

Low and High Fidelity Prototypes

I changed my shopping cart to a separate page because I believed that when the user is trying to check out, they should be more focused on the payment aspect with a very clear understanding of the quantity and glazing they are getting for each item. I thought that if it was modal, it may still have the background available and make it a little bit more distracting for the users. Furthermore, when the user adds an item to the shopping cart, it will provide the user with feedback in two ways. Firstly, the button will have a different shading to signify that a click has been made. Then, the shopping cart will have an increase in the amount that will be seen on the same page. However, if the quantity selected for the item was 0, then the shopping cart will not have changes, because no items were added.