

# **05430-Assignment 5**

## **HTML & CSS Prototype**

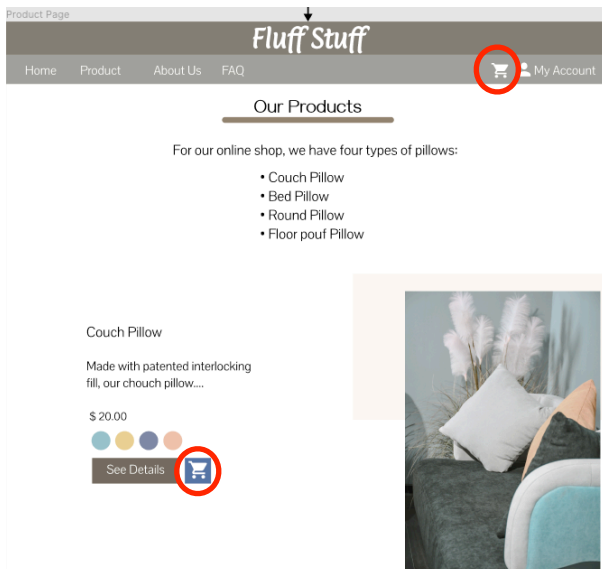
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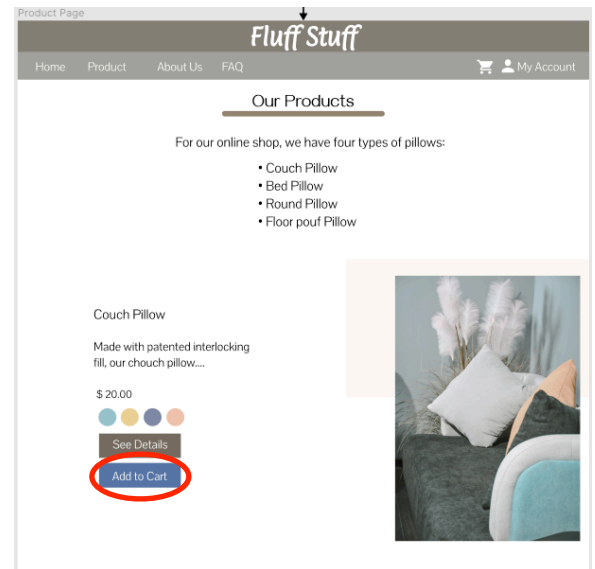
# Interface Bugs

## 1. Help and Documentation

In my original prototype, the product page lets the users to add the item to cart without having to go to the details page. However, the cart icon looks exactly the same as the top right cart icon, which navigates to the shopping cart page. I figured users may find it confusing and knowing the cart on the product page indicates “add to cart”. Therefore, I changed the icon to words and write out the task that the button is supposed to do.



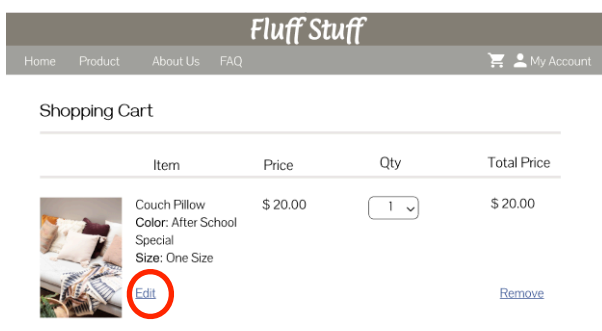
*Before:* The two carts look identical but have different functions.



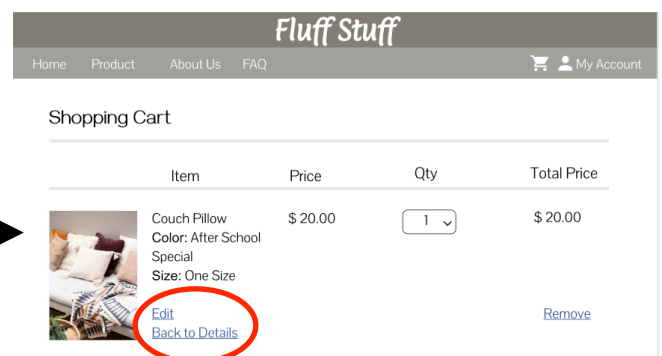
*After:* The “Add to Cart” button clearly indicates what will happen after it is being clicked.

## 2. User Control and Freedom

In the original prototype, when the users go to the shopping cart and are ready for checkout, they can only edit the details of the items in the shopping cart (like quick shop), but there was no way for them to go back to the product detail page. Thus, to give users more control and free, I added the “back to details” option.



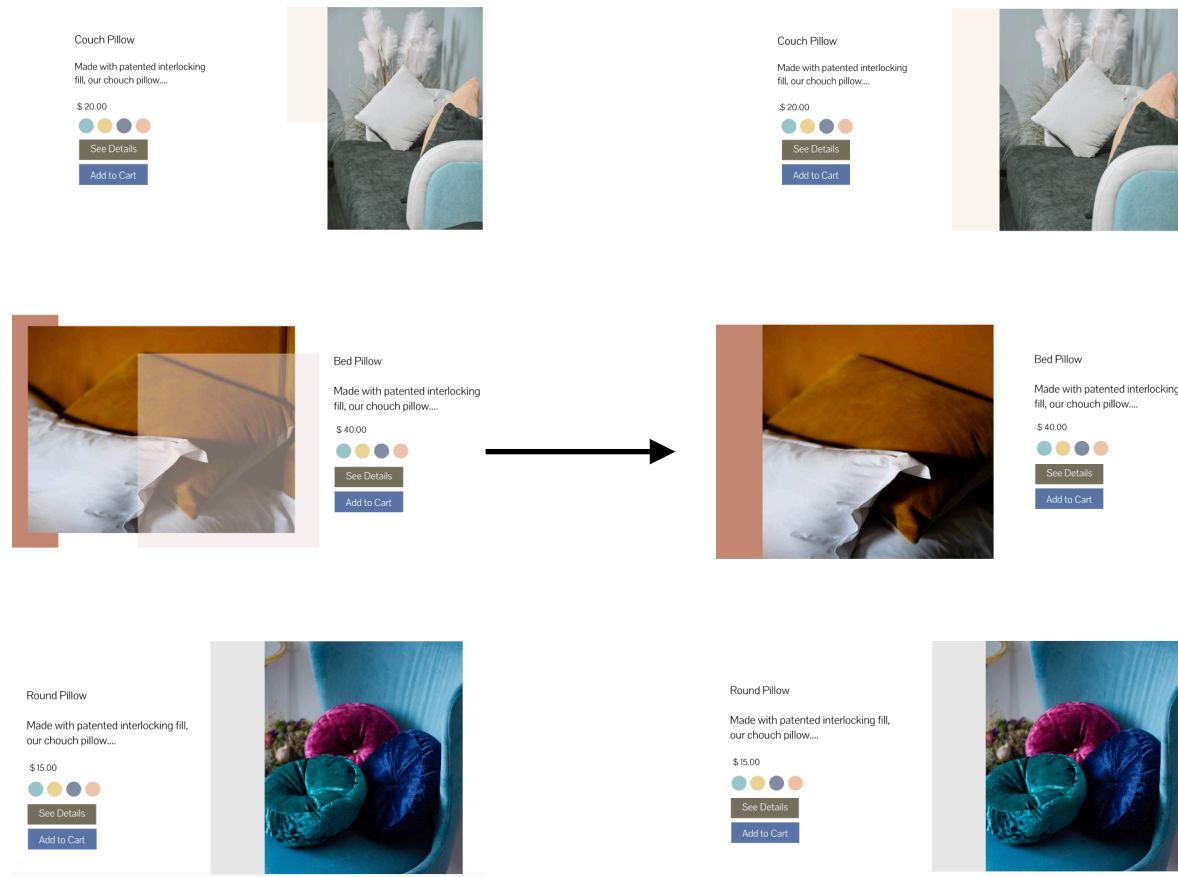
*Before:* Can't go back to the product detail page from shopping cart.



*After:* Added the “Back to Details” option.

### 3. Consistency and Standards

In the original prototype, the product page is designed with creativity but without consistency and standards. For a functional website, the design is not the best. Therefore, I took out some of the elements, but I still kept some of its current aesthetic features to make the website still look pretty.



*Before:* Some unique and creative elements exist on the page.

*After:* Some variation still exist but the layouts are mostly consistent among different products.

### 4. User Control and Freedom

In my Figma prototype, the top bar of menu is not clickable, although it seems to be so. Thus, for the html & css prototype, I made the store name in the top bar interactive so users now have the choice to click it to go back to the home page.



## Bugs & Challenges

Below are some of the bugs that I have encountered and resolved during the prototyping process.

Challenges/Bugs	Solution
Bug #1: Parse Error on my link to google fonts	This is simply a syntax error. I looked into the link and deleted the extra "<>" that I accidentally embedded in link.
Warning #1 : It is better to have a lang attribute on my html files	I added lang = "en-US" on all my html files.
Challenge #1: Having the cart and user icon display horizontally and moves proportionally when the screen size is adjusted.	I went to the Office Hour to seek for help, and I updated my code to implement flex box to resolve this issue.
Challenge #2: I wanted the images to expand when I adjusted the screen size, but not exceeding a certain level.	I set up max-width and min-width for the images so they can be how I want them to be as I adjust the screen.

## Brand Identity & Design

I wanted to design a pillow website that makes my audiences think that my pillows can give their homes the feelings they want. My targeted customers are those who are looking for pillows to either improve their life quality or to decorate their homes with softness and comfort. Therefore, I planned to give my website a cozy tone and some warm and home-like feelings. I chose the colors that have dimmer tones to build a bedroom-like environment, because pillows are usually connected with bedrooms. I want to let my customers feel the laziness and enjoyment that pillows bring just from browsing through my website.