

Peer-graded Assignment: Booking a table on the Little Lemon website

You passed!

Congratulations! You earned 97.5 / 100 points. Review the feedback below and continue the course when you are ready.

- Instructions

My submission

Discussions

By working through this course, you've learned the necessary skills and knowledge to develop a prototype for the reserve-a-table element for the Little Lemon website.-

You will now take part in a peer review exercise in which you will submit your completed solution for two of your peers to review. You will also be required to review two of your peers' proposed solutions.

More detailed criteria are covered in the grading criteria overview below.

<

Grading Criteria Overview

When you submit your assignment, other learners in the course will review and grade your work. They will be looking at the following:

Define and research

- Is there a clear definition of the problem to be solved?
- Is there a persona?
 - Does the persona have a name?
 - Does the persona have a photo?
 - Does the persona have important details such as age, gender, and occupation?
 - Does the persona have a statement that defines some of her characteristics?
 - Does the persona have a bio?
 - Are the persona's core needs listed?
 - Are the persona's frustrations listed?
- Is there a user journey map?
 - Does it contain the persona's name?
 - Does it contain the persona's photo?
 - Are the user expectations listed?
 - Does it list the steps the user is expected to take?
 - Does it document what they are doing throughout the journey?
 - Does it document what they are thinking throughout the journey?
 - Does it document what they are saying throughout the journey?
 - Does it document what they are feeling throughout the journey?
- Are the opportunities for improvement identified?
- Is there a list of actions to be taken in the following steps of the design?

Design and prototype

- Is there a reserve-a-table wireframe?
 - Does it include an element to select the date?
 - Does it include an element to select the time?
 - Does it include an element to select the number of diners?
 - Is there a button to submit the information users supply on this wireframe?
- Is there a wireframe to input the customer details (this could be one of the following: a sign-in form, a booking confirmation screen or a form to input the user's details and credit card information)?
 - Is there an element to input the user's first and last name?
 - Is there an element to input the user's contact information?
 - Is there a button to submit the user's information?
- Is there a high-fidelity prototype?
 - Does the high-fidelity prototype resemble the logic and functionality of the wireframe?
 - Do the fonts in the prototype adhere to the style guide provided?
 - Do the colors in the prototype adhere to the style guide provided?
 - Are there images?
 - Does the prototype contain an element so users can input a date?
 - Does the prototype contain an element so users can input a time?
 - Does the prototype contain an element so users can input the number of diners?
 - Is there a button to submit the user's information?
- Are there two interactive components such as radio buttons or buttons that change color when clicked?
- Are the pages linked in a logical way?

You'll also need to give feedback on and grade the assignments of two other learners using the same criteria.

<

How to create and submit your assignment

You are expected to submit:

- An explanation of the problem you are trying to solve
- Your persona in Figma file
- Your journey map in Figma file
- Your wireframe in Figma file
- Your prototype in a Figma file

<

How to review

Once you have submitted your assignment, you are required to review two peer submissions. You can view the peers that you need to review in the **Peers to review** section. You need to download their zipped project folders.

<

Examples of Good Feedback

The focus of your feedback should be on the Define, Research Design and Functionality of the project.

Follow the prompts and look for the expected result. If you notice any errors in any of the elements you will have the opportunity to provide guidance to your peers on how they might fix the error.

An example of good feedback would be:

"On the whole, the prototype performed as expected; however, there were no labels to tell me what fields were required to be filled out. I would suggest reviewing the prototype's wording. You could also revisit the lesson **Form design best practice**."