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Programming Usable Interfaces

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## Assignment 6A: Reflection

**GitHub Site:** <https://amy-designs.github.io/HW6/>

**New Hi-Fi Prototype Page:** <https://amy-designs.github.io/HW6/signin.html>

### 1. Low-Fidelity & High-Fidelity Prototypes: *Account Sign-In Page*

For my new page, I added an Account Sign-In page. This page can be navigated to from any other page on the site, via the “Account” link on the right side of the top header bar. I originally added this page as part of the account functionality, which would make the shopping experience more efficient for regular users.

In my lo-fi paper and Figma prototypes, I designed the account sign-in page to be a simple login form that followed the same color scheme as the rest of the site. Users would be able to sign in and enter their accounts, where they could view information on saved addresses and payment, purchase history, and other profile information. If users did not already have an account, they would also be able to create an account via the button on the sign-in page.

To implement this in my hi-fi prototype, I used HTML and CSS to create a form where users would be able to input login information as well as the aforementioned buttons. While this hi-fi prototype is currently static, it reflects the overall design decisions I made in my lo-fi prototypes, in terms of visual design and intended functionality.

### 2. Hi-Fidelity Prototype: HTML, CSS, Javascript Implementation

For my hi-fidelity prototype, I implemented options for color, material, and size on my detail page that users could select via radio buttons. Then, users could adjust the quantity they want by either inputting a number or using “+” and “-” buttons. The total quantity of items would be updated in the cart icon on the navbar after users add items to their cart.

In addition to adding this feature, I am still in the process of correcting errors from Assignment 5. This includes fixing some of the formatting issues, replacing static images with code, and making adjustments to my code, all of which I plan to finish revising for Assignment 6B. Through Assignment 6A, I learned how to use grids, which was a significantly better way to get the formatting I wanted compared to my previous method of using *position: relative* and *position: absolute*. My overall process in this assignment involved a large amount of trial and error, and I struggled the most with formatting on my detail page. I had a significant amount of images and text that needed to be lined up to each other precisely (ie. setting images to radio buttons and putting labels below each), and I made many adjustments to align them correctly.

### 3. Overall Challenges

Overall, the main challenge I faced for both assignment 5 and 6 in implementation was in learning how to implement formatting via HTML and CSS and Javascript functionality. While we were introduced to most of the important concepts in labs, I wished that we had spent more time on specific programming techniques (ie. using grids, creating quantity selectors, etc.) and how to implement them in a practical context. Still, my self-learning process has definitely helped me internalize new concepts while allowing me to gain a better understanding of how to look for useful resources.

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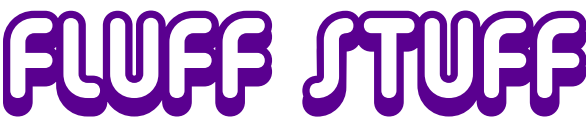
#### **Attached:**

- A. Lo-fi Paper Prototype of New Page
- B. Lo-fi Figma Prototype of New Page

*\*Hi-fi prototype is linked at the top (GitHub Pages)*

## Sign In

(Footer)



COUCH

BED

FLOOR POUF

ROUND



# Sign In

Log in to your account to see items you purchased before or added to your cart.

Email Address

Password

[Forgot your password?](#)

ENTER

CREATE ACCOUNT



## RESOURCES

- About Fluff Stuff
- Contact Us
- Shipping & Returns
- Material & Sizing Guide
- Quality Guarantee

Email Address

SIGN UP

