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 this was to make it immediately obvious what someone’s order status was. 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 that out 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, taking some visual attention away from my icons. However, I used green on the order number as I want it to be emphasized (though thinking back I don’t think it’s really that important), 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. 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 3 images to create less white space between the bottom of the images and the next order as too much white space looks awkward.

**Other Notes:**

While I did not implement a cart page for the previous assignment, I decided to prototype an orders page because I was happy with my cart design, and I wanted more experience using low and high fidelity prototypes to create new designs. This orders page is accessible by clicking on the account icon in the navbar, or the “Place Your Order” button in the cart. This button also clears your cart.

On my site’s navbar, you are able to access the favorites page by clicking on the heart icon, the cart page by clicking on the cart icon, and my new orders page by clicking on the account icon.

As of now, the cart page is not static and will update the items in cart as well as the total price. I have not yet added the functionality to edit the information shipping info, and payment info on the cart.