

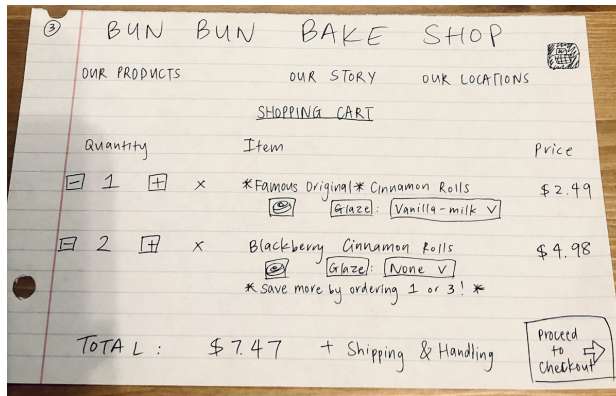
HW 6a

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Javascript

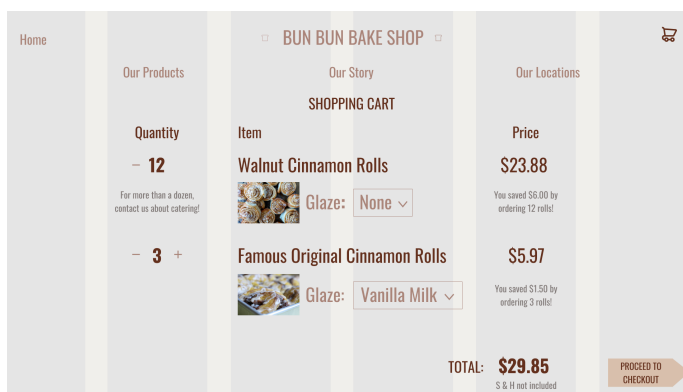
Reflection

Low-Fidelity Prototype (added a shopping cart page):



Design Choice: When I was doing the low fidelity prototype, people liked the remaining customization options for quantity and glaze, as well as the small images. So, I tried to keep these as much as possible. One thing that people mentioned was how they didn't love or fully understand the discounts ("Save more by ordering 1 or 3!"). It was confusing information. Similarly, it wasn't super clear what's in the shopping cart at first glance. So, I aimed to increase the boldness of the item titles so that they stood out to users. Otherwise, they liked the clear action items ("Proceed to Checkout").

High-Fidelity Prototypes (added a shopping cart page):



Design Choice: In the high-fidelity prototype, I kept to the nostalgic, mom-and-pop feel with the stripes. I wanted the largest text to be the quantity, name, and price of the items in the cart. I

made sure to keep the customization options (plus/minus buttons for quantity and dropdown list for glaze). I changed the “save \$\$” info so that it was more discreet since it’s not a vital piece of information. However, it’s still nice for a user to be able to understand price discrepancies. This page is much simpler than the product detail page (as that was a comment on my last assignment submission). Furthermore, several actions and pieces of information are highlighted (quantity and name of the item, total price of all items, and the proceed to checkout button). All the information is placed towards the center in order to draw the eye in (and then, later down) as well as to provide some negative space for the page to feel less cluttered.

On the actual HTML page, there is even more space and padding between items to make it feel less claustrophobic. I also made the design choice to make the most visible piece of information be the total price for all the items (which, arguably, is the most important information on a shopping cart page). This was decided to really guide the user towards the action item, which is to “proceed to checkout”. I realized that even my actions as a user on a shopping cart page is to skim through the items (since I know what I put in there) and just skip to checkout. While I still have lots of information on the shopping cart page (for users still making up their mind or who want to see details), the main action is meant to be to go to checkout by reading towards the bottom right (where the final button is).

Web Prototype w/JavaScript:

1. Atleast1JavaScript file that demonstrates (**script.js**)
 - Page updates when selecting a product's details (**images change as glaze selection changes**)
 - An add to cart feature and a visual indication of items in the cart (**add to cart button and top right shopping cart icon on changes color+adds to counter**)
2. All HTML/CSS files from Assignment 5 (**6a folder**)
3. A new HTML file for the required new page linked to the main page
4. For HTML files:
 - Make sure each of the pages renders without error. Use the Developer Tools in Chrome to do this, and also use the HTML validator to validate your HTML file.
 - Indent and comment your code; follow the HTML style guides.
5. For CSS files:
 - Make sure the CSS file is well formatted and use the CSS validator to validate your CSS file.
 - Indent and comment your code; follow the HTML style guides.
6. For JavaScript Files:
 - Interactions should work without error. Use the Developer Tools in Chrome to help you with this.
 - Indent and comment your code; follow the JavaScript style guides (see above)