

Within the concept of People-centered design I used the concept of Affordances, constraints, and desirability to craft my Lo-Fi prototype.

Constraints: Within my lo-fi diagram the constraint consists of maximum three buttons per page. The buttons range from going back to previous pages, to moving forward on the site. The landing page has a constraint of the login/signup button which is the only button a user can click on to continue using the site. Following the path, another constraint method is authentication which seems probable for now as it provides a clear route to gaining information details from the user. Authentication pages are restricted to Login page and signup page. Confirmation page withholds constraints of two buttons, confirm and cancel, thus for a user to alter their order they must be sent back to the Booking page. The last constraint in on the confirmation pop up which only has one button and that is to go back to the dashboard after their order.

Affordances: These are context clues for which the users can use to easily navigate through the site. Most of the affordance concepts within my lo-fi sketch are enclosed in objects such as buttons (arrow, text, etc.), dropdown menus, and input fields. This creates a more intuitive experience for the user; it is easy to learn how the site is structured, and if a user were to go back to the site, he/she will not be prone to altercations of learning how to use the site again. Rather they become familiar with the structure of the site where, to them, navigating through the site is second nature.

Desirability: my lo-fi prototype hinges towards enforcing our user to become custom to our site. Concepts that are used in my lo-fi to exhibit desirability is the simplistic nature of how each page are structured. Each page is straight to the point in terms of receiving and providing information, as well as limited in the amount of information shown on each page. For example, the dashboard consists of two dropdowns, a button to move to the booking page and a table displaying previous hamper orders. This shows a clean design which receives a lot of information, but shows only those necessary, appearing simplistic and spacious, thus our users can feel more attracted towards the page due to its lack of excessive information providence.