low-fidelity prototype design ideas

1. Designing with complexity and confusion in mind, I made sure that the order page was easily accessible and simple to fill out. I thought this would be important since people might be really stressed trying to navigate a website while they might be hungry

2. Consistency with menu buttons at the top of the site give users a good sense of where they are and the option to get anywhere else on the site quickly

3. Following principles of gestalt, I tried to keep similar elements together (different kinds of donate are grouped) which increases the page's proximity and connectedness.