

Low & High Fidelity Prototypes

Programming Usable Interfaces (05430)

Jee Rim

Link to GITHUB:

Link to Website : <https://jeeyeonr.github.io/pui-project-5/>

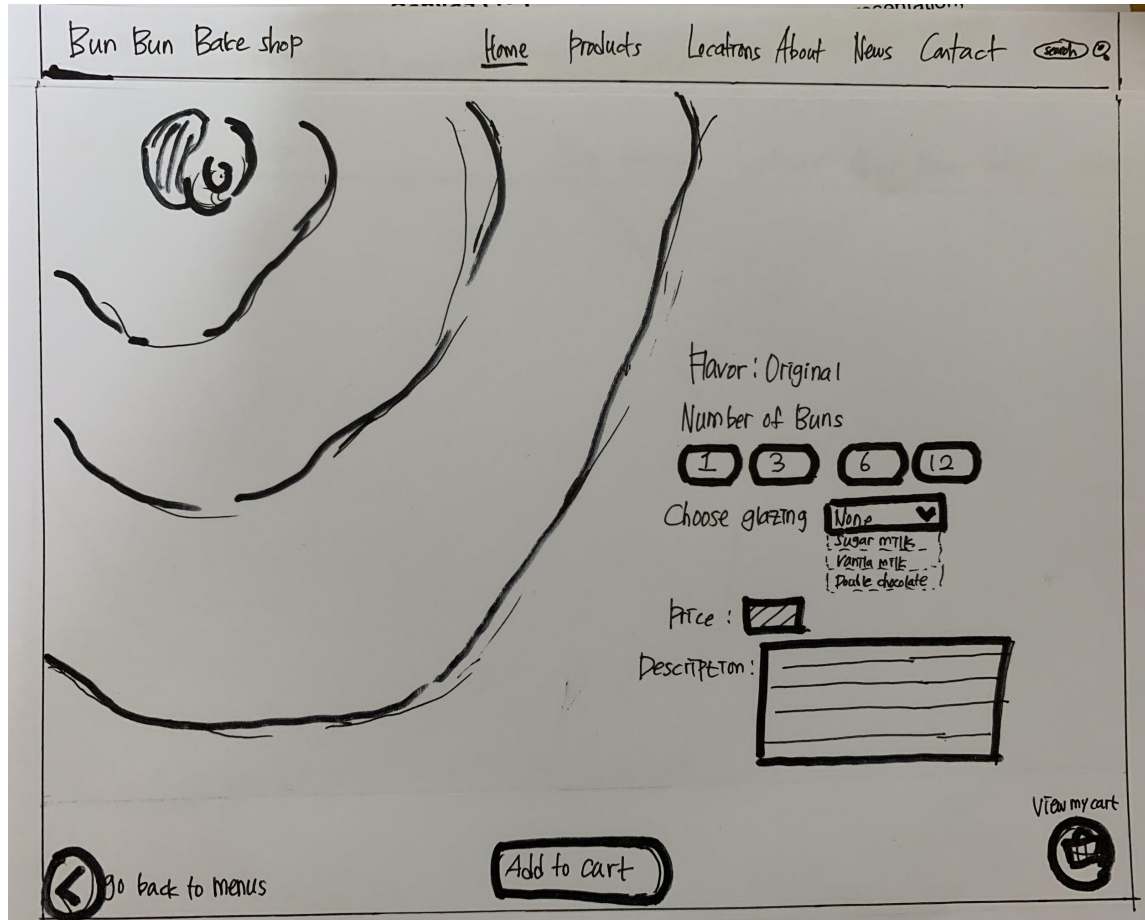
Repo: <https://github.com/jeeyeonr/pui-project-5>

Low-Fidelity Rough Sketch

- ❖ The Original Low Fidelity have less distinction between the image and the product description, so I changed those in the Assignment #6 as the separate boxes including

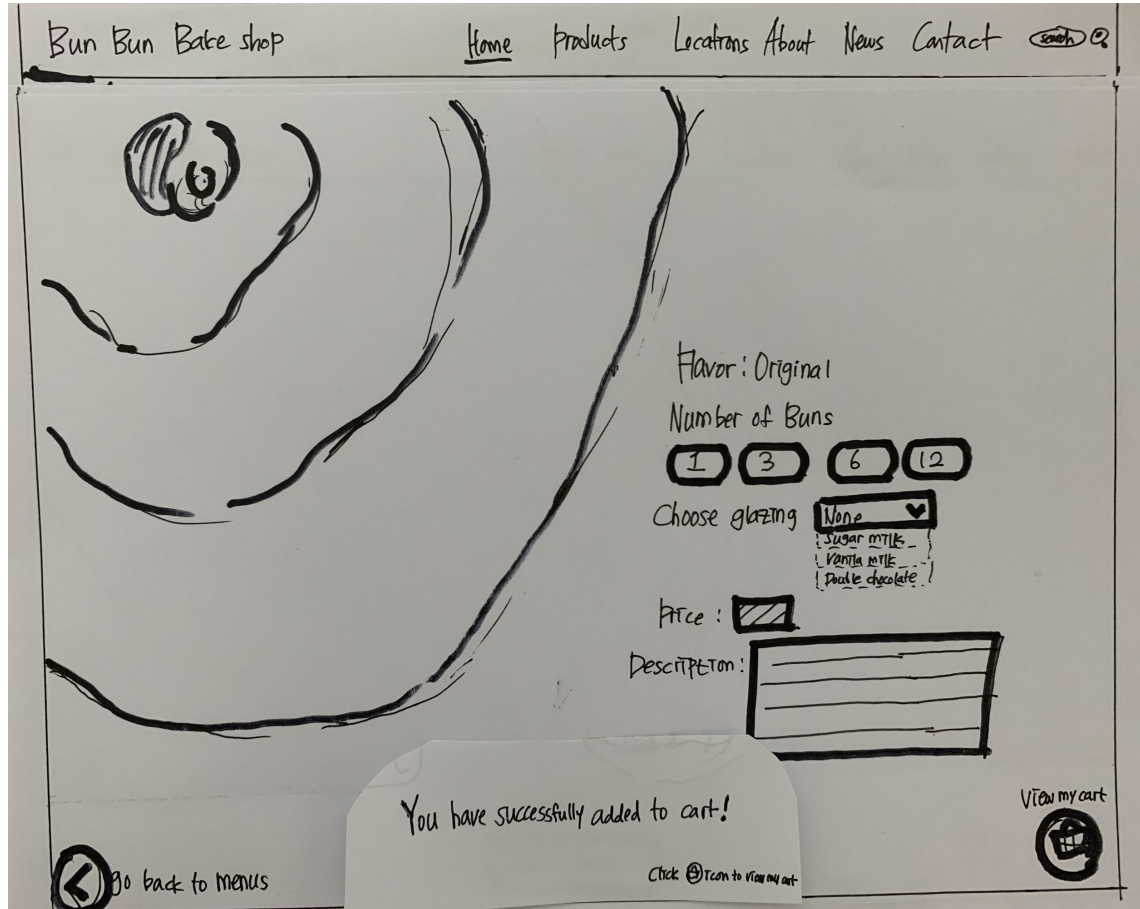
left side: product image

**right side: Product
descriptions & Add to Cart &
View my Cart buttons**



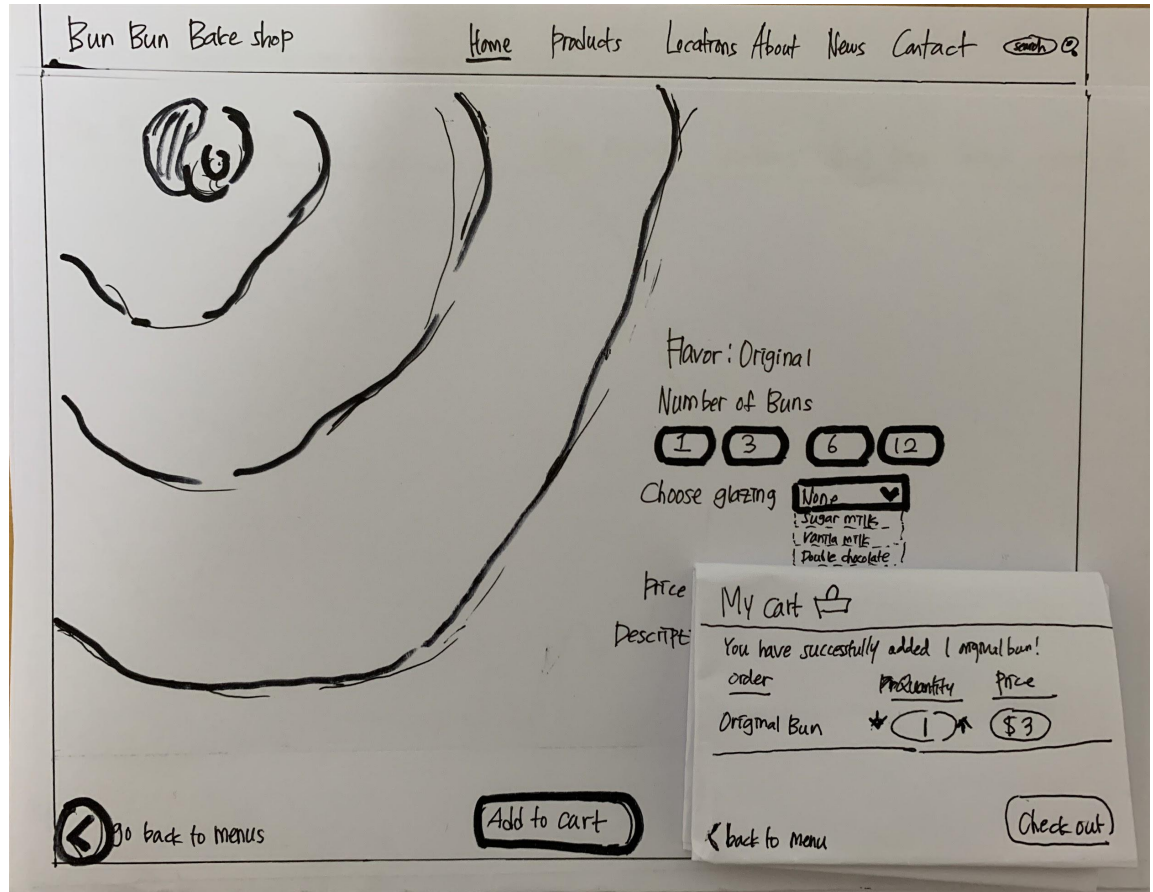
Low-Fidelity Rough Sketch

- ❖ The original low fidelity sketch had a small pop up screen that shows that the user have successfully added to cart. While creating interactive website via javascript, I **decided to include the cart button in the navigation bar, which counts the number when the product is added on the screen.**



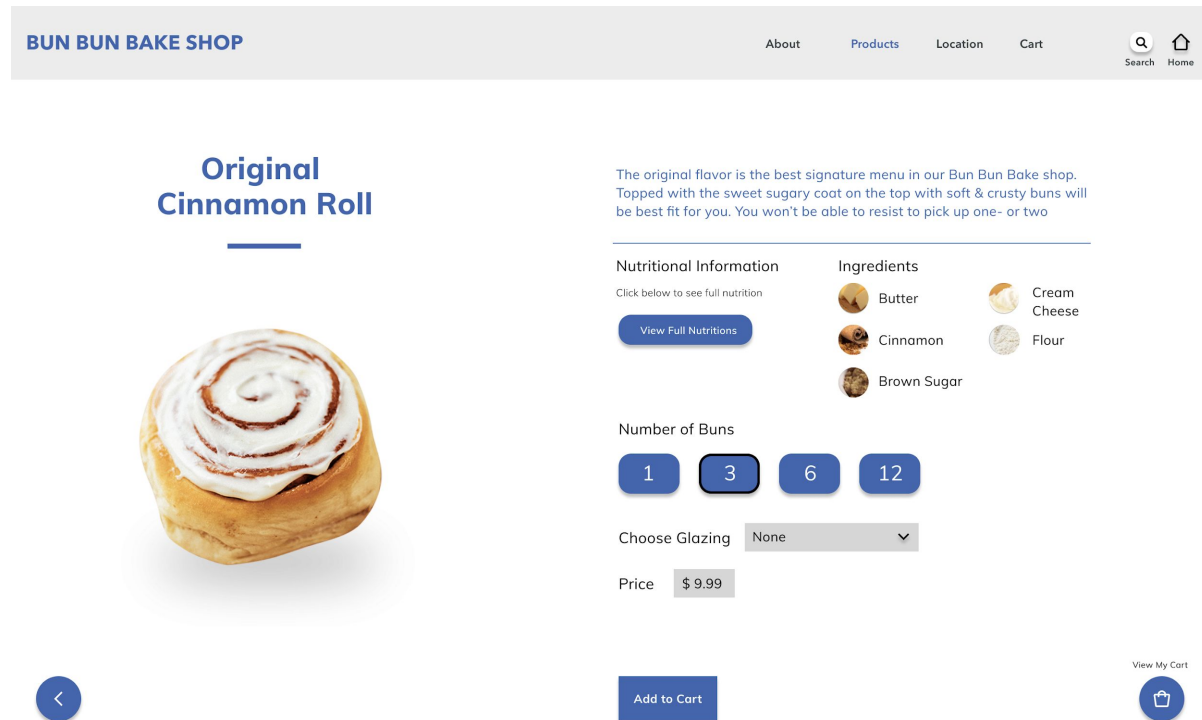
Low-Fidelity Rough Sketch

- ❖ The original screen did not include the cart on the navigation screen but was included in View my Cart button. When creating an interactive prototype through HTML, CSS, Javascript, I have created a separate HTML page that includes cart screen as a whole from the previous pop-up design.



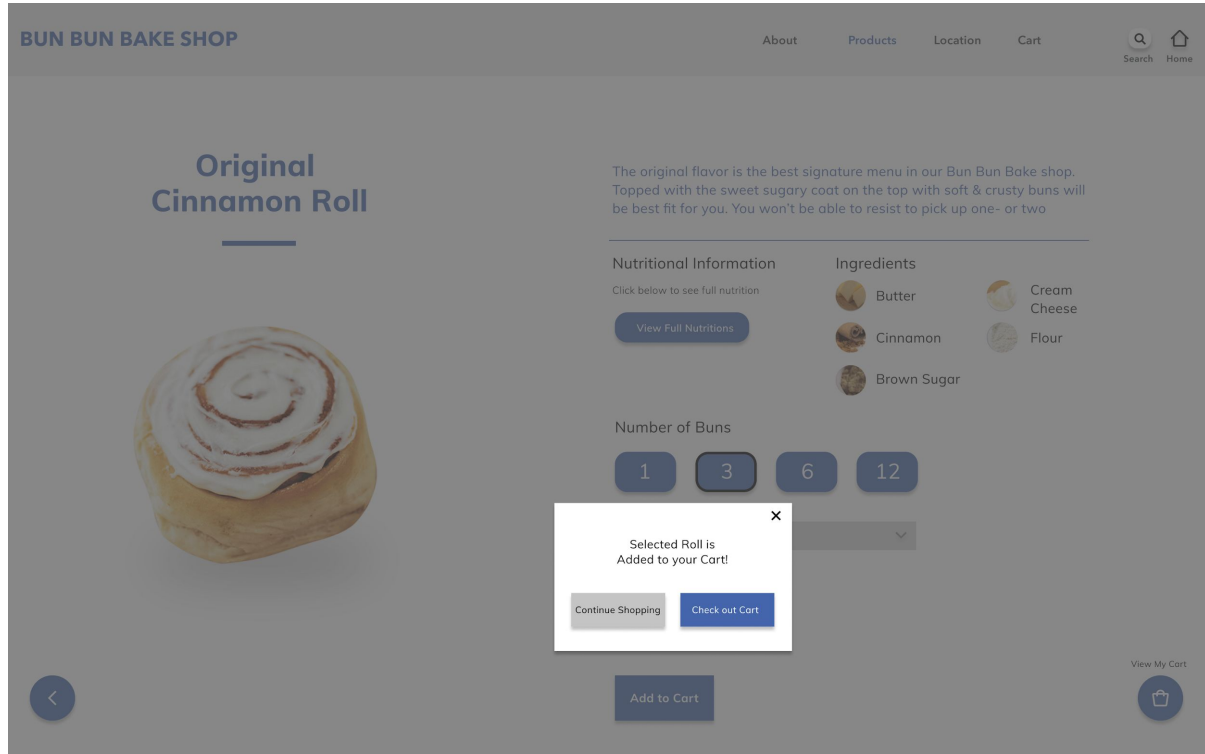
High-Fidelity Digital MockUp

- ❖ Mostly the organization of high-fidelity digital mock up and HTML prototype looks similar but I have changed several minute details such as changing the quantity options into drop down menu and changed the orientation of “Add to Cart” Button on the right side along with “View my Cart” button.



High-Fidelity Digital MockUp

- ❖ In the high-fidelity digital Mock up, I have included the separate screen pop up in the html but in the website prototype, I tried to increment the number in cart through javascript functionality.



High-Fidelity Digital MockUp

- ❖ Changed the Cart design layouts more in horizontal direction in the actual HTML website. Also separated the payment options to the separate screen that appears after the user confirm the payment.

