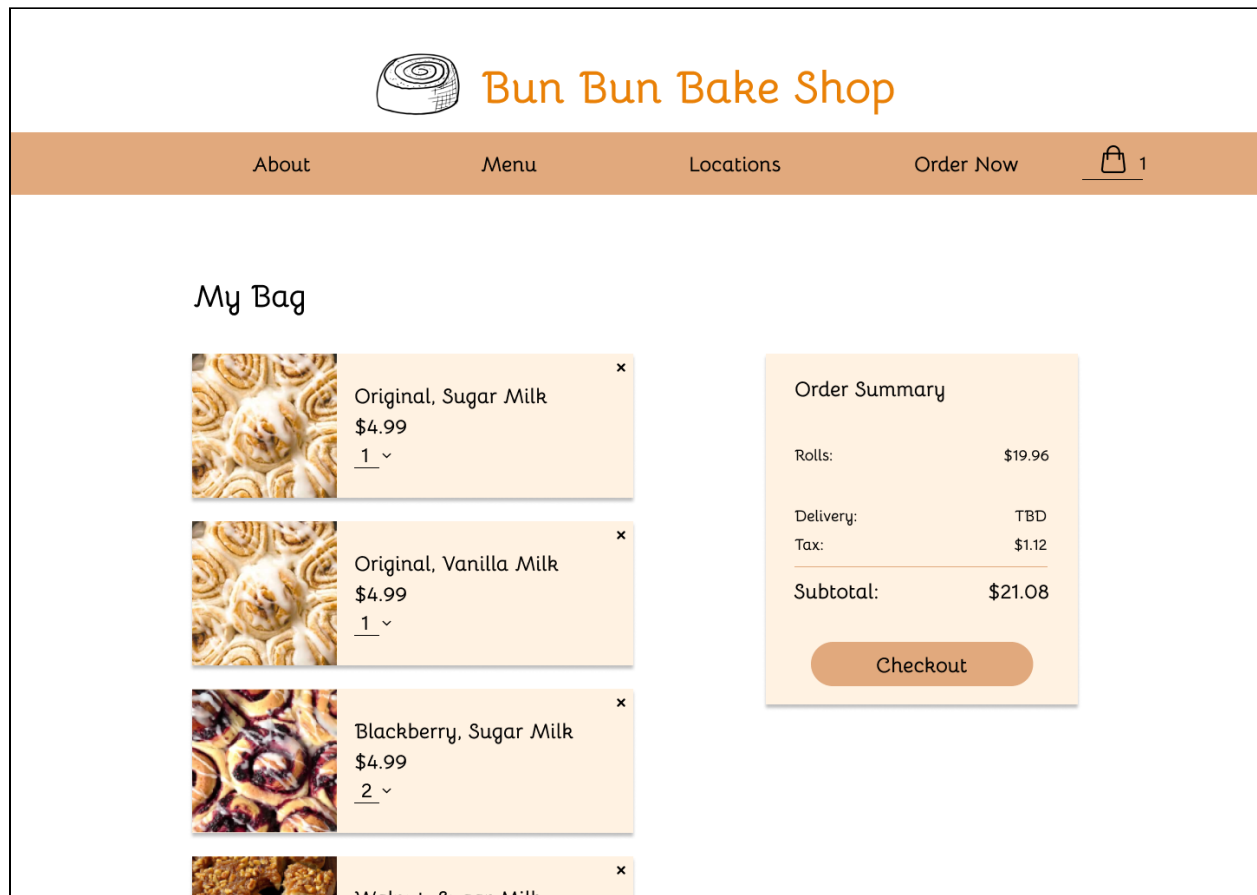This is the high fidelity prototype for the shopping bag page. I designed one for the prior assignment. What I changed was the following:

- I changed the icon by the shopping bag in the nav bar to be a flat number rather than a bubble hovering over the bag image. This change was due to programming constraints.
- I showed three more cinnamon rolls (previously, I only had one) so that you can visualize how the bag screen would look like with more rolls.
- I moved the glaze type to be on the same line as the cinnamon roll type. Originally, the glaze type was on its own line, but I felt that it made the card too long, so I moved it. This decreased the number of lines per card from 4 to 3.

The coloring follows the same patterns as the other pages, where items sit in cards of a pale beige color. The checkout button is beige so that it pops out and entices users to click it.