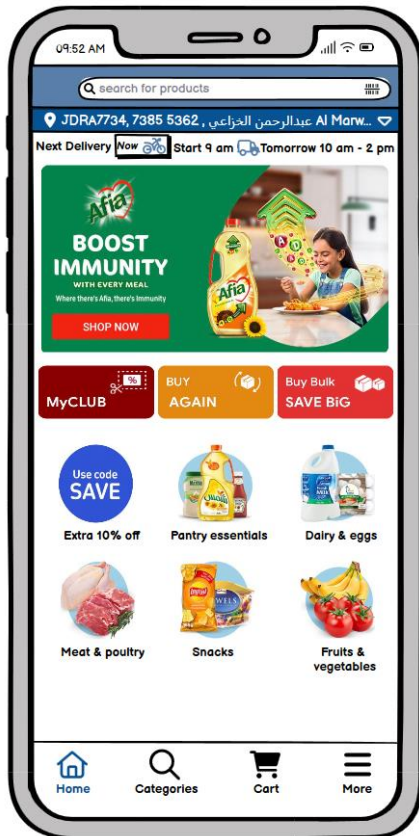
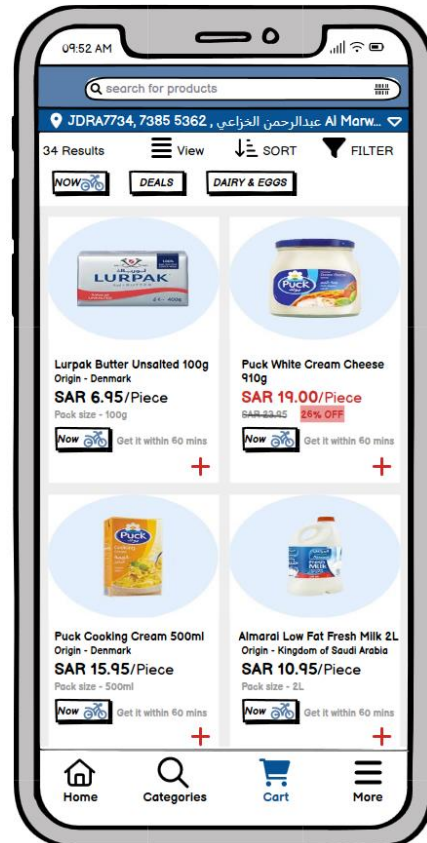


Instructor : Dr. Majed Alsheshtawi



A



B

## 1st Interface

(A) prototype show interface which is the main interface that appear to the user every time he run the application. The main page which contains advertisements and some activity like “My CLUB” and “BUY AGAIN” to allow user to buy products that they have ordered before also the recommend items for the user. The interface shows many clickable items for example If the user wants to know where the butter is (kind of Dairy) so he needs just to click on “Dairy & Eggs” which hold Milk and Eggs Picture.

(B) prototype show the next action for previous operation. Here a menu of items appears related to user’s search (Dairy & Eggs), user can scroll up and down to view more items when the user wants to select an item to buy, all what he needs to do is to click plus sign then will automatically add to cart there is also others features to give the customer best user experience.



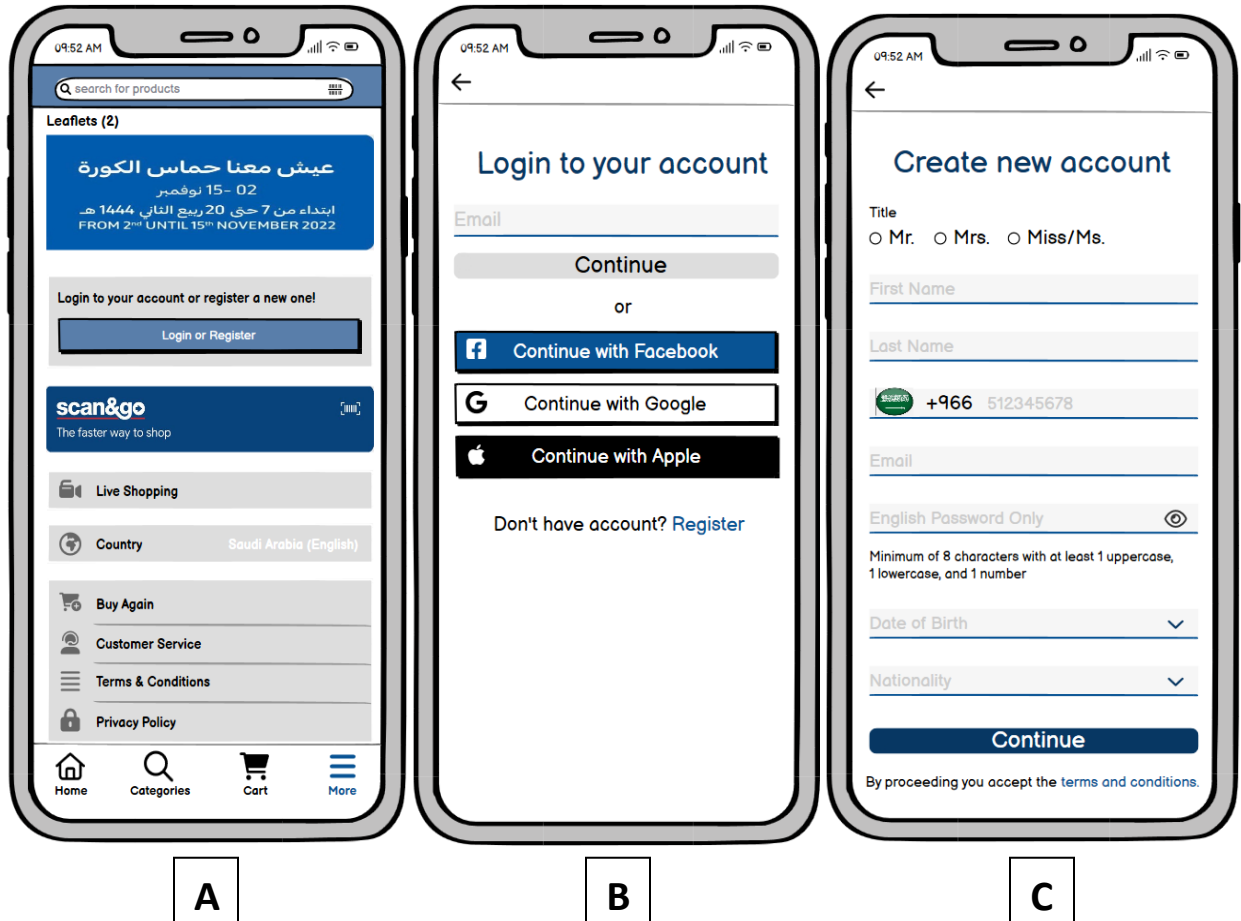
## 2nd Interface

Continue to what we did in 1<sup>st</sup> interface **(A) prototype** show the next action if customer select an item a garbage icon and number of quantities will appear beside the plus button also cart will show that something or item has been added with number of quantities as shown number 1 with red sign. **(B) prototype** same to **(A)** here the user just increases the quantities up to 2 also cart sign increase by 2. In addition, there are three features at the top View, Sort and Filter. View Feature: Give a different view for showing items for the users such as Compact View, Grid View, and List View. Grid View is using on these prototypes.

Sort Feature: Allow user to sort items by price (**lowest** first or **highest** first).

Filter Feature: To filter items by brand, origin country, delivery type etc.

**(C) prototype** here a good feature appears if the customer clicks on “**Show more**” sign beside number 2 in **prototype (B)** number of Pieces with their cost will be shown to allow the user to see the differentiation between quantities and prices of the items.

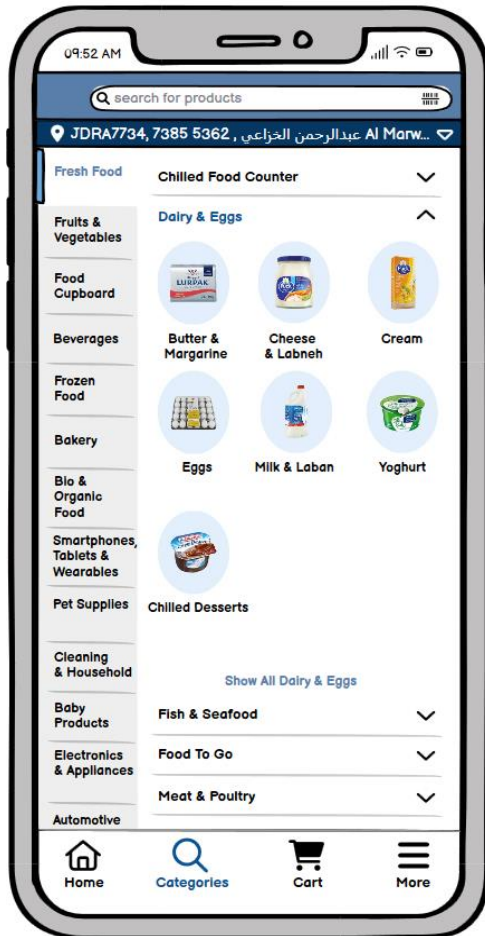


### 3rd Interface

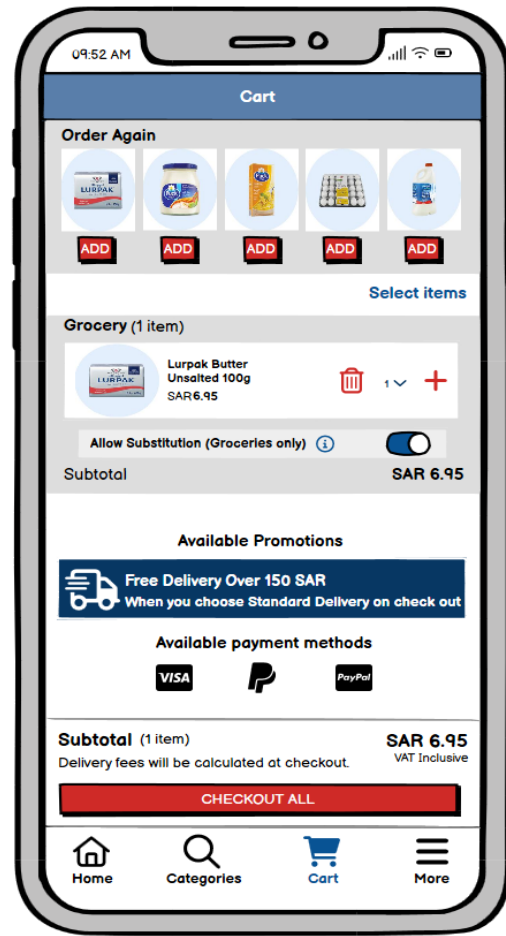
**(A) Prototype** show when user click on More at the bottom an interface will appear with many options and feature such as Live Shopping, Country to allow users to select their region, buy again, also Customer Services etc.

**(B) Prototype** the user needs to login to finish his payment order. User can choose item while he has been not logged to his account, but he can't continue pay for items he needs to login or register. As shown in the login page users can continue login with Facebook, Google, and Apple to let login process simpler to them.

**(C) Prototype** if the user doesn't have an account here are some information need to fill in for the registration method.



A



B

## 4th Interface

(A) prototype show the categories page on the left a menu shows some definition like electronics to let the user know this is electronics parts if he is looking for games or whatever and if he is looking for a bread just need to click on Bakery. For example, here I clicked on Fresh food another definition appears I clicked on Dairy & Eggs more Items with pictures appears after the clicked.

(B) prototype show the cart page where the user needs this page to complete finishing the order. As you can see at the top there is order again option to give the ease to buy same items again and again for the user. User can increase item quantity from cart page as shown, then to complete his payment need to click on “CHECKOUT ALL” with red button and our application provide many available payment methods such as visa, PayPal etc.