Nathan Jen

Assignment 6A

**Links:**

Repo: https://github.com/NathanJen/assignment\_6

Live Site: <https://nathanjen.github.io/assignment_6/>

**Low-Fidelity Prototype**

**Diagram

Description automatically generated**

The new page that I created was an order details page. When designing this page, I asked myself the main reasons why people go to a page like this. Going off of my past experience, I deemed that the main reason was to check on the order status. That is why the main focal point of my design is the three large icons in the middle of the page. One for processed, one for shipped, and one for delivered. My intent with these icons was to make it more obvious and easier to understand what someone’s order status was upon viewing this mage. Additionally, I decided to add the pictures of the items the user bought on the left for them to quickly understand which order they were looking at, as well as the recipient and price on the right hand side. The “View Order Details” button is the button that will take the user to the page where they will get a more in depth look at their order, such as the items they purchased, the specifications of their purchased items, the payment method, breakdown of price, and other details that one may expect on an order details page. While it didn’t prototype this page, it would be the logical next step. Going back to my previous point, I left out those details because I don’t think that users usually go to their orders page to see this information, and according to the Minimalist Design heuristic, adding extra information only takes visibility away from important information.

**High-Fidelity Prototype**

**Graphical user interface, application, website

Description automatically generated**

This high fidelity prototype really drives home the points I was trying to make with the low fidelity prototype. In particular, I was able to use color to make the order status more clear as green indicates that the step is complete while black indicates that the step is not yet completed. One element of my design that I am slightly worried of is the overuse of green, which might take some visual attention away from my icons. However, I used green on the order number as I want it to be emphasized so users can easily distinguish each order, and the view details button to make it visible for the users that do want a more detailed view on their order. As for the images, I originally thought of having them be dynamically scaled depending on how many items were part of the image, but after playing around with that idea, I found that it made the images look slightly awkward when they are different sizes. Currently, I allocated enough space to be able to fit 6 images in the image container, the maximum number of items that the shop has. I decided to create a break after 2 images to create less white space between the bottom of the images and the top of the next order as too much white space looks awkward.

**Implementation Notes:**

Even though I did not implement a static cart page for the previous assignment, I decided to prototype an orders page because I was happy with my previous cart prototype and I wanted to gain experience using low and high fidelity prototypes to create new designs. Thus, I decided to implement my cart prototype and my orders prototype for this assignment. This orders page is accessible by clicking on the account icon in the navbar, or the “Place Your Order” button in the cart page. This button also clears your cart to mimic the order completion behavior. This orders page is currently static, and I plan to make it dynamic for part b of this homework.

The cart page is accessible by clicking on the cart icon or cart items indicator, and the page will update to match the items in the cart as well as the total price. I decided to make the quantity editable only in the carts page as users are most likely going to buy one harness or adventure item. Changing the item’s quantity will then dynamically update the subtotal and tax in the cart. I have not yet added the functionality to edit the information shipping info, and payment info on the cart. I also have not yet implemented the quick add to cart feature on the products page. I am planning to implement these features for 6B.

For the product details page, I decided to update the main item image to match the user’s color selection. I also made the border of the button they selected green to give users confirmation that the system understand their choices. As for the add to cart feature, clicking on the add to cart button in the product details page will update the visual indication of items in the cart, which is a number enclosed in parentheses to the right of the cart icon. This information is also communicated to the user on the cart page, as a number wrapped in parentheses next to the cart page’s title. I made the decision to have this number reflect the sum of all the quantities of items in the user’s cart, and this number updates every time the user adds an item to the cart or updates the item’s quantity in the cart.

Finally, I started working on the extra credit favorites (wish list) page. This page can be accessed by clicking on the heart icon in the navbar. You can also add items to the favorites page by clicking on the heart icon on each item card. This step will also fill in the heart icon, giving feedback to the user that this item was added to their favorites list. The favorites page currently uses the same item card component that the products page uses, but I plan to change this for 6B.