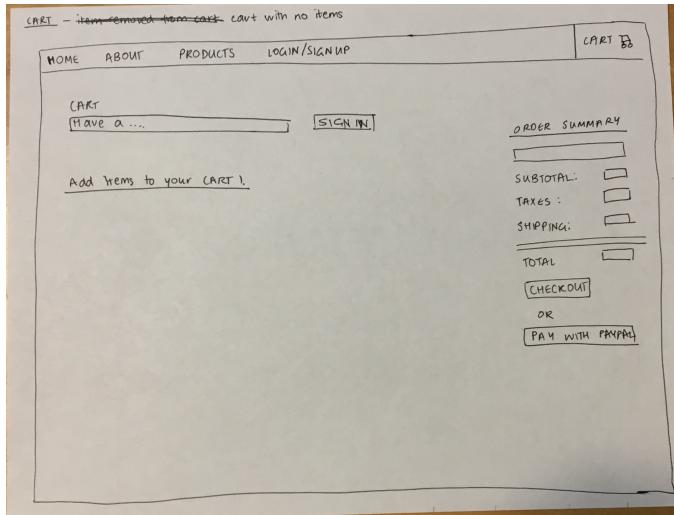


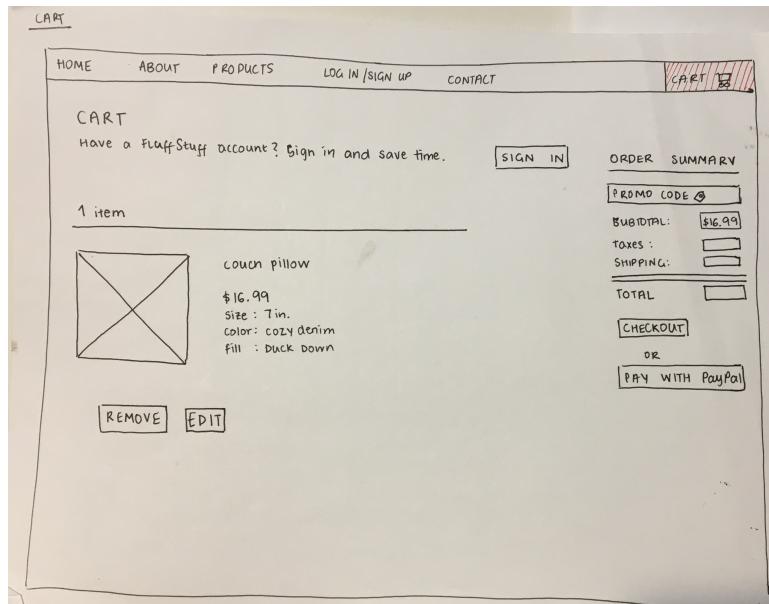
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Low and Hi-Fidelity Prototypes:

- Low Fidelity prototype – paper prototype
- 1. Cart initialized

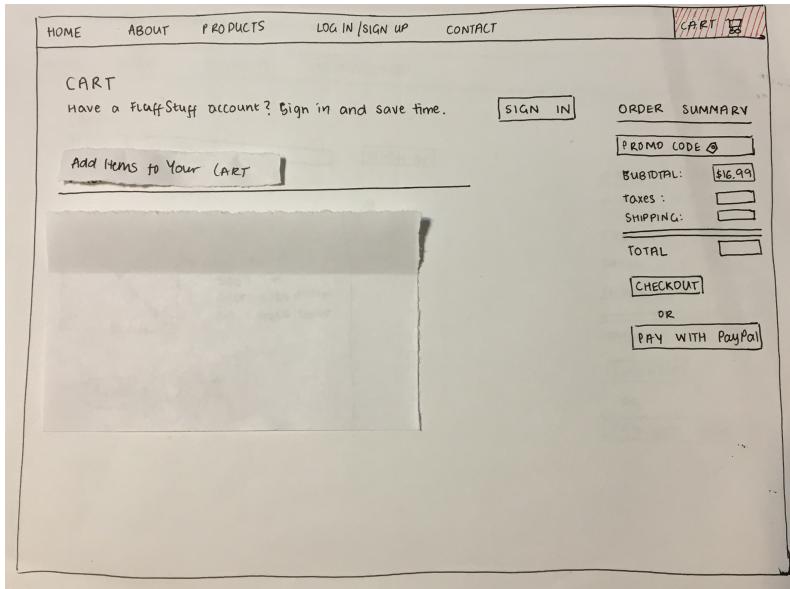


- 2. Cart when 1 item has been added



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3. Cart when item has been deleted



Design choice: As a consumer on the cart page, there are two main goals. One, is to review everything you have in the cart. Two, review what the price of the total cart is and then evaluate whether you need everything in the cart. Hence, there are some key features that should be highlighted and what I highlighted in my designs. These features are: delete, edit, order summary, how many items in the cart. I wanted a simple design that allowed users to complete their two goals simultaneously, which is why I have two elements side by side. Some carts required you to scroll to the bottom, but that would be tedious and could lead to confusion for the consumer. Hence, I put these two elements side by side.

➤ High fidelity prototype – inVision
https://invis.io/2AO56IRBR3U#/328098275_Cart

Design Choice: What changed in In Vision was mainly the navigation bar. Some of my previous feedback suggested that the text was too big, so I decided to scale it down and pad it more with the grey. Hence, it still stands out but not in a way that it comes across as for a child. I also changed the order of items in my navigation bar. As mentioned by Nielsen's heuristic "flexibility and efficiency", customers want to be able to achieve their goal as quickly as possible with ease. On a website for pillows, customers want to buy a pillow and hence, the cart is their most important element for this action to actually happen. Hence, moving the cart separately from all these other items in the navigation bar was key. Finally, just the cart logo wasn't enough to show customers where the cart was, so I added the title too.

Reflection:

I faced a couple of challenges:

- First, I faced a challenge with my item changing its display as the different variations of fill, color, size were clicked. However, learning about JS functions I decided to create a different JS function for each of these elements and calling them onclick. This made it a lot easier to monitor how the different variables were changing and what this should result in.
- Next, I faced a bug as my cart would save the items but save them all as the most recent pillow that was added. To avoid this, I initialized the cart in two places for the Product Page: once as the window loaded so the cart could either be set up or got from localStorage, and a second time when

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- Another challenge was trying to remove the item from the cart. I initially setup a function that went through every item in the cart currently and checked whether it matched the four elements that made each pillow unique: color, fill, quantity, and size. It would then remove the item from the cart. This function kept breaking though as there was a lot of Syntax errors that kept showing up and even when it would run, it would still return the incorrect values. After talking to a TA, I simplified the function into a splice function, added it to the cart, re loaded the cart and then displayed it as an image.
- One of the biggest challenges was definitely the Syntax of javascript. As someone who has never taken a coding class other than 110, I was really struggling even with Googling and office hours to continue to create my code. I understood the logic well and knew what I wanted to do, but often struggled to actually implement it.
- Overall, I enjoyed the challenges, and also learned how a design from the front end might have to be simplified when actually being created. The more elements and extra style is added, the more bugs and the more challenges the developer faces. Not only that, but once all the elements are on the page, the user can be confused as to where they are supposed to be looking and doing.