

# MVP1 Hifi Prototype Design Document

## Technique 1

The pickup and delivery method pages have a dynamic text field that updates as the user interacts with the calendar and time selector. The user's selections are also highlighted in a different colour on the calendar and time selector. This is an affordance to the user since they're given a visual indication of their date and time selections, as well as a plaintext display of their selections.

<	March						>
Mo	Tu	We	Th	Fr	Sa	Su	
	1	2	3	4	5	6	
7	8	9	10	11	12	13	
14	15	16	17	18	19	20	
21	22	23	24	25	26	27	
28	29	30	31				

time:	9:00am	9:30am	10:00am	10:30am	11:00am
	11:30am	12:00pm	12:30pm	1:00pm	1:30pm

Pick up on March 11, 2022 @ 11:00am

## Technique 2

One of the main factors taken into account during the design process was the amount of time it would take for users to accomplish tasks. If a task takes too long to complete and there are no signifiers to indicate the current step of the task, there is a risk of the user becoming distracted. To help mitigate distractions and indicate how far they are in the ordering process, we provided a linear 'timeline' of the ordering process' steps on each page in the process. This allows users to verify the progress they have made in the ordering process to hopefully prevent disengaging the user.



## Technique 3

The Retrieval Method's calendar and time selector have natural mappings and the Gestalt Principles of similarity and proximity. The arrows at the top of the calendar are a signifier that the it can be interacted with by clicking on them. The overall design of the time selector and calendar are very similar. This similarity combined with the proximity of the two controls should indicate to the user that they can be interacted with in the same manner. The proximity of the controls also implies that there is connectivity between them; the time they select in the selector means that they're picking that specific time on the date they chose.