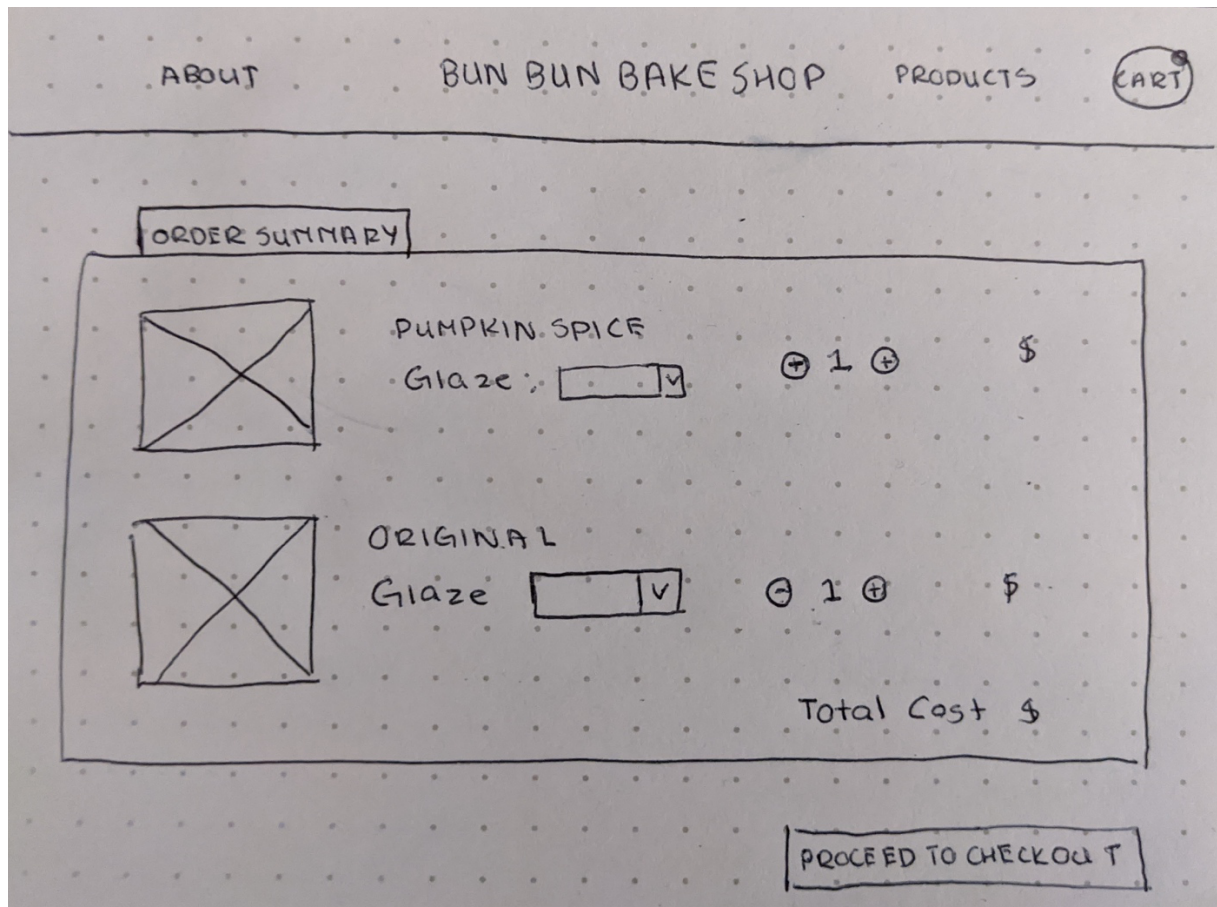


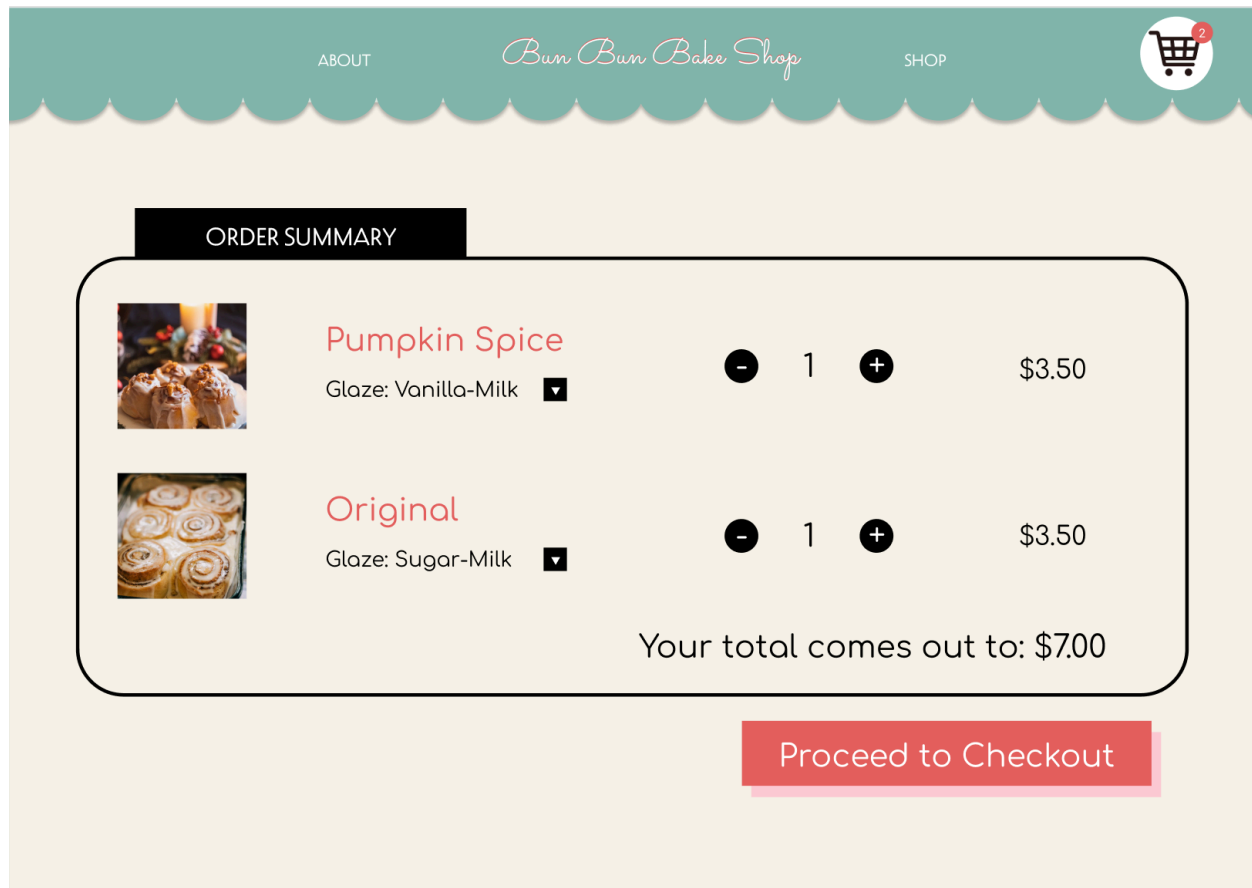
**Github Repository:**

[https://github.com/divmohan7/divmohan7.github.io/tree/main/homework\\_6](https://github.com/divmohan7/divmohan7.github.io/tree/main/homework_6)

**Github Pages:** [https://divmohan7.github.io/homework\\_6/](https://divmohan7.github.io/homework_6/)



Above is my low fidelity prototype for a shopping cart page. I included the ability to change quantity and glazes from the shopping cart page to enhance user freedom and help with error recovery in the case of selecting the wrong quantity or glaze. This way the user will not have to leave the shopping cart and return to checkout. This page will also be presented before checkout as an error prevention measure so that users will be able to confirm again that they want to proceed before having to enter sensitive information.



My high fidelity prototype followed the structure set by my low fidelity prototype. Certain elements, such as the color palette, links, and fixed header, were taken from other parts of the website. It held with the kitschy bakery design that I wanted to maintain across pages. The black stands out against the light pastel colors and highlights important information, serving as sort of a “receipt” border. The colors are taken from other parts of the website to maintain the aesthetic of the website overall. I stuck closely to this design for my final prototype. One difference was in the color of the cart image. I went with a white cart icon on the reddish-pink background that was used for buttons. The cart count was done on black. I felt this maintained uniformity with the black border around the receipt to indicate purchasing decisions. The remaining teals, reds, and cream colored background were meant to keep with the sugary sweet bakery and frosting theme. The black borders and accents purposefully indicate a turn towards logistics and purchasing.

Javascript functionality was added to the product page by having the product image change with a selected glaze and having the price change based on quantity. One notable change between the last prototype was to have both an “Add to Bag” and “Go to Cart” button. My intention was to allow the user to freely add items to their cart before checking out. This way the user would have the freedom to add several cinnamon buns with different glazes to their cart before being directed to checkout.

The switching of the image was the most challenging part of the Javascript. I was able to assign values to each of the quantity amounts in order to print the total on the product page before moving to the shopping cart. I created a similar functionality to tie each glaze to an image which would replace the image source on the product page itself.