Capstone Project Interface Design: Electronic Devices Online Shop

Step 1: Define the Purpose of Your Application

The purpose of the electronic devices online shop application is to provide users with an intuitive, efficient, and enjoyable platform to browse, search, compare, and purchase electronic devices. This application aims to streamline the shopping experience, offering detailed product information, user reviews, and easy-to-navigate interfaces to ensure a seamless transaction process.

Step 2: Clarify the Users’ Objectives

Users’ Objectives:

1. Primary Objective:

- Quickly find and purchase specific electronic devices (e.g., smartphones, laptops, accessories).

2. Secondary Objectives:

- Browse through various categories of electronic devices.

- Compare different products based on specifications, prices, and user reviews.

- View detailed information about a product.

- Add desired products to the cart and proceed to checkout.

- Track their orders and manage their account settings.

Basic Scenario:

- A user wants to purchase a new smartphone. They launch the application, search for "smartphone," filter results based on their preferences (price, brand, features), read reviews, and add the chosen smartphone to their cart. They then proceed to checkout and complete the purchase.

Advanced Scenario:

- A user wants to compare different laptops. They navigate to the laptops category, select multiple products to compare, view the comparison chart, add the best option to their wishlist, and later move it to the cart for purchase.

Step 3: Identify the Most Important Elements and Content for the Users

Important Elements:

1. Homepage:

- Search bar

- Featured products

- Categories menu

- Popular brands

2. Product Listing Page:

- Filters (price, brand, features)

- Sorting options (price, popularity, rating)

- Product thumbnails with brief info

3. Product Details Page:

- Product images

- Detailed specifications

- User reviews

- Add to cart/wishlist buttons

4. Cart Page:

- List of selected products

- Quantity adjustment

- Total price

- Proceed to checkout button

5. Checkout Page:

- Shipping information form

- Payment method selection

- Order summary

6. User Account Page:

- Order history

- Profile settings

- Wishlist

Wireframes:

1. Homepage Wireframe:

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| Logo | Search Bar | Account |

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| Categories Menu |

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| Featured Products |

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| Popular Brands |

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2. Product Listing Page Wireframe:

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| Logo | Search Bar | Account |

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| Categories | Filters | Sort |

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| Product 1 |

| Product 2 |

| Product 3 |

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3. Product Details Page Wireframe:

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| Logo | Search Bar | Account |

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| Product Image |

| Product Title |

| Price |

| Specifications |

| Reviews |

| Add to Cart | Add to Wishlist |

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4. Cart Page Wireframe:

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| Logo | Search Bar | Account |

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| Product 1 | Qty | Price |

| Product 2 | Qty | Price |

| Total Price |

| Proceed to Checkout |

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5. Checkout Page Wireframe:

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| Logo | Search Bar | Account |

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| Shipping Information Form |

| Payment Method |

| Order Summary |

| Place Order |

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6. User Account Page Wireframe:

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| Logo | Search Bar | Account |

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| Order History |

| Profile Settings |

| Wishlist |

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Step 4: Develop a Mockup

I'll develop mockups for each of the wireframes using a design tool like Figma or Adobe XD.

Step 5: Create an Interactive Prototype

Using the mockups, I'll create an interactive prototype using a tool like Figma, InVision, or Adobe XD. The prototype will allow users to click through the primary use cases and navigate the interface as if it were the real application.

Step 6: Test Your Prototype and Implement Changes

I will conduct usability testing with a few users, gather their feedback, and make necessary adjustments to the prototype to enhance the user experience.

Step 7: Transfer Your Prototype to an HTML/JS Version

Finally, I'll transfer the interactive prototype into a functional HTML/JS version. This involves creating the HTML structure, applying CSS for styling, and using JavaScript for interactivity. This version will be fully functional and viewable in any web browser.

Let's start by creating the wireframes in a digital tool and then proceed with mockups and the interactive prototype. I will provide the HTML/JS version at the end of the process.