FACULDADE DE CIÊNCIAS E TECNOLOGIA
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Fashion Picker

Stage 4: Computational Prototype

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Prototype URL

Our computational prototype can be found either through our group's **website**, or by directly following this link:

https://ipm-grupo24.github.io/fashionpicker/front-page.html

Alternatively, we have made the **repository** available, should there be an interest in looking at the project's history or downloading it as a ZIP file:

https://github.com/ipm-grupo24/ipm-grupo24.github.io

Startup Instructions

If accessed through the website:

Starting up the prototype should be fairly simple, as it is hosted in a public domain. You only have to click the link and you will be taken directly to the front page of our prototype, where you can get straight to testing.

If accessed through the repository:

Should you choose to access the project via repository, you must first import the code to your computer. This can be done by clicking the green **Code** download button and choosing to **Download ZIP**, then extracting it to your preferred location.

(Alternatively, if you have Git installed in your device, you can also navigate to the folder where you wish to save the prototype, open the Git console, and type in *git clone https://github.com/ipm-grupo24/ipm-grupo24.github.io.git*)

After downloading the project, navigate to the folder named **fashionpicker** and open the file **front-page.html** to be taken to our prototype's front page in your preferred browser. From there, the project should work the same as it does in the website.

Briefing

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Our project - Fashion Picker - targets anyone who enjoys fashion and would like to see their taste better represented in stores around the world:

*For the **common user**, it’s a platform to vote on designs you would like to see being physically sold, as well as organize your favourite designs into collections you might like to see together.*

*For the **freelance or small designer**, it’s an opportunity to showcase your work to the world and have the chance to see it mass produced by big brands, developing partnerships in the process.*

*For **big brands**, it works as an accurate indicator of style tendencies, and an endless platform to choose designs to produce from. By choosing designs picked by a lot of users they also mitigate the production risk, since it is already known consumers will like it.*

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Scenarios

First scenario

A fashion designer one day decided that they would like to expose their designs to the world and get feedback on how good they were. After finding the Fashion Picker website they decide to *sign up* for it and try out the platform by *logging in*. They then *browse* the designs available on the website and *pick* the ones they liked most.

Second scenario

After trying out the site and picking some designs, the same designer decided two of them might look good if produced on the same collection. They then decide to *head over to their page* and *create a new collection* with the two designs they envisioned together, naming the collection and submitting it.

Third scenario

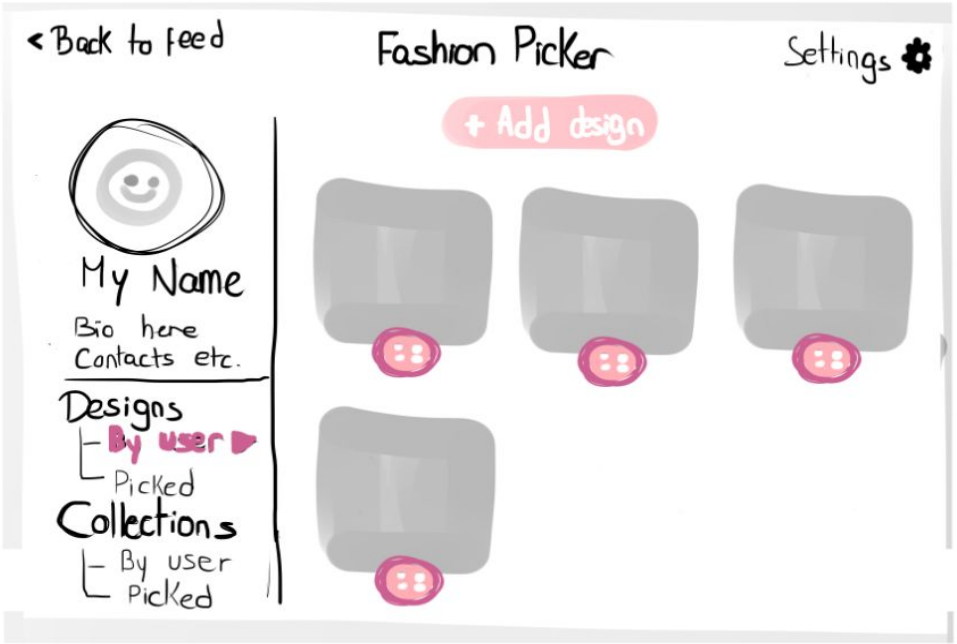
Finally, after trying out how the collections worked, the designer decided that the site was exactly what they were looking for and they now wanted to publish one of their own designs, so they *head to their page* and *add their original design* to the platform.

Development

The Fashion Picker project was entirely developed using HTML, Javascript and CSS (as well as SCSS), each page being coded from scratch. The HTML code was usually done first to establish the basis for the page, and the JS and CSS were then done in parallel - the first to populate pages with images or to establish interactions, and the second to define the overall look and design of the website.

Given that the main goal was to provide the user with a functional and pleasant interface, we focused ourselves on the front-end aspect of the website. We did not deem it necessary for the prototype to have a back-end database, for example, and instead populated the feed with an appropriate amount of hand-picked designs.

Since we already had the Marvel prototype from the previous stage to rule ourselves by, it was easier to take in the feedback we received during testing and implement it in the desired style. We had, however, to rework our user page in the process. In order to do this, we did some more sketches in between phases to come up with a design we were happy with. An example of these sketches follows:



Conclusion

In doing this project, we tried to focus on user experience, their interactions with the platform and how it reacted to the user's actions. We believe to have achieved the look we aimed for initially with the Marvel prototype and solved most of the issues that came up during testing of the interface. Some additional features were suggested which we already had planned, such as a search bar that would allow the user to look up designs by tag or even author, but we did not have the time to implement this.

One thing we might have failed to consider was to guide ourselves by the user test scenarios we had proposed in the previous stage. We started by laying out the basics of the website and then solving the problems that had arisen. This caused us to be a bit short on time when we came to the functionalities we planned for these three scenarios and we didn't manage to implement the

All things considered, we think we managed to provide the user with an idea of what a finished product would be. Overall, we stayed true to the minimalist design we had envisioned and we believe we conveyed the general idea of the product, as well as made a less confusing interface with no visual clutter.