

Team Peaches

Faizah Kolapo

Basheer Ahamed Rafiqudeen

Manjotveer Singh

Design ideas that our low-fidelity prototypes link to

One of the design ideas that was implemented in our low-fidelity prototypes is the use of **signifiers**. Signifiers help users easily grasp the flow of the web application or mobile application. They make it easy for users to navigate around a website in an easier manner compared to when they are not used at all. In the low-fidelity created by Faizah, signifiers were used in order for users to easily understand what is meant by the element. For example, the checkout link is an icon in the form of a shopping cart. This immediately alerts the user that it contains the shopped items. Another example is the filter icon. This is widely used across so many websites that when a user comes across it, they automatically know that the purpose is to filter out certain categories.

We also used the concept of **interface design mappings**. Interface design mappings help the users to work on our design with ease. Natural mappings refers to the design in which the controls help the users achieve their designed outcome. For example, In all of our low fidelity prototypes , the interface is designed in such a way that the users read from left to right. This is common in North America but if we were to design an interface for a client whose target customers are from the middle eastern countries then we would have to design the interface to be readable from right to left. We also implemented the concept of **constraints** while designing our low fidelity prototypes.

Physical constraints help us determine the limits of what are the possible operations that can be done by using our software. By finding out all the possible operations that can be done with our software, we can limit these possible operations so that our customers can use our software without getting overwhelmed or confused. Our low fidelity prototypes are designed in such a way that customers can easily order food in a simple and efficient way. Another type of constraint is **Semantic constraints**. Semantics is the study of meaning. These are constraints that rely upon the meaning of the situation to control a set of possible actions. In this type of semantic constraints , our situational knowledge helps us to design better interfaces. For example, Regina is a home to a lot of immigrants and people of color. So different people have different food restrictions. Muslims only eat halal meat and don't eat pork and some Indians don't eat meat at all or some people only eat vegan foods. Even though the food bank offers a variety of food hampers that include halal, vegan and gluten free foods, it is our job as designers to implement these options in our user interface so that people can choose what they want and order it.