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PUI | Assignment 5

1. Low & High-Fidelity Prototypes:

Low Fidelity Prototype for Cart Page
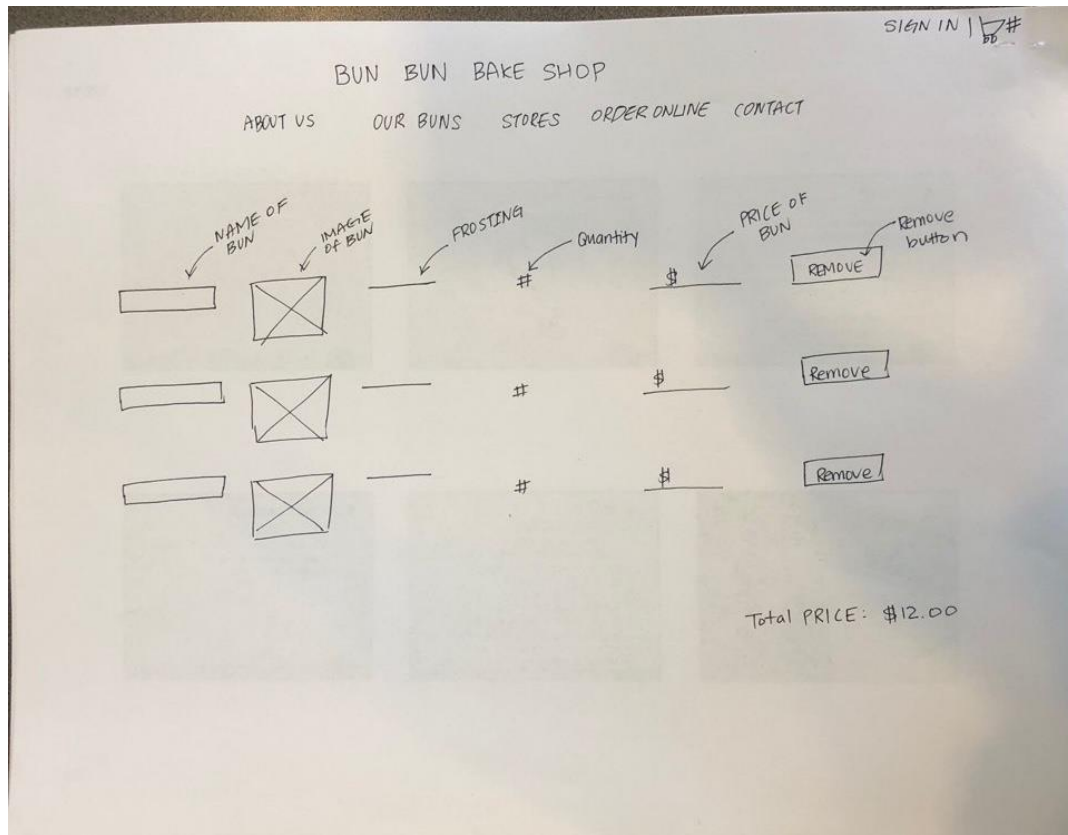
For my new cart page, I kept the title and navigation styles as the rest of my pages to be consistent with my styles through out. But I added a number next to my cart icon so that the user can know how many items they have in his/her cart. For the main part, I had the bun name, image of the bun, selection of frosting, quantity, price, and a remove button. Then, I had a total price which will indicate the total price of the order. I designed my cart page to be easy to navigate for the user so I just had the necessary information for the order and minimum required features. I thought this design will allow users to clearly view their order and make an order without any confusion.

High fidelity prototype for cart page

Bun Bun Bake Shop

SIGN IN | 🛒 **3**

ABOUT US   OUR BUNS   STORES   ORDER ONLINE   CONTACT

Cookie Dough		**Frosting: none**	**1**	**$3.00**	Remove
Cookie Dough		**Frosting: Vanila**	**2**	**$6.00**	Remove
Cookie Dough		**Frosting: Sugar**	**1**	**$3.00**	Remove

Total Price: $12.00

As seen in my high fidelity prototype, I used minimum amount of colors to give a clean and clear view of the cart summary. Also, as mentioned in my low fidelity prototype design, I wanted to minimize the users potential confusion with overwhelming information since this is a cart summary page, and thus I have bolded the key items/features and did not display any unnecessary information.

3. Reflection

As I added the functionalities, I was having trouble when I first had all my javascript in one js file. I was often confused and hard to keep in track. So, I divided my js files into three different files which allowed me to better organize what I tried to do. This helped a lot in terms of fixing minor bugs, because since I divided it by big chunks, I was easily able to track where I had issues. Also, I first struggled a little bit with making the cart elements having same width despite of the content. After I used chrome inspect and googled some possibilities, I used flex to hand this. Also, I was a little confused of how to first approach the changing images when the user selects different frosting, but after looking at the previous labs, I noticed that I can apply the onselect, onclick concept and make the images change based on the appropriate frosting.