

# Project Step 3

**In this Step 3:**

**Implement (with navigation and interaction) your original mockups adapted to take into consideration of the general feedback obtained, so keeping the positive elements highlighted, and changing a few negative aspects pointed out by the reviewers.**

The negative aspect that I changed:

“It would be better to show the steps and their description at same time before user proceed to next step. For example: Step1 select a Car, Step2 Rental options, Step3 Client Information show. The description show under or beside the steps; User can have overview of whole process.”

Result: I moved each step's description under each step.



**Include in your UI additional elements allowing at least two out of the three personas suggested by your peers to achieve their goal. These goals are supposed to correspond to interactive processes not already in your design.**

I am still working on this one as I could not code the entire prototype in 1 week

**Reflect on this idea of “single trial learning”. Include elements in your site that would help its learnability. Think of transferability, adaptability, and help (Week 7 – Learning).**

Designing a website that fulfills the requirements of intuitive navigation, concise content, clear instructions and error messages, onboarding processes or tutorials, contextual help features, immediate feedback, and responsive design enhances its learnability. By incorporating these elements, your website promotes single trial learning, as it aids in transferability, adaptability, and provides helpful guidance to users. This ensures that users can easily understand and navigate your website, resulting in an improved user experience and overall usability.

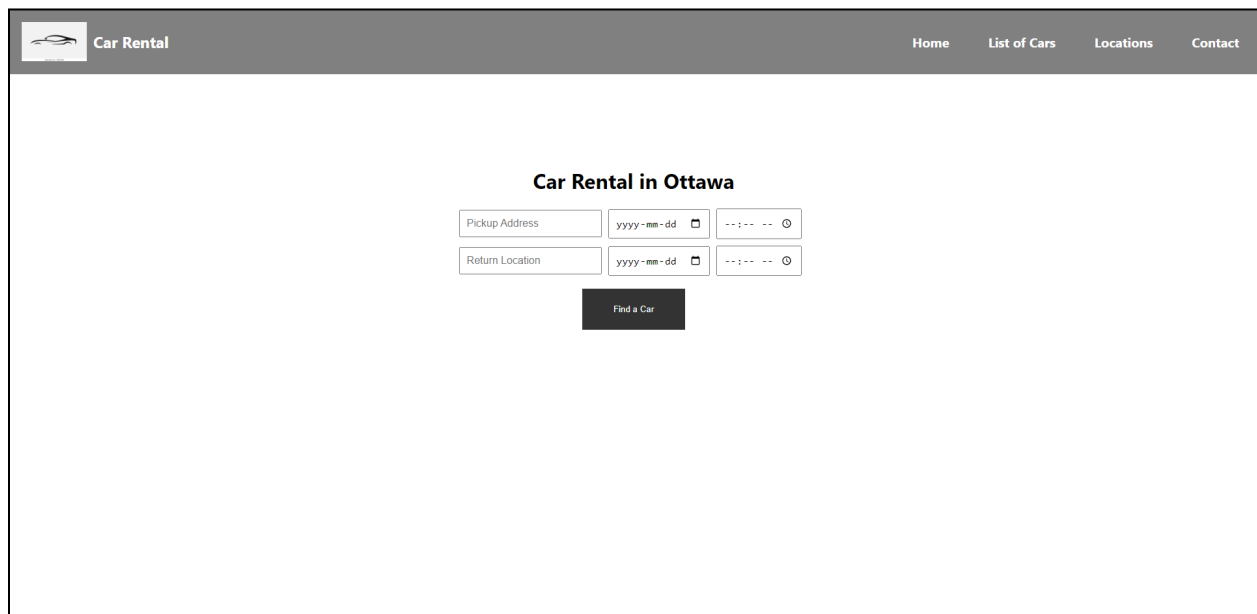
**Start to reflect on how to make your design in line with the 10 usability heuristics. Your colleagues will help you with that in Step 4 as they will perform a heuristic evaluation on your site.**

My colleagues have conducted a heuristic evaluation on my site and provided valuable feedback on how to align it with the 10 usability heuristics. According to their evaluation, my interactive processes demonstrate strong adherence to these principles.

Since this project must be anonymous, I cannot host the page on GitHub because it contains it by name. Therefore I will provide a screenshot of the prototype so far. Also, unfortunately, I was unable to complete coding the React prototype within one week, resulting in an incomplete state. Rest assured, I am diligently continuing to work on it.

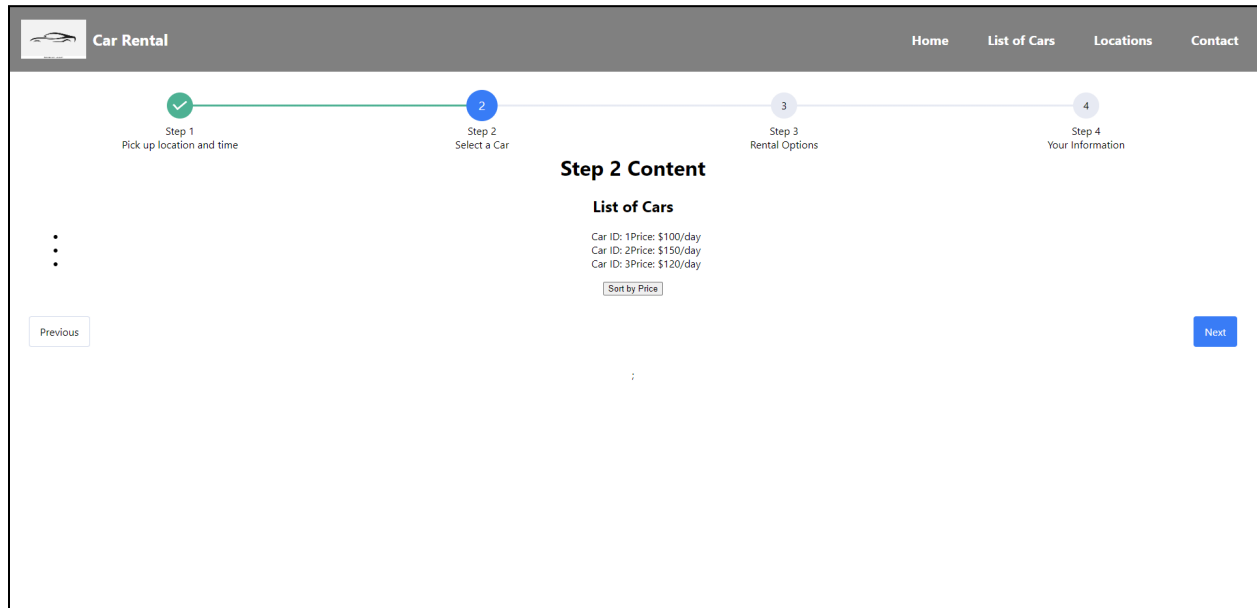
Homepage:

The date will display a calendar view to select a date and the time will show a list view of times.

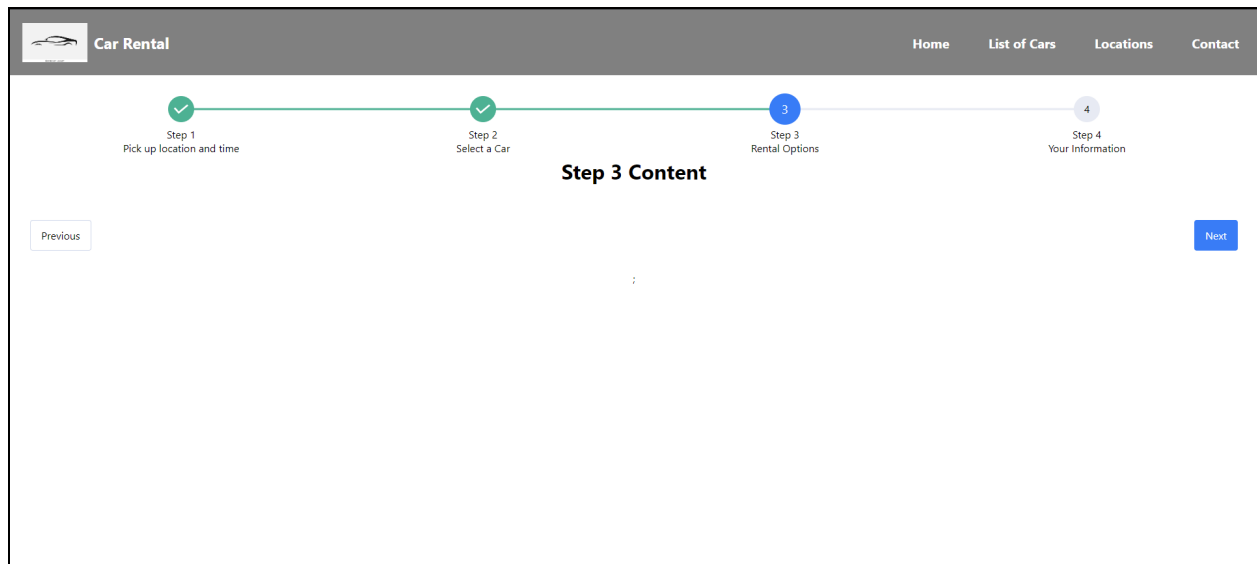


The screenshot shows a web application for "Car Rental". The header is a dark grey bar with a car icon and the text "Car Rental" on the left, and navigation links "Home", "List of Cars", "Locations", and "Contact" on the right. The main content area is white and features a centered form titled "Car Rental in Ottawa". The form has two rows of input fields: "Pickup Address" and "Return Location" on the left; date pickers labeled "yyyy-mm-dd" with calendar icons in the middle; and time pickers labeled "--:-- --" with clock icons on the right. Below the form is a dark grey button labeled "Find a Car".


When I click to find a car: Currently working on sorting the car price.



If I click next:



Click next again:

 Car Rental

HomeList of CarsLocationsContact

✓Step 1  
Pick up location and time

✓Step 2  
Select a Car

✓Step 3  
Rental Options


4Step 4  
Your information

Step 4 Content

Previous

Submit

I am also working on a List of Cars that can display the data and info about the car without jumping to a new page. If I click List of Cars:

 Car Rental

HomeList of CarsLocationsContact

\*\*\*\*\*

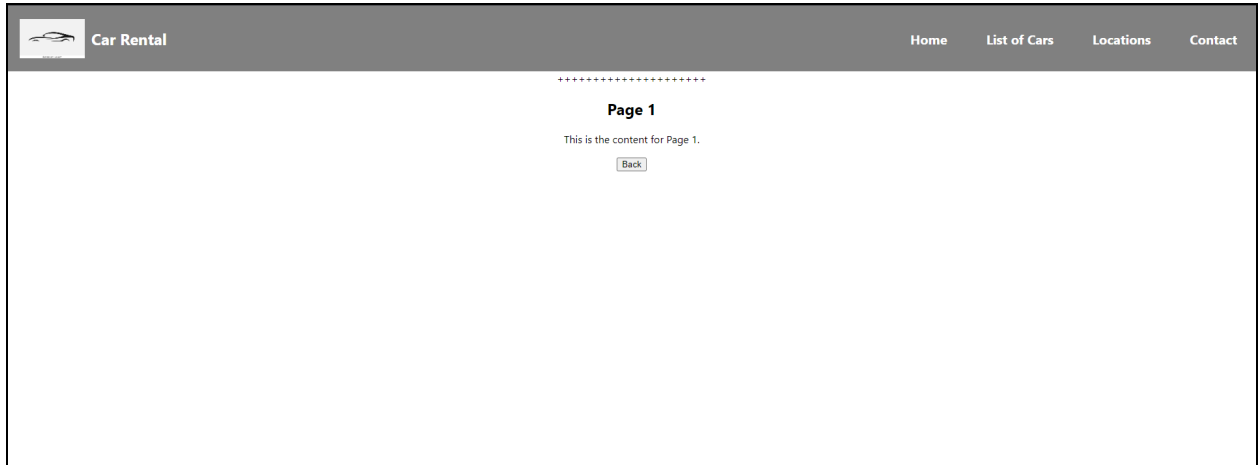
Car 1

Button 1

Car 2

Button 2

If I click Button 1:



Click back will display the list of cars again:

