**Task 4: Designing microinteractions**

Submit your responses in the template below:

**1. Interaction description**

**Trigger**: User clicks the “Add to Cart” button on a product card.  
**Purpose**: To confirm that the item has been successfully added to the cart and reinforce task completion.

**2. Default state**

The button is labeled “Add to Cart” with a plus icon. It appears in a neutral color (e.g., gray or light green) with no animation or motion. The cart icon in the header remains static.

**3. Final state**

The button changes to a checkmark icon and updates its label to “Added.” Simultaneously, the cart icon in the header performs a quick bounce or pulse, and the cart counter increments by one.

**4. Animation logic**

* Button uses **Smart Animate** (300 ms, ease-out) to transition to the “Added” state.
* The cart icon uses a **scale + bounce animation** (150 ms scale down to 95%, then up to 105%, and settles at 100%).
* The counter fades in with a **fade + scale** animation (200 ms, ease-in).

**5. UX value**

This microinteraction provides clear, immediate feedback—fulfilling Nielsen’s **Visibility of System Status** heuristic. It confirms that the user’s action was successful without disrupting their flow, increases user confidence, and adds delight to routine tasks. According to [NNG Group](https://www.nngroup.com/articles/microinteractions/), “microinteractions enhance usability by offering useful, context-aware feedback that informs or guides users in subtle ways.”