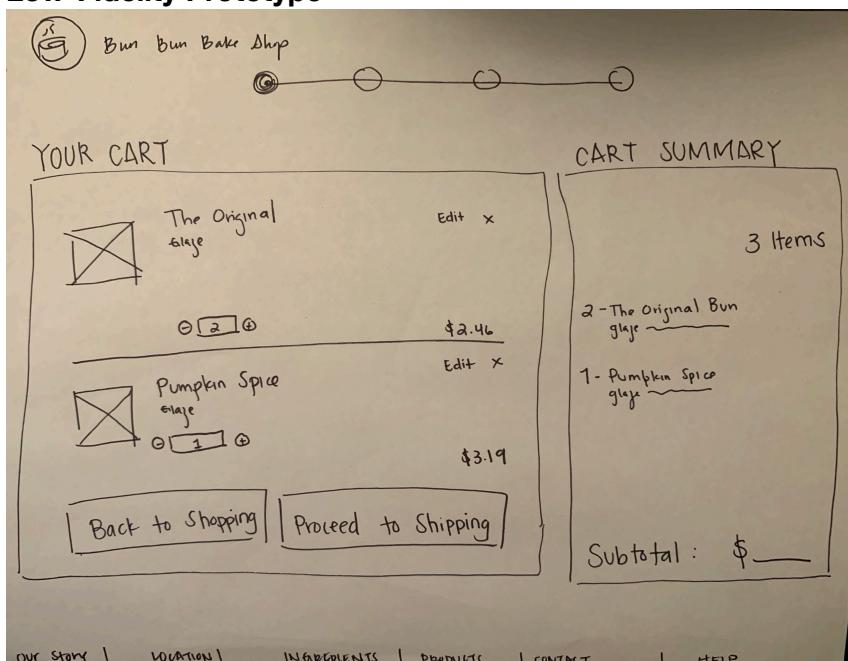
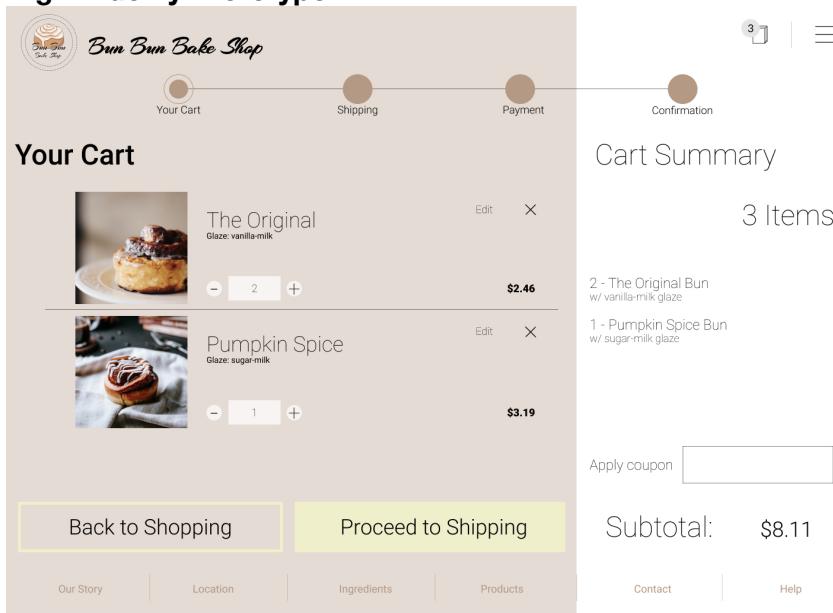


Onyekachi Nwabueze
HW6A Reflection

Low-Fidelity Prototype



High-Fidelity Prototype



Design Decisions

1. Simplicity

I am aiming for a minimal design to imply a simple checkout process. Checking out a purchase on a retail site is usually the last step for a consumer and the step that seems the

most straightforward since it has become somewhat standardized across web-retail platforms. I used a top nav-bar (seen in my sketches)* to give the user a sense of transparency and aid to the machines situational state by knowing where they are in the checkout process and what to expect as they progress. I added large, distinct, yellow buttons towards the bottom of the page to give the user a feedforward indication about what they will see or experience when traveling to the next page (or back to the product pages).

*I decided not to include the Navigation bar because this is only the first page of the Checkout process and it is an HTML rendition without interactive capabilities. This page should be shown when the user navigates to and clicks the cart icon at the top right-hand corner. The navigation bar did not seem necessary for this part of the assignment (as it is designed to show the user what to expect next in the checkout process).

2. Intuitive

I designed this page so that the user should understand exactly what they purchased, can make changes to their cart, have the option of adding a coupon (though not shown in my HTML iteration), and in the case they change their mind, can either revisit the product page or continue in the checkout process. Rather than making outlined boxes to separate the Cart Items and Cart Summary (that will update the Subtotal and carry the rest of the shipping information), I made the page different colors simply because I thought it looked better/cleaner.

Programming Issues

1. Positioning

I cannot ever recall learning how to position items, text, links, and other types of tags and objects in HTML/CSS. In all of the classes and courses I took, positioning is always left as an after-thought or as a concept that is seen as easy-to-learn and simple. I disagree wholeheartedly. One of my primary struggles has been positioning different objects. It seems as if by chance that some of my items follow the code I enter into CSS. I would like some guidance and explanation/instruction on how positioning works.

2. Layering

When I begin to work on my navigation bar, I will need to be able to position and layer items on top of each other. I have been advised from various TAs and classmates that HTML and CSS is not friendly when it comes to layering. I will love the chance to get further guidance on how this can be done.