IST 331: Human Centered Design

Northland Bowling High-Fidelity Prototype

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3/29/2023

Link: <https://xd.adobe.com/view/09b50bba-0ff5-405e-9b9e-ad2a3d191540-5ce6/>

Process Taken to Create the High-Fidelity Prototype

* Analyzed the Low-Fidelity Prototype and redesigned it to make the high fidelity both simpler and easier to use.
* Changes Made:
  + Tournaments tab changed to Parties and Events tab
  + Changed the color scheme because the choice of colors matters when considering User Interface design and we felt that the original color scheme was super unsatisfying.
  + Added more pages and buttons to map to more places for the user
  + We removed the bowling lane background and replaced it with a solid color to increase usability and keep the focus on the information on each page.
  + We also changed the main function buttons to match new information we pulled from the existing website.
  + We decided to split the food and motel section into their own tabs within the website to organize the website better and reduce clutter.
  + We also included the menus for the arena and the smaller menu for the restaurant on their own pages.
  + We added links on the motel page that takes you to google to check live availability and pricing for the rooms.
* Challenges While Designing
  + Figuring out how in-depth we wanted to make the webpage, and how expansive
  + Adobe XD is a learning curve and we believed for a while that we had to make everything from scratch
  + When using the UI Kits, we had trouble figuring out how to use them at first, but after a while figured out how to add it as a library in XD to make it easier to use
  + Getting each page to have a clickable feature and connecting pages together was a struggle at first
  + Inserting a link that was a PDF file was difficult to get to work because of ADOBE XD’s incompatibility with a http vs https as a hyperlink.
  + Adobe XD only supports HTTPS links and not HTTP.
  + Overall learning how the software functions and how to incorporate different design aspects from class.
  + Keeping in mind heuristics and gestalt principles and incorporating them into a real-world example like this.