

Project #1: 4 Prototypes in HTML

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Being able to mockup a design provided is a critical skill for a new developer. Many developers will work in environments where they don't have a lot of design support and making workable prototypes— and even workable final designs— may fall with their purview. Your four prototypes, along with code explanations will be presented to a small audience. You will get constructive feedback from your instructors. You will have about one minute to show and explain each of your prototypes.

The images provided here are merely a guide. You should make your own design choices and designs would be completely rendered in HTML and CSS with images supporting your prototypes only when necessary. These should be available in your public GitHub account in a single repository called 10_Prototypes.

Prototype #1: To do list on a mobile screen.

In this prototype you'll mockup a to-do list in HTML and CSS that appears on a mobile screen. Using Chrome Developer Tools display your design in a iPhone 5 screen emulator.

Your prototype must include the date, an edit button, a search bar, multiple tasks with check boxes and a way to switch between a list of completed tasks and incomplete tasks.

Use the image to the right as a guide, but, your prototype does **not** need to look exactly like the image as long as the components mentioned above are included and the design seems usable.



Prototype 2: eCommerce Checkout Page

Checkout is likely the most critical stage of eCommerce. If a check out page is not usable and trustworthy, many users will abandon their transaction altogether.

In this prototype you'll make a usable, trustworthy payment and checkout form using HTML and CSS. The transaction

should be completed on a single screen but not be so busy as to overwhelm the user. Your prototype should include an order summary, first name, last name, phone number alternate phone number, billing address (complete), shipping address (complete), credit card number, expiration date, security code and the Visa, Mastercard and American Express logos for trust.

Prototype 3: eCommerce Grid

The eCommerce Grid should show several products in a way in which the user can make some comparisons between products. Any type of grid format is acceptable.

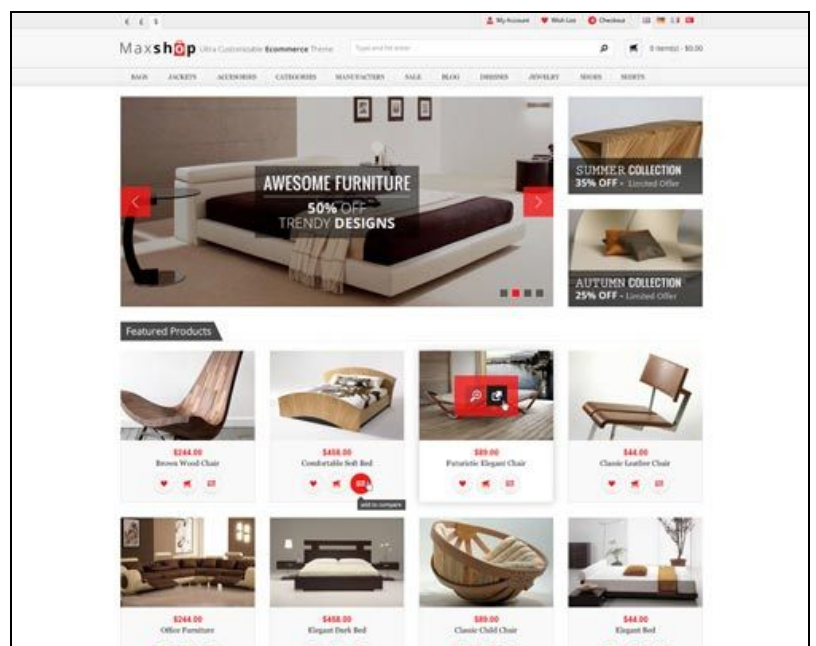
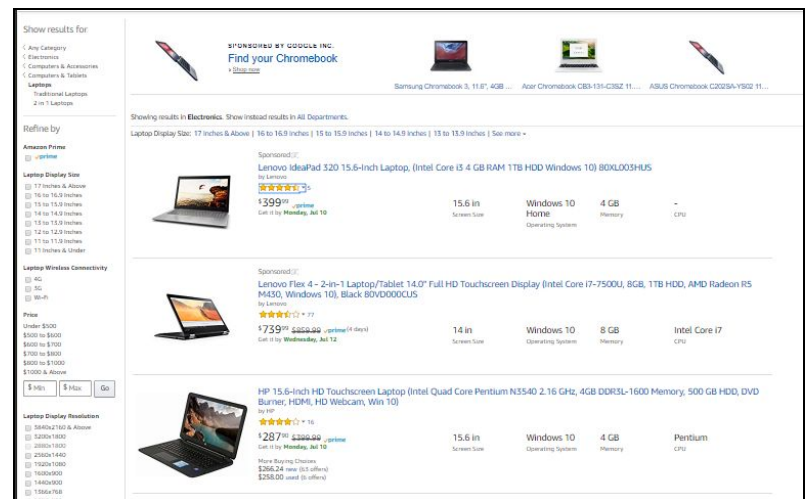
Amazon's format (top example) is information heavy and designed for users to make comparisons between products based on product information. The Maxshop (bottom example) site is designed to provide more of a shopping experience, like walking through a luxury furniture store.

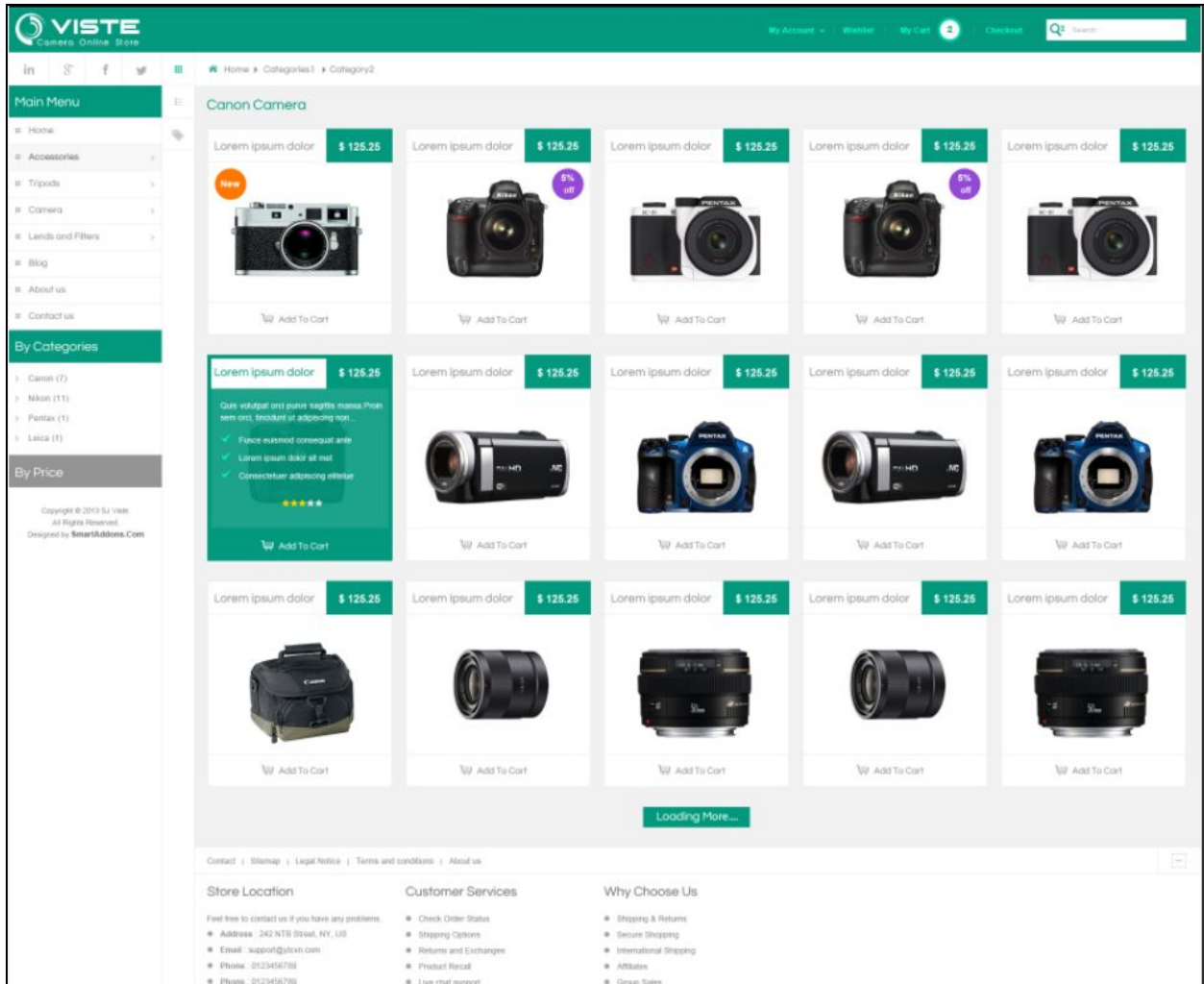
If you need placeholder text you may obtain it from lipsum.com which generates Latin *lorem ipsum* text for you to use in your prototypes.

You may include whatever product information you'd like and exclude whatever you'd like as long as you can defend why you made the page the way you did.

This design should be geared towards a desktop or laptop computer but still be usable when it comes to a smaller device such as a phone or tablet. You will be asked to show this mockup in a full browser window and simulated window for a smaller device.

Below is an example of an eCommerce Grid completed by a LearnToProgram.tv student:





Prototype 4: Stellar Wine

Congratulations!

You have been hired by the Stellar Wine Company to redesign an elegant front page for their web and mobile site. They are eager to make sure their site works on mobile devices as they have noted that last year over 50% of Stellar Wine Company site visitors came on mobile devices.

Using the image provided as a starting point, you will design an elegant front page prototype for Stellar. Stellar notes that their brand appeals to young urban folks, but is affordable to any wine. They primarily use black as their brand color with electric blue highlights.

Front page navigation must include stylish links to the following (Links may be nonfunctional): Home, About Us, Vineyards, Visit Us, Events, Wine Ship, Wine Club, Contact Us.

Additionally you may use Lorem Ipsum text where you would place actual copy in your prototype.

