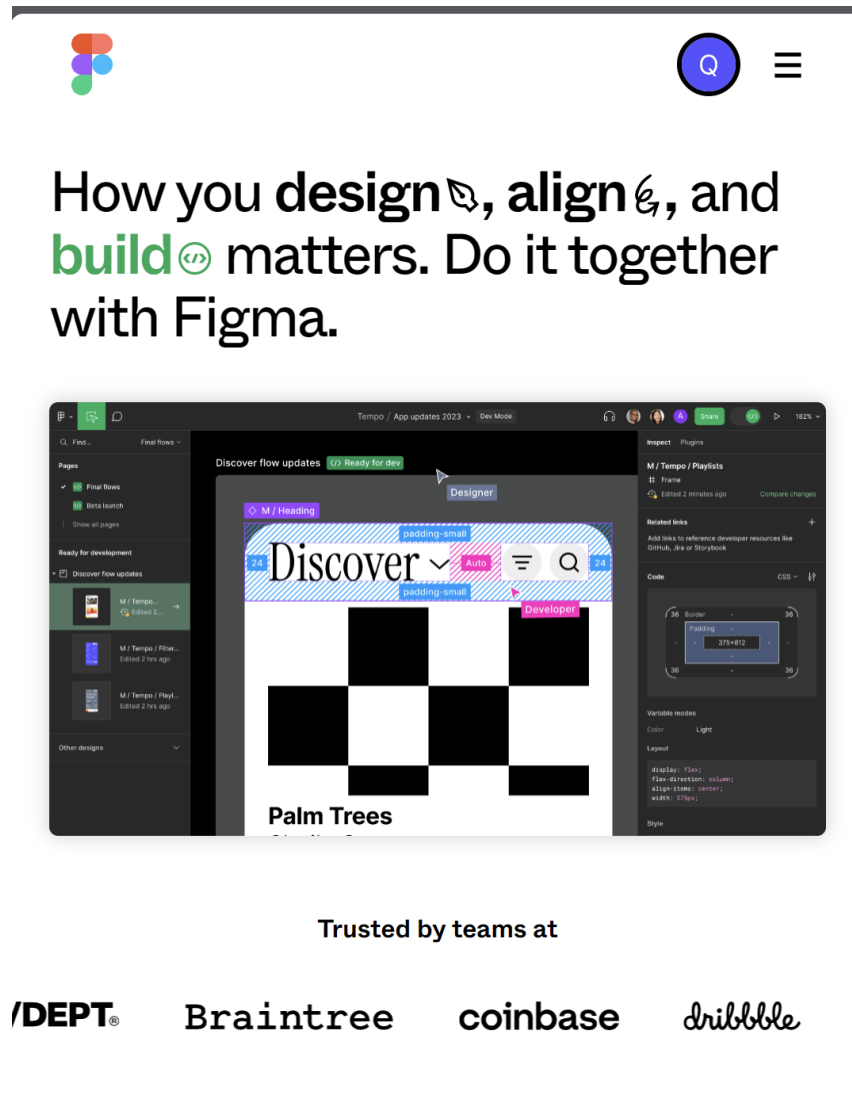


CSE463 Assignment 3

Objectives

- Explore how to use Figma to finish a mobile-based payment prototype.
- Get familiar with the basic process of payment.
- Apply some of the design principles learnt in class into the prototype



Description

For this assignment, you are going to design a set of pages that walk through the process of payment in a mobile-based device. Such payment scenarios might include: buying a flight ticket, ordering foods, buying clothes on e-commerce website and so on. You should make your own decision on what kind of payment scenario are you going to implement.

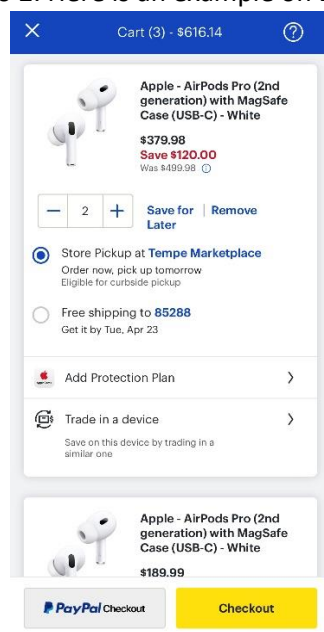
A typical payment workflow, should starts from a shopping cart/order page where you have already put items into the cart or an order. In the shopping cart page, there should be a button that leads you to the next step of the payment, which could possibly be a checkout page.

In the checkout page, you will be asked for further necessary details such as personal information like name, delivery address, payment information (credit card information or a button for apple pay). In the checkout page, there most likely to have a “pay” button or “place order” to finalize your order.

After clicking that button, you will be led to a post-pay page which notifies you have paid successfully and the rest of the information may pop up. This page could be variable. For a ticket buying process, it will display your travel itinerary. For a food buying process, it will display the estimation time of ready or the location that you are going to pick your foods up.

After providing a brief introduction to provide a basic understanding on this assignment, a more detailed description is shown below. The whole assignment should be a set of mobile-based design that is suitable for mobile users (mobile browser or mobile app). **Your assignment should contain at least 3 pages:**

1. **Shopping cart/Order page.** In this page, you are going to design a cart that can hold the items you are going to check out.
 - a. It should default have 3 different items in your cart. For each item, there must be a delete button. If each item is allowed/applicable to have more than 1, then there should be also two buttons that can increase or decrease the number of that item. **Only Buttons for the first item should be functional.** We encourage you to add more details such as button “save it for later.”
 - b. In this page, there should be a checkout button that can take you to the checkout page.
 - c. You need to provide an icon that can open/close your cart, which shows the number of the items in your cart. Since only the delete button for first item is functional, after you clicking the delete button for the first item, the number shown in the icon will turn from 3 to 2. Here is an example on Best Buy cart (left) and its design on cart icon(right).



Pick up where you left off

2. **Checkout page.** In this page, you are going to cover enough information to finish the payment. The information that the customer needs to provide maybe different. However, some information must be provided.

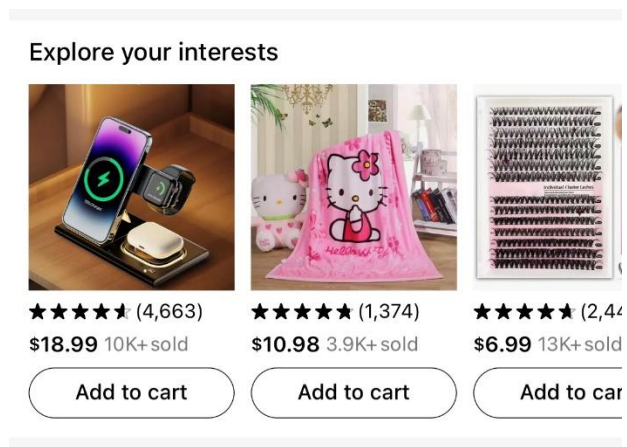
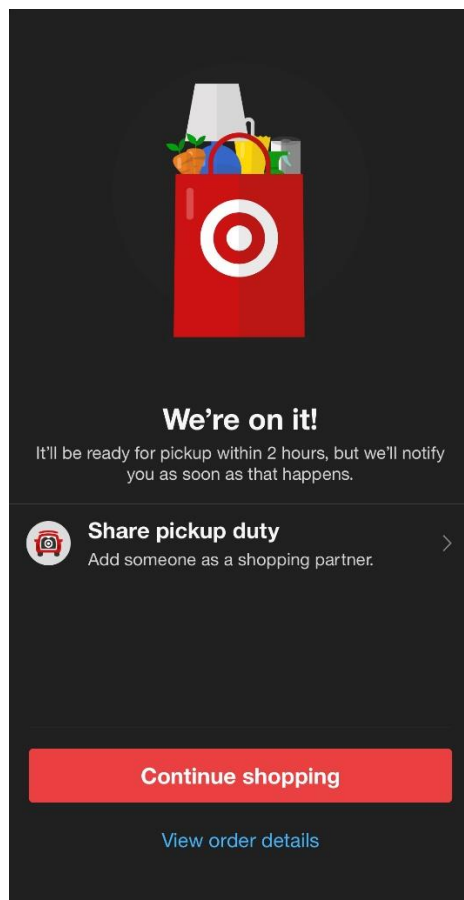
- a. You must ask the user to select the payment method. You should provide at least two methods: Apple Pay and card. If you choose to use card, there must show a form that can enter the card information: card number, valid date, card holder's name and CVV code. If you choose to use Apple Pay, the card information form must be hidden.
- b. Summarize/Provide other information that you think it is mandatory which is based on your own selection. For example, to deliver the food, you must provide a delivery address while you don't have to provide the delivery address if you pick up the food on your own. Don't be overthinking on this part but if you do nothing on this part, your assignment will be regarded as not responsive and you will lose point. Here is an example for Amazon checkout page for you as a reference.

The screenshot shows the Amazon checkout page. At the top, there is a light blue bar with a back arrow. Below it is a yellow button labeled 'Place your order'. The order summary section shows: Items (2): \$46.04, Shipping & handling: \$0.00, Estimated tax to be collected: \$3.73, and Order total: \$49.77. The delivery address is 'Delivering to Amazon Counter at Whole Foods Market, 750 S Ash Ave, Suite 101, Tempe, AZ, 85281, United States', with a link to 'Change delivery address'. The payment method is 'Paying with Discover 0747', with links to 'Change payment method', 'Use Discover Cashback Bonus points \$188.06 (188.06 points) available', and 'Use a gift card, voucher, or promo code'. The delivery date is 'Arriving Apr 22, 2024', with a note 'If you order in the next 1 hour and 47 minutes' and a link to 'Details'. At the bottom, there is a circular icon and the text 'Monday, Apr 22 FREE Two Day Pickup'.

- c. Implement a “pay” button, which can take you to the order confirmed page.
- d. Because there is many information in payment page, it is common to use a longer page, which is available to scroll down in mobile device, in this check-out part. Or, you can also break down your check-out page into several sub-pages. Please think here: Why we use a longer page or break this check-out part down? What kinds of design principles are we going to keep here?

3. Order confirmed page.

- In this page, you should display an order confirmed message to the user. We encourage you to customize this page on your own. For example, for a food order, this page is recommended to display the estimation time on when it is ready.
- Implement a button to go back to the main page.
- Experimentally implement a dark pattern section. Please design a section such as “you may also like”. In this “you may also like” design, you should put several items or services that a user might get interested in it which may spend extra money potentially. Here is an example below for the confirmed page(left) and the dark pattern(right). Please embed the dark pattern design into this page. Other forms of dark pattern design can also be considered. If you do not know what is a dark pattern, please go back to check the slides or check the [common suggestions](#) of this assignment



Specific Requirements

You will get full points if you meet the requirements below. Do not overthink. **You will not lose any points outside of these specific requirements.** After finishing your assignment, self-check your assignment with the requirements below.

1. General
 - a. Your design must be mobile-based.
 - b. The color/theme of your pages should be consistent. Please align your color, fonts and overall designing aesthetics.
 - c. All the pages should look complete, which is overall responsible.
2. Shopping cart page
 - a. There should originally exists 3 items.
 - b. The deletion function for the very first item should work. After deleting the first item, there should exist only 2 items in cart.
 - c. There should have a shopping cart icon/button that the icon itself shows the current number of the items in cart. It should be 3 at first. After deleting the first item, it will come to 2.
 - d. The cart icon/button can open or close the cart page.
 - e. Must have a functional button to transit to checkout page.
3. Checkout page
 - a. Must have a payment selection. Two options must be provided. (Card and Apple Pay)
 - i. For card method, it should have a card information form to enter: card holder's name, card number, valid date and CVV.
 - ii. For apple pay method, if you choose this method, the card information form should be hidden.
 - b. Must have a functional pay button to transit to the order confirmed page.
4. Order confirmed page
 - a. Must have a message to tell the user that order have been paid.
 - b. You should implement a dark pattern section in this page. It is not required to be functional. Only focus on demonstration effects.
 - c. Must have a button to take you back to the cart page OR to a blank page which only have a shopping cart icon/button there mentioned in the previous requirement.

Common Suggestions

1. If we have not introduced the dark pattern in class, here is an introduction for it.
 - [What are dark patterns in UX? \(uxdesigninstitute.com\)](https://uxdesigninstitute.com/dark-patterns-in-ux/)
 - [Dark Patterns in UX Design — Which Ones Are the Most Deceptive? | UXPin](https://uxpin.com/stories/dark-patterns-in-ux-design-which-ones-are-the-most-deceptive/)
2. You are not required to achieve the functionality of entering/typing to the text field (Card information text field). You can directly put information there or set some states for it that can easily change dynamically. You are implementing a prototype!
3. You will get the full points if you meet the requirements mentioned before. In addition, we are looking forward on your creativity and your own taste of aesthetics!

Submission

You must submit a **shareable link** and submit the link on Canvas.

We assume that you have already learned how to share an operatable link in assignment 2A. If you provide a link that is invalid, **you will receive only 1 credit**. Please double check and self-test your link after you submit it.