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Assignment 5: Web HTML + CSS

Github: https://jenjlee.github.io/homework_5/

Homework 5: https://github.com/jenjlee/jenjlee.github.io/tree/master/homework_5

Reflection:

From my heuristic evaluation, the first interface bug I recognized was the product information in the product browsing page. Previously, I divided each item by the product name and its image but realized it lacked help and documentation for the users. It didn't provide enough information for users to click on a specific item they were interested in; so, I added a price label and description to each product.
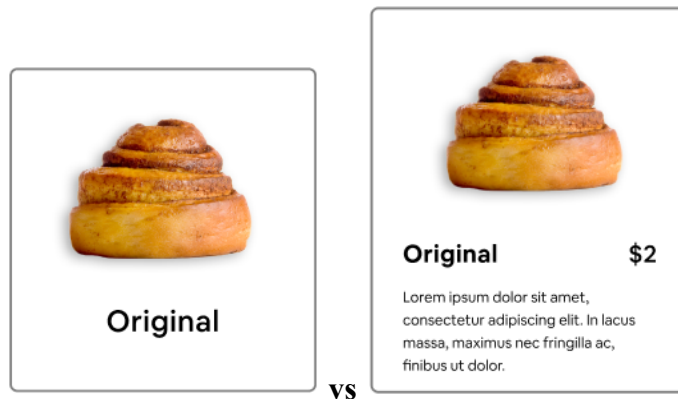
The price label I added onto the product browsing page aids in the recognition over recall heuristic because it allows users to view the information upfront without having to deal with limited memory. In my previous design, the user had to click on a specific product to see its price — so when the user goes back to the browsing page, he or she would have to recall from their memory. To relieve this burden, the price label is clearly stated next to each product's item name.

The final interface bug I fixed from the heuristic evaluation was the "Add to Cart" button on the product detail page. Previously, the "Add to Cart" button wasn't presented on the page until the user filled out the required information (choosing the product's glazing and quantity). This design decision was made due to ensuring that the user filled out the necessary parts of the

form to submit it (add to cart). However, not presenting an "Add to Cart" button can confuse users and lead to more errors. For error prevention, I added an "Add to Cart" button but greyed it out to make it look unclickable. In the future when implementing the interactions, the button won't be clickable until the user fills out the necessary information on the page. Once the user fills out the necessary information, the button will turn orange and the user will be able to click it to add it to their cart.
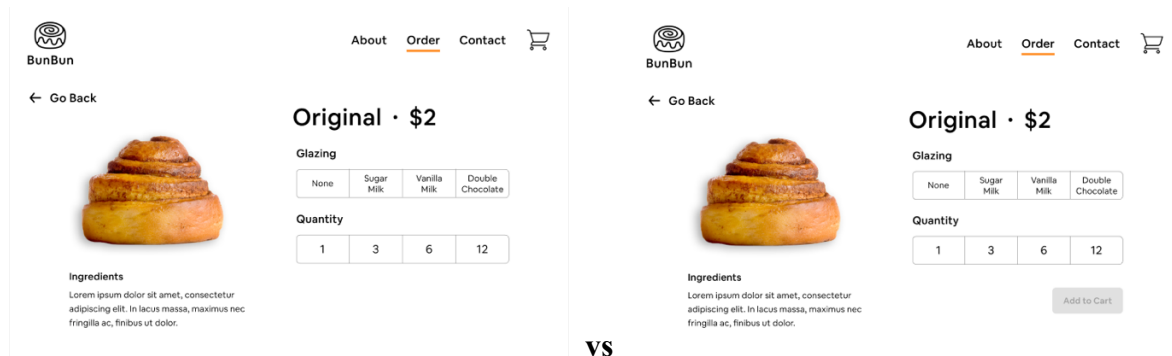
During implementation, a big challenge was working with CSS. The HTML portion of the assignment wasn't too difficult — it provided the overall structure and framework of the site. However, when trying to implement CSS onto the page, I was in a constant cycle of trial and error to see changes being made by certain declarations. Especially since we were starting from a vanilla HTML/CSS code, I had a hard time figuring out the placings of each element on the page. However, using the class attribute on HTML and selecting it onto CSS helped significantly in playing around with specific elements on the page. Also, creating the prototype on Figma helped a lot because the different CSS properties were easily attained through Figma (font-size, font-weight, letter-spacing, line-height, colors, etc.).

The intended client/audience I'm designing for (mentioned in my last assignment) are busy parents who are quickly trying to purchase buns for their children. Since this user group is usually in a rush, I wanted the brand identity to be a clean and minimalistic design so everything on the site is clear and easily navigated through. There aren't too many colors, so the text and images stand out more; and the accent colors emphasize important elements on the page. Simplicity goes a long way in design!