

https://esuder.github.io/PUI2020/homework_5

https://github.com/esuder/PUI2020/tree/master/homework_5

1. Discuss 3 to 5 user interface bugs you found in your heuristic evaluation. Be sure to include your design for fixing those bugs, annotated screenshots are ok.

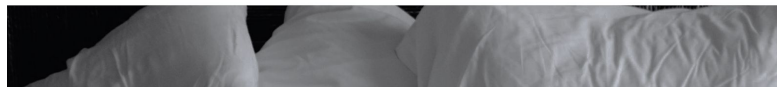


shopping ▼ sales contact us ★ about us



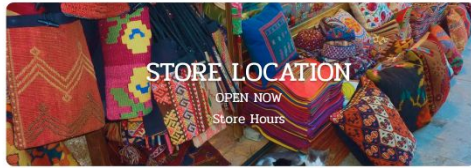
Welcome to the online store of Fluff Stuff,
a pillow store local to Pittsburgh!

We specialize in throw pillows that are designed to turn any room cozy. Each pillow cover is hand-knitted from thick and soft hand-dyed cotton yarn in our artisan workshop out of Pittsburgh, PA.



I originally had store location just being linked from the banner on the home page and only **shopping**, **sales**, **contact us**, and **about us** as tabs, but I grew to dislike this design and ended up putting **store location** in the header too. I wanted to be able to quickly get the information from any page instead of having to go to **home** and clicking the banner each time.

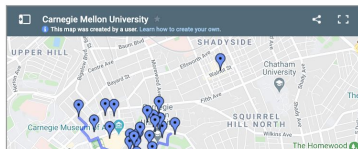
visit us



store location

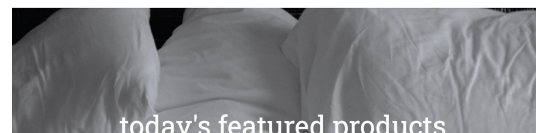
Visit us in here in Pittsburgh to browse in person.

- covid information
- hours: 9 - 5 weekdays
- shipping information



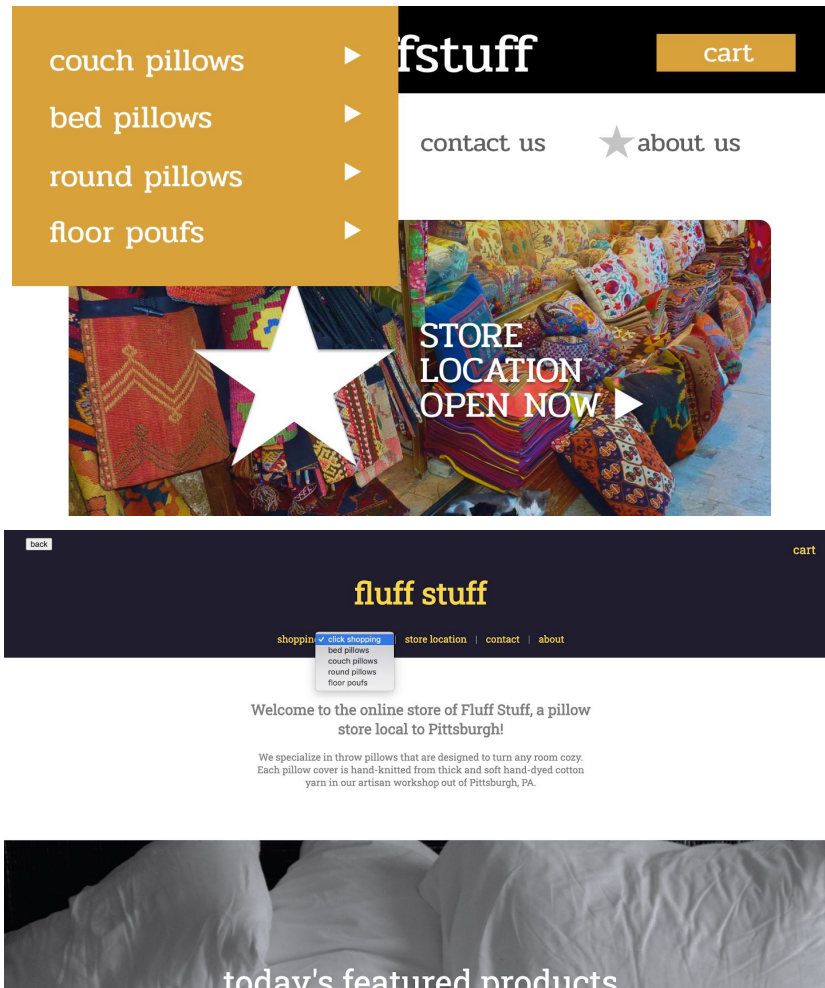
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Left is the Store Location page, right is Home.

I also disliked how similar the two pages **store location** and **home** were in the Figma prototype -- they both had an image of the store on top and lots of image banners. For the HTML version I decided I wanted to make them a lot more distinct so that you can tell where you are very easily. To the home page I added some text welcoming visitors to the site, and for the store location page, I got rid of some images I thought weren't very important and just included the GoogleMaps and some textual information. The two pages have a very different look from each other now.



This one was a bug I failed to fix -- I received some feedback before that my drop down menu was too large (it blocked one fourth of the screen unnecessarily), so I tried making an appropriately sized drop down menu for the HTML version. It ended up being a bit beyond my capabilities for now (it appears correct and you can select a choice, but you won't actually get linked to a new page), so I just had to make a separate page with the link as a stopgap unfortunately.

2. What challenges or bugs did you encounter in the process of implementation, and how did you overcome the challenges?

Just being new to HTML/CSS in general made things a little weird to start. The HTML/CSS Codecademy lessons definitely helped but it still was kind of helping me think and making things easier for me, whereas creating something from basically scratch for the first time was pretty hard.

This is pretty dumb but for the life of me I couldn't understand why there was sometimes an "a" (ex. `header {}` vs `header a {}` or `header a:hover {}`) and I couldn't figure out what to google to answer my question, until one second it suddenly clicked and I realized it meant the a in 'a href' as it was referring to the links. Doing things helps me create connections and remember things a lot better than going through the lessons.

Though I'm not super happy with everything I made, after finishing this project HTML seems a lot less intimidating. Now that I know more about the stuff I can do and of course a lot of the things I can't do, I feel like I have a better idea of where I can go with it moving forward.

I had a lot of trouble especially with figuring out the dropdown and making the grid for the images in the bed pillow product page. I used the Codecademy HTML hamburger lesson as a reference for making the dropdown but I couldn't figure out how to make the dropdown items be links, so I had to give up on it for now. For the images I looked it up on line and tweaked the code a bit to fit my website and images, but to be honest I'm still kind of unsure how the CSS works in formatting the images. (It also looks a little weird when I make my window smaller and I don't know how to go about fixing that.)

I realized way too late that I overestimated my Github abilities and had a hard time figuring out how to turn all the HTML files I had in my project into a Github page. I'll have to plan accordingly next time and make sure I have time to ask for help if I need to.

**3. How is the brand identity of your client reflected through your design choices?
What kind of look and feel did you design for them and why?**

Since the store is a small pillow store, I wanted to make it feel more gentle with the lowercase logo and titles. I made the color scheme fairly simple: blacks, grays, and whites, with the 'Call to Action' buttons (Submit, Add to Cart, and Checkout) buttons being a visible but natural looking yellow.

This is what I wrote last time about my Figma prototype. I for the most part stayed aligned with my original design choices and tried to make things modern and simple without being boring.

One minor change: I changed the black slightly because it felt a bit harsh -- for the new header color I actually color-picked from the Codecademy site code background since I felt that the almost black navy-ish color looked nice.

In regards to larger changes, to improve the website flow, I changed up some areas I felt were too busy and just kind of clogging things up for the sake of adding in any information, so for example the **store location** page does not have the images of the boxes and the storefront anymore and instead only has an embedded Google Maps. I wanted the website's tabs to be visible from all pages and easily accessible so they're all clearly laid out in the header. I wanted the pillow product page to be more visible, so instead of only being able to find it through going through shopping and then bed pillows, it's accessible through "today's featured products" on the home page's first banner.