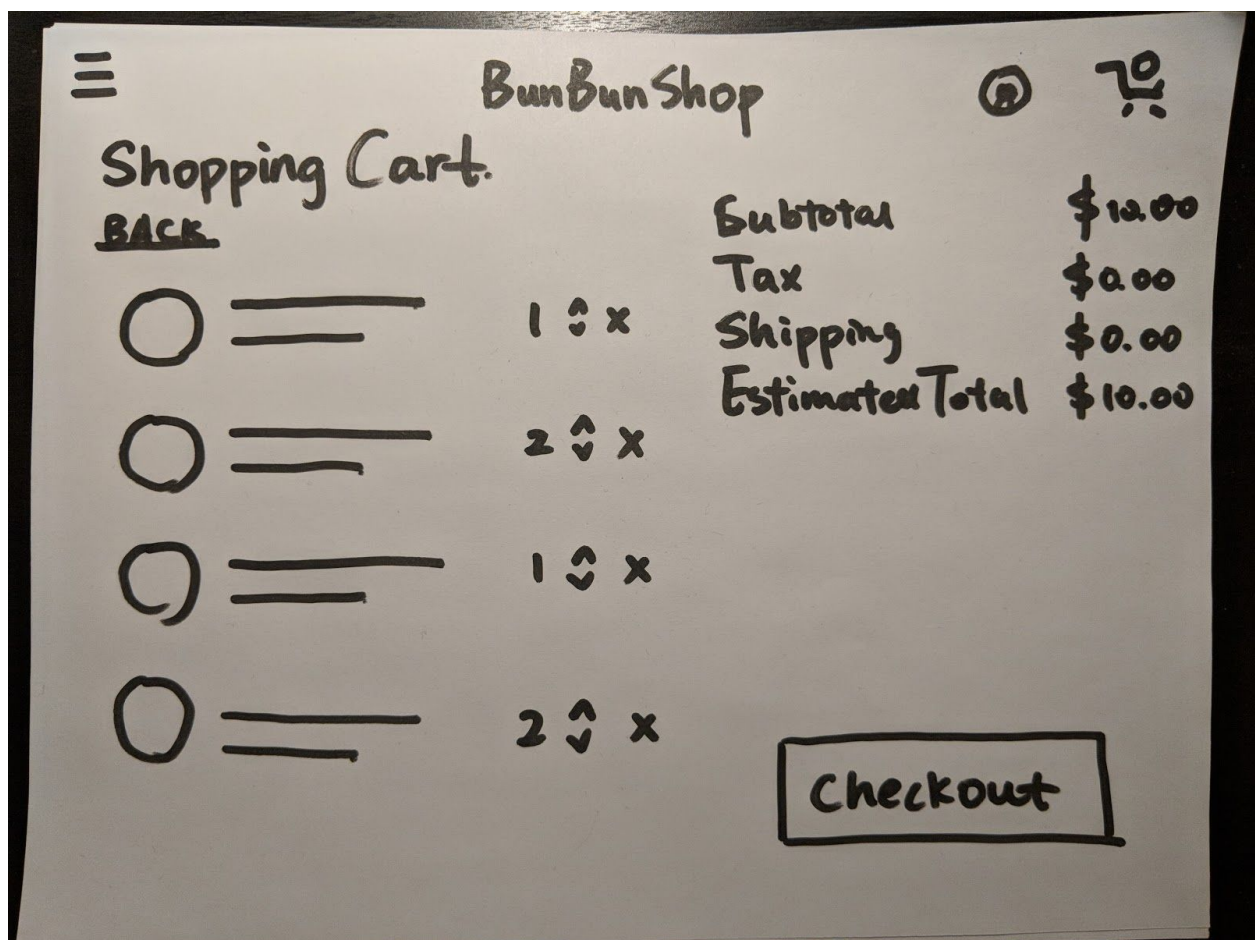


PUI - Assignment 5

Judy Kong
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Low-Fidelity Prototype

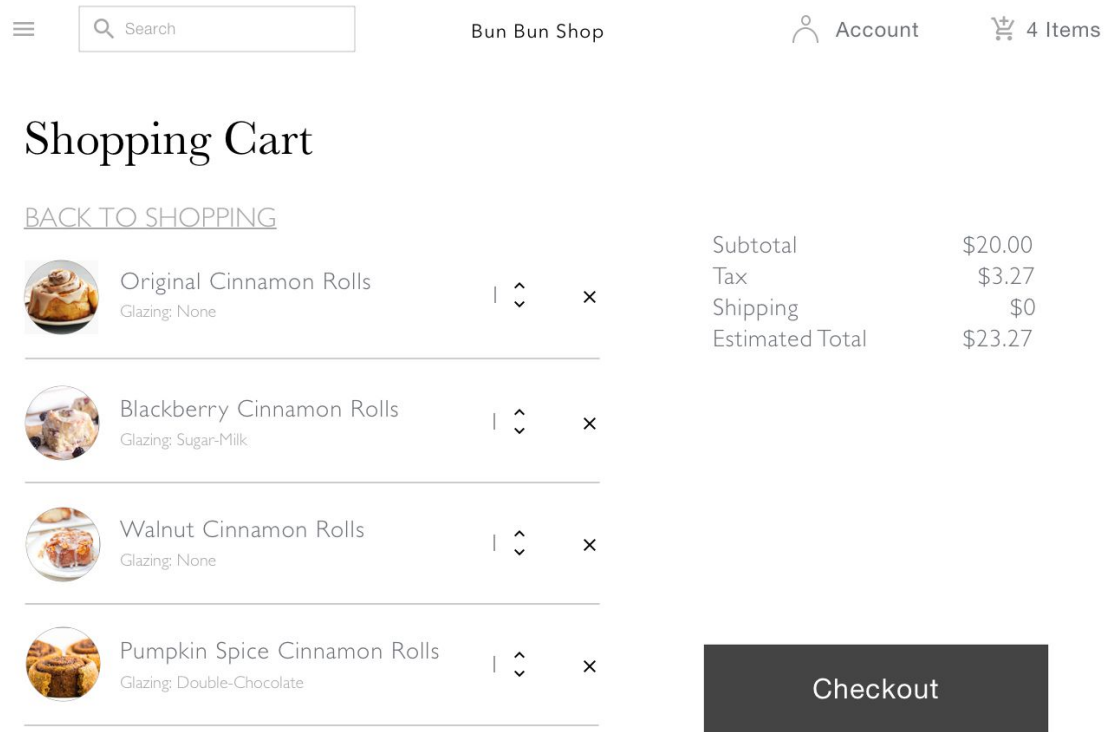
The sketch of the low-fidelity prototype is as below.



The original design of shopping cart was a pop-up window that shows up every time users click on the shopping cart item, and it only showed the items in the cart without the total price. This modified design of shopping cart displays the shopping cart on a new page and allows users to see the subtotal, tax, shipping, and estimated total, then directly proceed to checkout.

High-Fidelity Prototype

The sketch of the high-fidelity prototype is as below.



The old version of high-fidelity shopping cart only displays the name “cart” on the upper-right corner beside the cart icon without showing the number of items in the cart. This new design added the up-to-date item count so that users can see how many items they have in total.

The old shopping cart also has the “edit” option, which made a lot of people confusing during user tests - looks like they should be able to edit on the cart page right away. In this version, I changed the “edit” option to “back to shopping”, so users know that by clicking on that text it will take them back to the shopping page.

Also, since the same product with different glazings might count as different “products”, and it’s better for users to see the details of the items in their cart, I added the glazing of each cinnamon in the shopping cart.

Reflection

What changes or bugs did you encounter?

The javascript that works well for the functionality was a bit hard to come up with, especially choosing between different options of glazing and quantities, and unselecting previous ones. Also, I had some problems keeping the number of items in the carts updated on each page, since they all need to pull real-time data from local storage and immediately update the number after loading. It was also a challenge to display “no items” instead of the item list and total price when there’s no item in the shopping cart.

How did you overcome the Challenges?

I was able to fix the bug in selecting between different options by testing with a number of different combinations of clicks, and printing out the local storage as well as current product information in the console. Also, it was helpful packing products into objects, so that I was able to easily keep track of each item.