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Design ideas that our high fidelity prototypes link to

We have constructed a high-fidelity prototype that explores imagery, color, topography , responsiveness (mobile/desktop), and fully interactive experiences using Adobe XD. While constructing this HFP, we employed a number of design ideas we learned in class and all of them will be explained in this document. The first design idea we employed was the use of **signifiers**. Signifiers are straightforward cues that we designers include in our interfaces so that the users can easily understand it. In our design, we used a lot of symbols to denote the actions they performed. When the user clicks the cart symbol , it takes them to their cart so they can see the items in their cart. Similarly for users whose first language isn't English , they might have a hard time ordering the hampers they want. So, the images for these hampers are set up in a way the user can realize what they are ordering. The search symbol lets the user search and a symbol of a person denotes the user's profile. We also made use of another design idea known as **Interface design mapping**. One of the best things we can do in our design is to provide natural mappings to the things in our interface that stem to short and long term memory patterns. We employed this design idea in our HFP by listing the wordings from left to right. Since our interface is only going to be used by the people of Regina , which is located in North America. Hence, our interface is designed in such a way that it can be read from left to right. We included the use of **forcing functions** in our interface. The type of forcing function we used in our interface is **lock-ins**. This keeps the operation acting while preventing the user from prematurely or accidentally stopping. We used a type of lock in function where we literally try to lock in the user with our interface by asking them to create an account so they don't have to enter in their delivery address each time they order food. We employed the use of **constraints** in our HFP. **Physical constraints** are where we limit the number of possible actions our customers can interact with while they're encountering our solutions. In this design , users can only order a few hampers every two weeks. We limit this action by asking them to enter in their household details so that they can get the right amount of hampers. For example a household of 4 members can order 2 hampers but a household of one cannot order more than one hamper every two weeks.