 2: the red balance field helps show that you owe Eric money). We felt that our final paper prototype had resonated well with our final usability test participants so we tried to make the digital prototype similar in functionality. Below is a walkthrough of our two primary tasks.

## Task 1: Add Cup Noodles To Shopping List

Step 1: Click “Quick Add Item”



Step 2: Enter item name, label as personal, add note



Step 3: "Press Add Item"

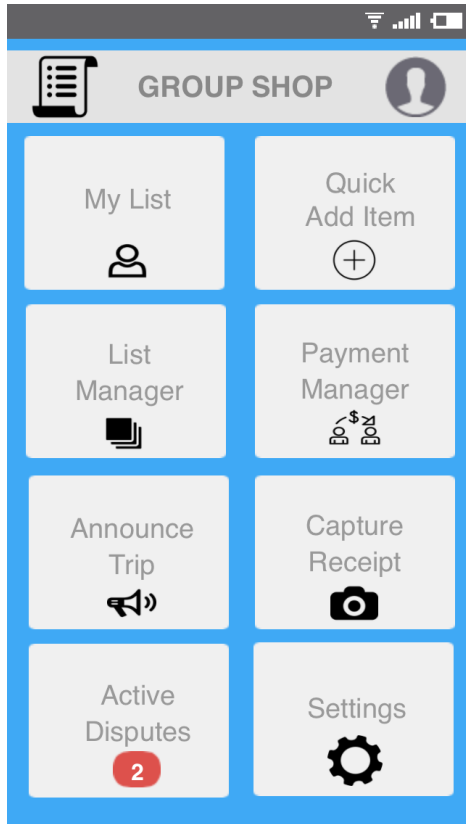
A screenshot of a mobile application interface for adding a new item. At the top, there is a header bar with a list icon and the text "ADD AN ITEM". Below this is a blue bar, followed by a light gray bar containing the text "Cup Noodles". Underneath is a section with two buttons: "Personal" (highlighted in blue) and "Communal" (gray). Below these buttons is a dropdown menu showing "QFC" with a downward arrow. A blue bar labeled "Additional Notes:" is followed by a text input field containing "Beef Flavor". At the bottom, there are two large buttons: a red "CANCEL" button and a gray "ADD ITEM" button.

Step 4: Review updated shopping list and return home

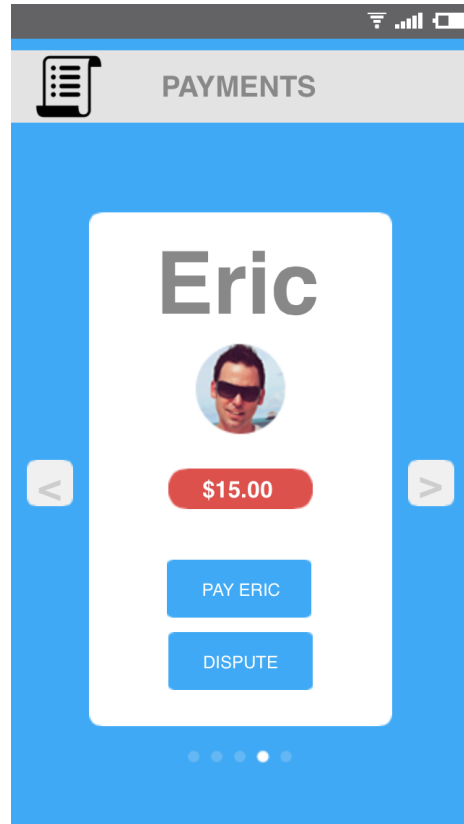
A screenshot of a mobile application interface showing a shopping list. The header bar has a list icon, the text "MY LIST", and a green plus icon. Below the header is a gray bar with a dropdown arrow and the text "Cup Ramen", followed by a person icon. Underneath is a section with two buttons: "Personal" (highlighted in blue) and "Communal" (gray). Below these buttons is a dropdown menu showing "QFC" with a downward arrow. The main content area is divided into sections: a light gray bar with "Beef Flavor", a white bar with "Milk" and a person icon, and a light gray bar with "Eggs" and a person icon. At the bottom, there is a large gray button labeled "RETURN HOME".

## Task 2: Pay Housemate Eric With Credit Card

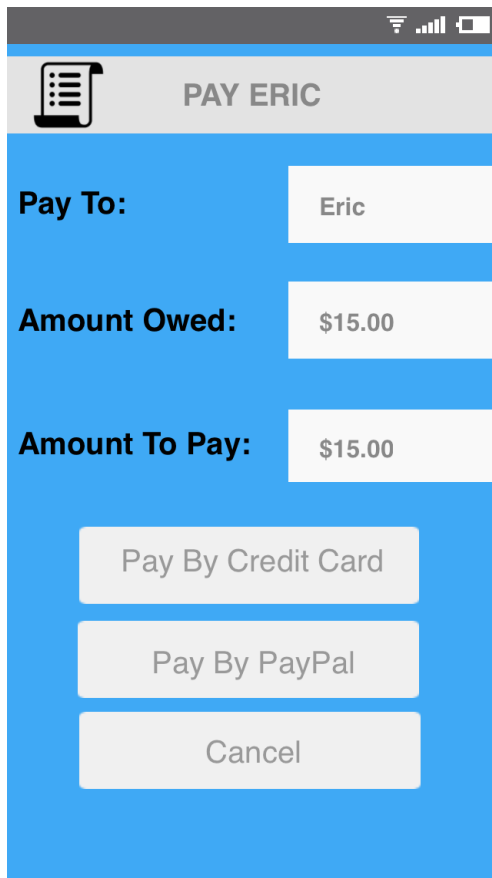
Step 1: Click “Payment Manager”



Step 2: Click “Pay Eric”

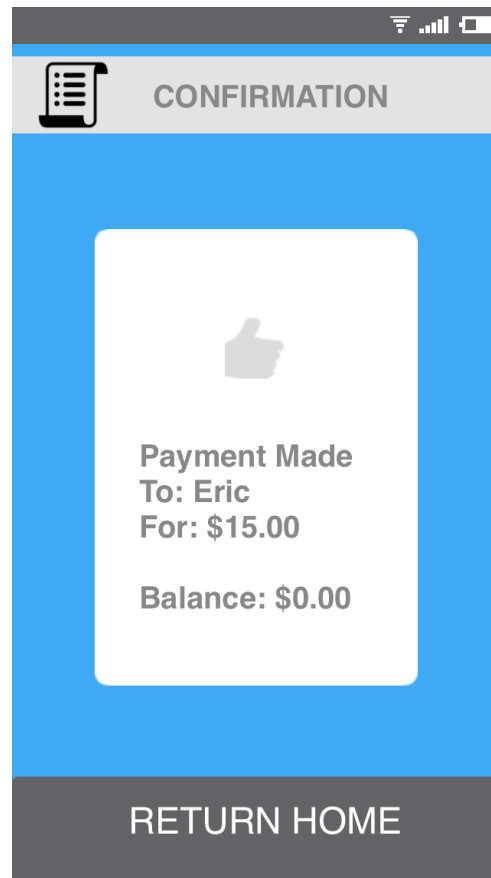


Step 3: Review prefilled amounts and click  
"Pay By Credit Card"



The mockup shows a mobile app interface with a blue background. At the top, there is a grey header bar with a hamburger menu icon on the left and the text "PAY ERIC" in the center. Below the header, the form is divided into three sections, each with a label on the left and a white input field on the right: "Pay To:" with "Eric", "Amount Owed:" with "\$15.00", and "Amount To Pay:" with "\$15.00". At the bottom, there are three stacked white buttons with grey text: "Pay By Credit Card", "Pay By PayPal", and "Cancel".

Step 4: Review confirmation and return home



The mockup shows a mobile app interface with a blue background. At the top, there is a grey header bar with a hamburger menu icon on the left and the text "CONFIRMATION" in the center. Below the header, there is a large white rounded rectangle containing a thumbs-up icon, followed by the text "Payment Made To: Eric For: \$15.00" and "Balance: \$0.00". At the bottom, there is a dark grey bar with the text "RETURN HOME" in white.

## Acknowledgments

Icons courtesy of nounproject.com and...

[Fission Strategy](#)

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Mock-up built with Fluid UI

<https://www.fluidui.com/>