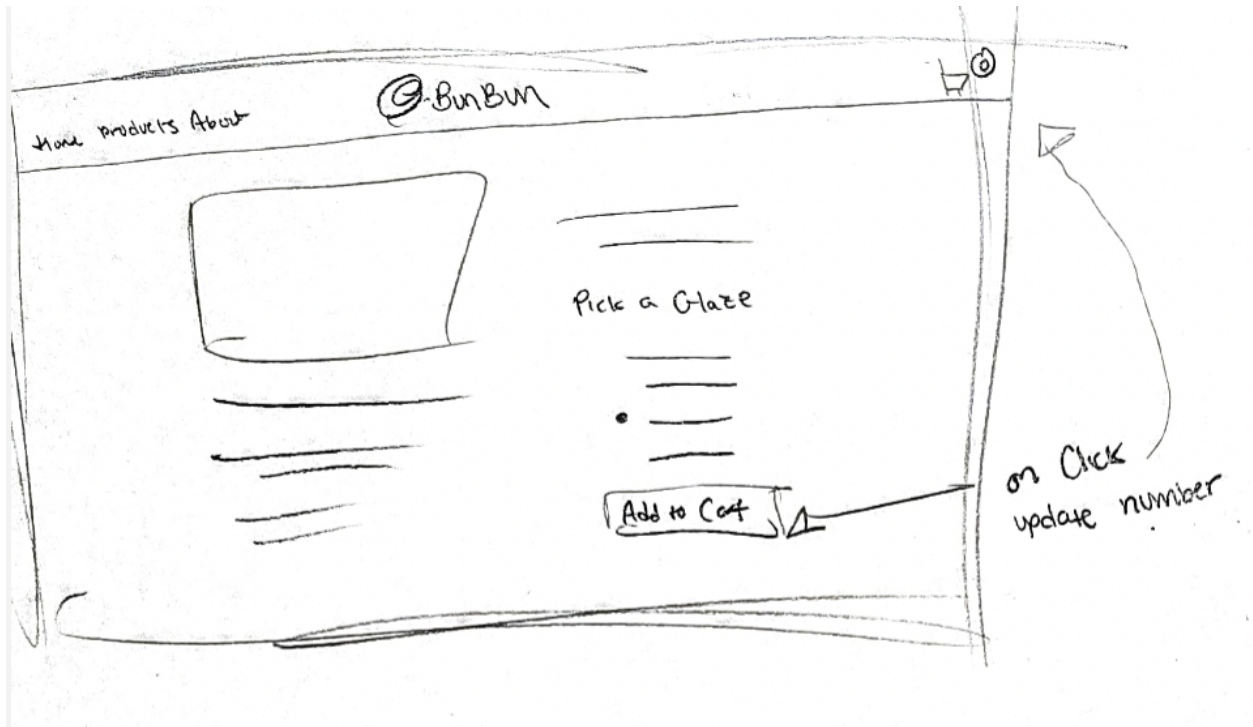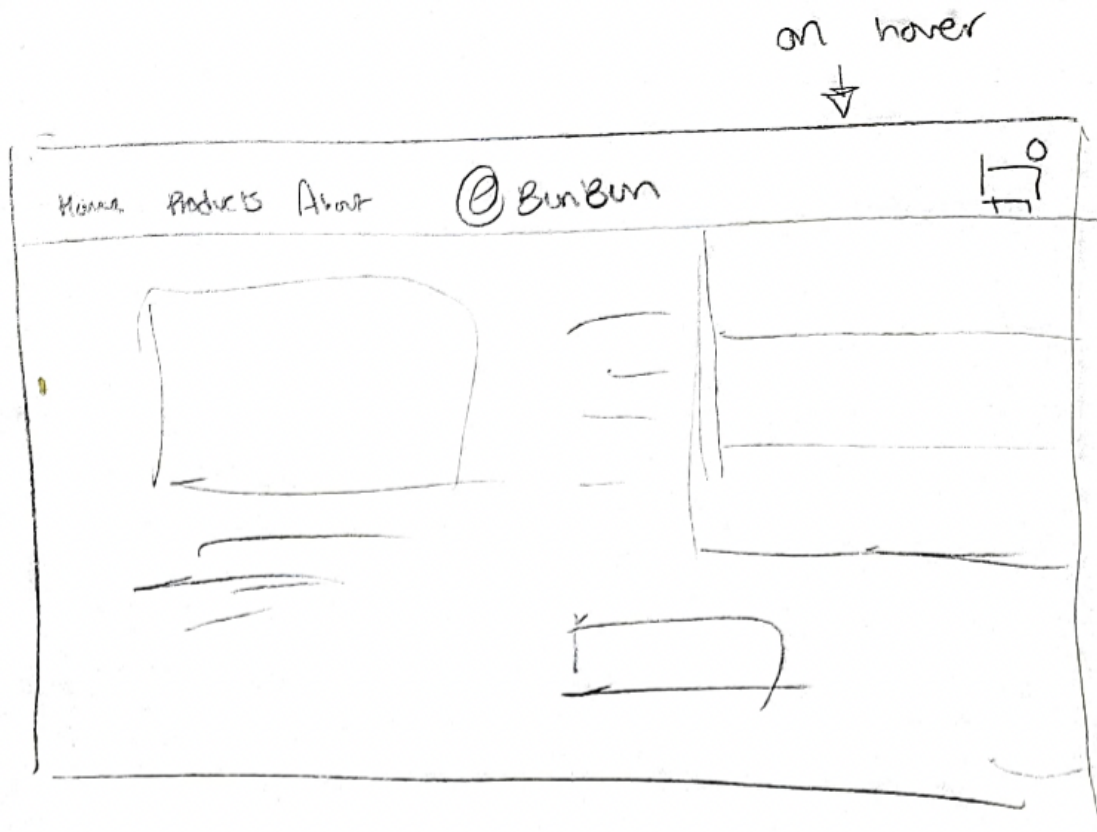Clara Cook
05-630
Assignment 6A
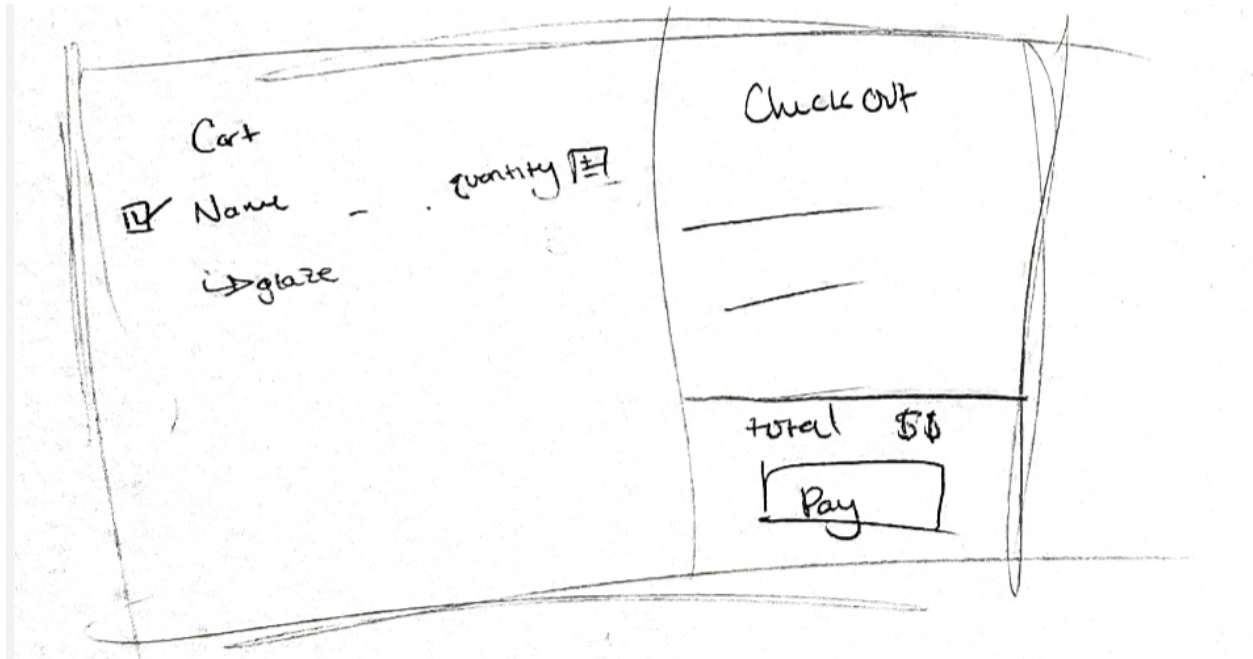
1. Low Fidelity Prototypes:

I will have an "Add to Cart" button that will only be allowed if a glaze has been selected. It will update the quantity to exactly one more, since only one cinnabon will be added at a time. Once the number has been incremented, the page will reset to have no glaze selected. In doing so, the "Add to Cart" button will again not be allowed to be clicked, unless the user adds a new item.
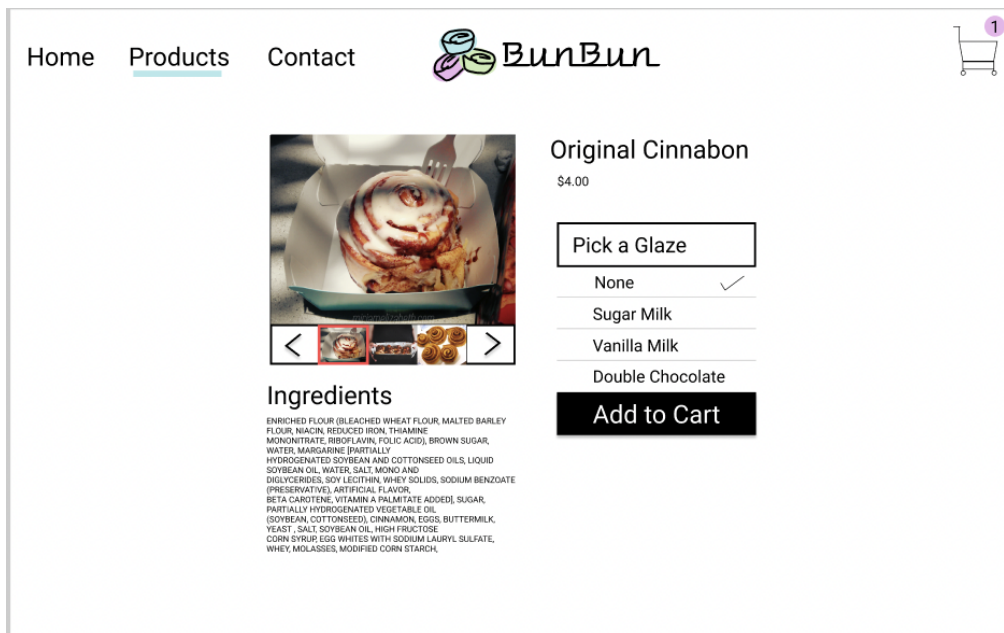
Here, I wanted to add an extra feature that would allow the user to see their cart while they are still shopping. The user is able to hover over the cart icon, and they will be able to see a summary of the available items. This will allow the user to keep track of what they have already added while they are looking at other items to add to cart.
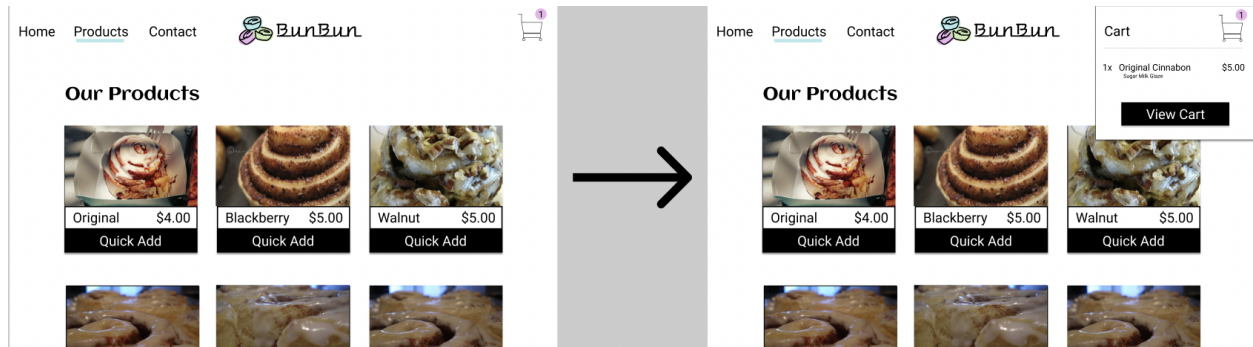
Finally, this is the actual cart page. Here, I will make it so the user is able to subtract and add identical items to the same page on the cart/checkout page. Changing the quantity of items here will allow users to make last minute decisions, including subtracting to 0, which will remove the item altogether. When the user manipulates the quantity, the adjusted checkout section will automatically account for the price difference.
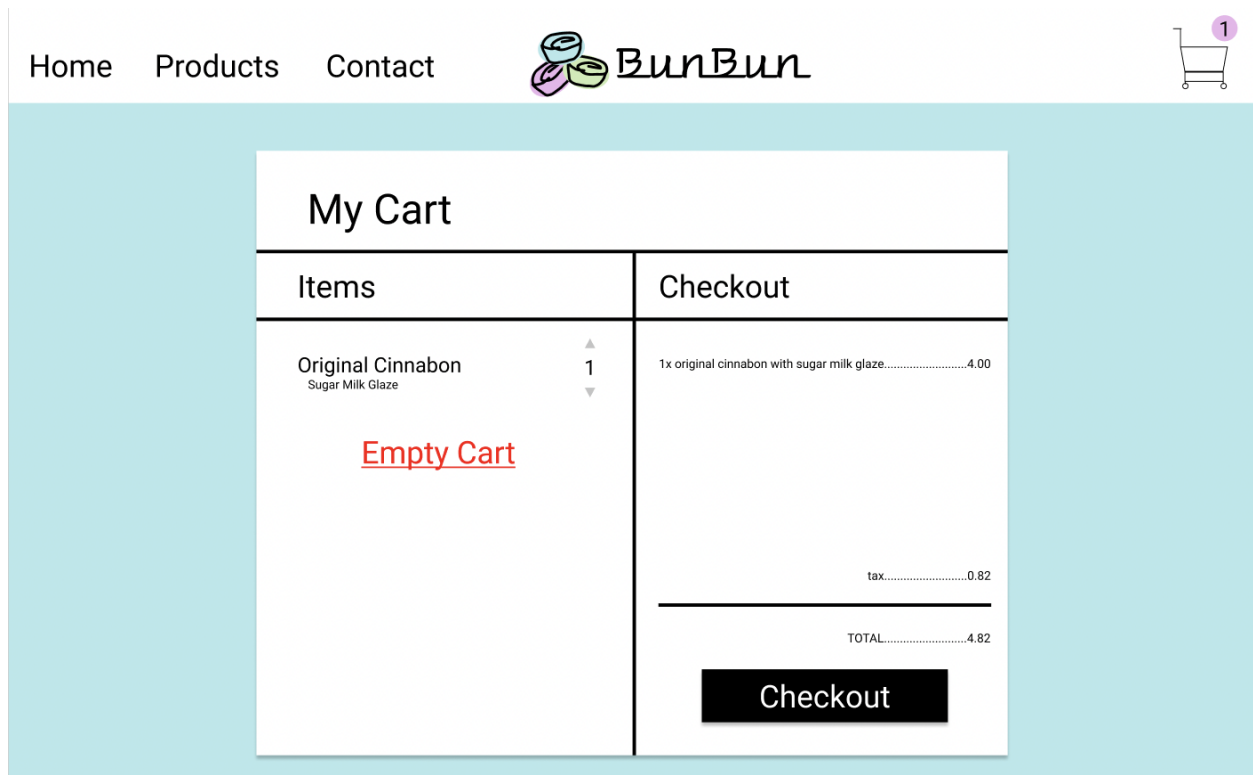
2. High Fidelity Prototypes:

From this page, users are able to add to cart once they have picked out a glaze. As you can see in this image, an item has been added to the cart, such that a "1" has appeared above the cart icon, meaning that the user could see some feedback that their item has been added.

If users want to see the progress on their cart, they will be able to hover over the cart icon, such that a small block will appear over the screen showing the summary of the current cart. The cart page will be accessible both from clicking on the icon and clicking on the "View Cart" button. This modal will provide more screen real estate and will bring more focus to how to add to how to access the cart.

This is what the actual cart will look like. Notice that the "Items" section is manipulatable, meaning that users can add or remove items by interacting with the up and down arrows. These

manipulations will automatically increment the number of items shown in the checkout section, and likewise, it will increment the price to include the updated total.

3. Web Prototype w/JavaScript:
   a. Link to Github:
      https://github.com/claracoo/PUI
   b. Netlify Hosted Website:
      https://hopeful-khorana-b91448.netlify.app/homework_6a/
   c. 1 Javascript file
      https://github.com/claracoo/PUI/blob/main/homework_6a/index.js