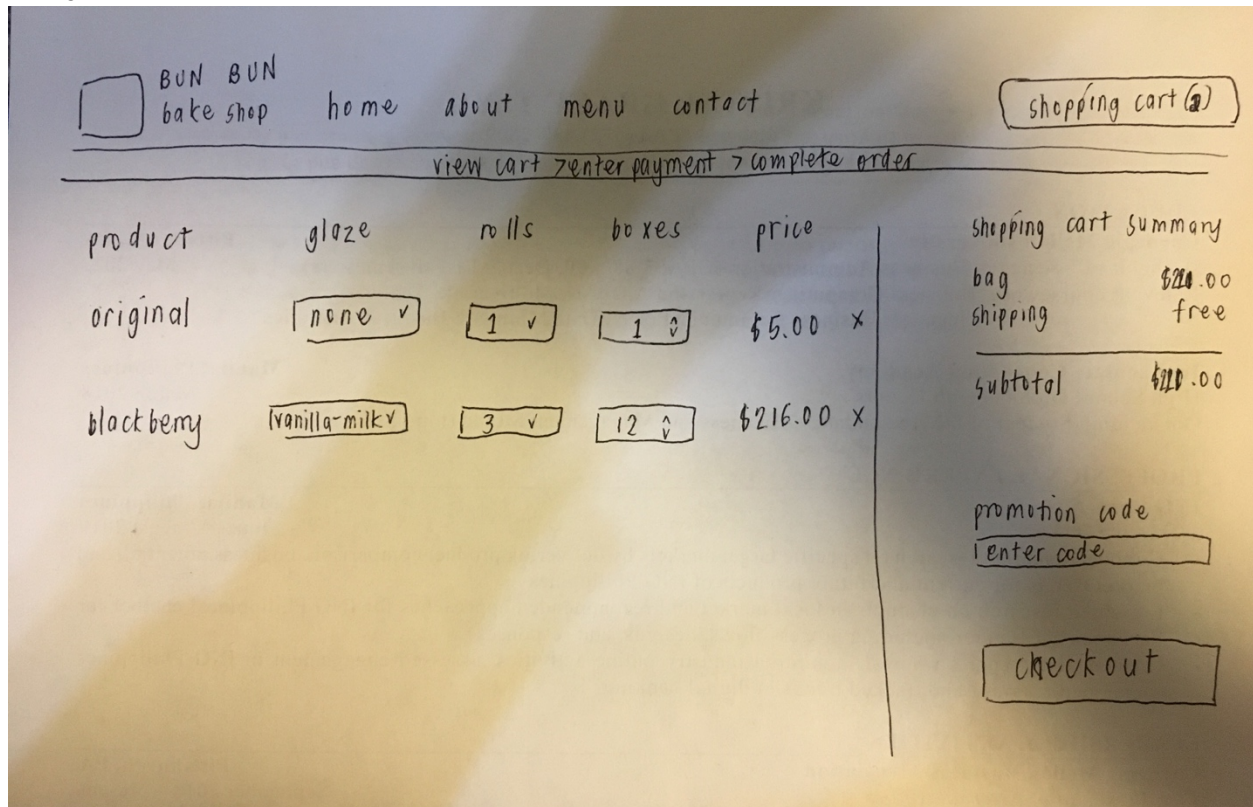
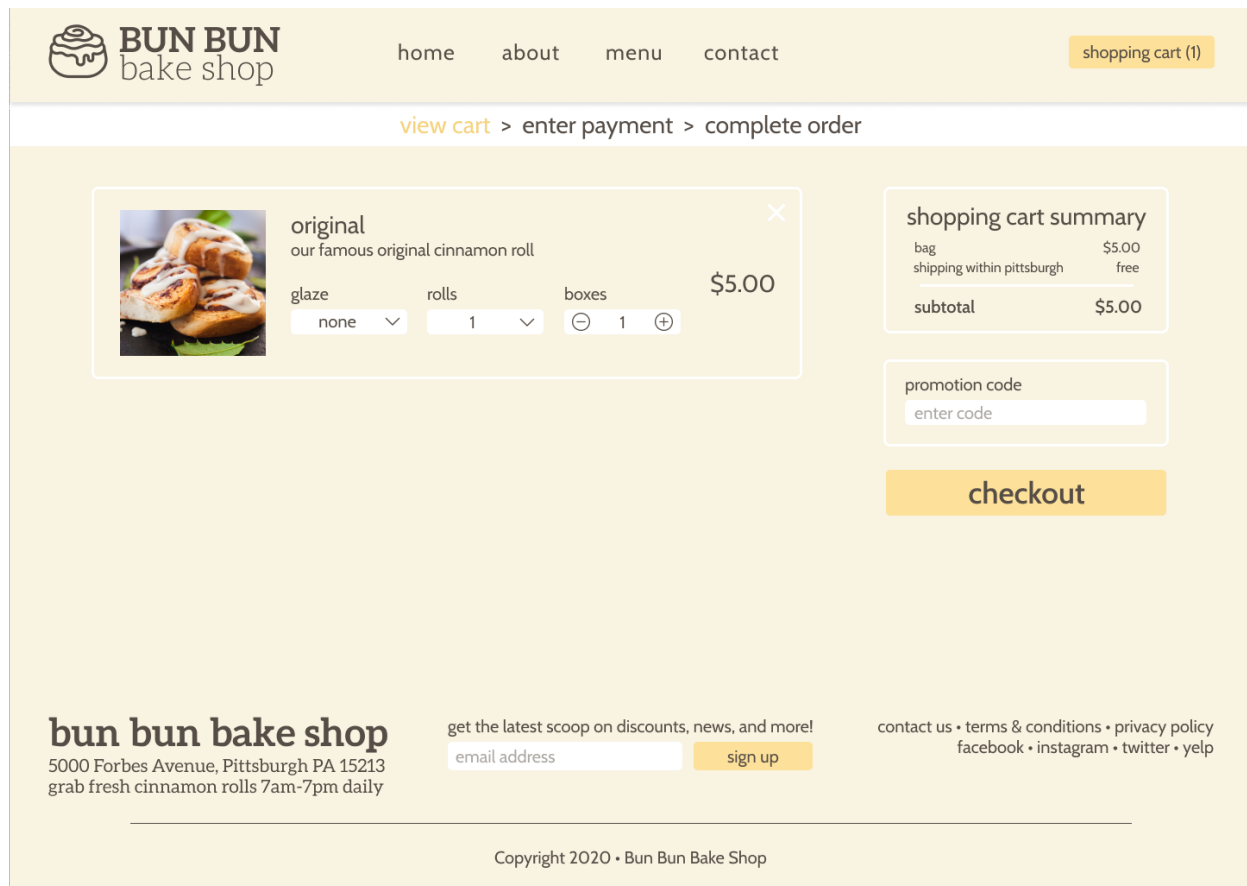


HW6A



In my low fidelity prototype, I used a common pattern of having the following elements:

- shopping cart summary and checkout button on the right side of the page for match between system and the real world
- items in the cart on the left side of the page for match between system and the real world
- showing progress bar on top of the page, right below the header for visibility of system status
- each item attribute is directly editable; all changes made are reflected immediately for user control and freedom



In my high fidelity prototype, I iterated on my low fidelity prototype and changed the following:

- changed the way items in the cart are shown on the page
 - each item is shown individually to give more space to have the picture as a visual design choice for recognition rather than recall
 - each item is still directly editable but is now shown individually rather than collectively; this is for user control and freedom
- the items have a border for each of the following boxes:
 - each item in the cart
 - shopping cart summary
 - promotional code
 - checkout button