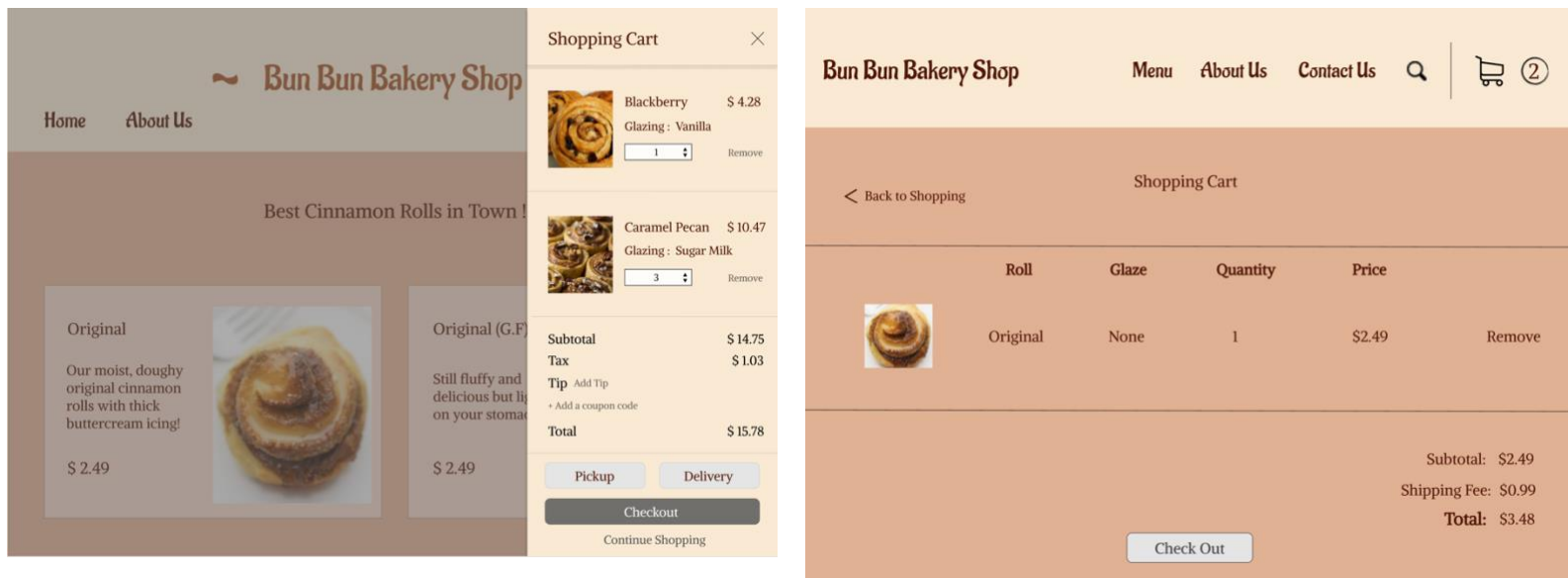


High-fidelity Digital Prototype on Figma



As mentioned in my low-fidelity file, I have moved away from using the sliding window as my shopping cart page and made a change to display it on a new page. I have iterated my new high-fidelity digital prototype for the shopping cart page on Figma based on the modified paper prototype showcased above. The color scheme and the typography are consistent with the rest of the website. As explained in the previous assignment, the color scheme creates a warm and comforting ambience matching the brand identity, and the typeface gives off a very comforting and rustic vibe while still being modern and highly readable. The items in the cart show the type of roll, the glazing, the quantity and the price. The remove button allows the user to immediately remove the items that they do not want. The Back to Shopping button brings the user back to the Menu page. The subtotal, the shipping fee and the total are shown on the bottom of the order summary to indicate to the user the total amount needs to be paid before proceeding to check out.

There are a few changes I made from the Figma prototype in the location of the buttons for higher usability. I have changed the label of Continue Shopping button to Back to Shopping because I thought that would more clearly indicate to the user that the button brings them back to the menu page. And this further adds to the consistency in the overall design of the website, and so the usability when the Back to Shopping button is on the top right corner; this is especially consistent with the All Products button on the Product Detail page. Also, the Check Out button has been moved to the bottom center instead of the bottom right corner to be more visible and accessible. As there is only one button on the bottom instead of two after the

Back to Shopping button has been moved to the top, and the total amount due is also displayed on the bottom right corner, the Check Out button stands out more to the user when in the center.

Site Map

