

## Design Ideas

1) For our HiFi prototype, one of the topics that we incorporated relating to people-centered design was discoverability. We wanted to ensure that users had easy access to all the necessary pages and information that they would need by including links to the main pages on the homepage (these links could be incorporated into the Food Bank's existing website). We want the user to have a clear understanding of what they are trying to accomplish when on the webpage (to order a hamper) and how they can accomplish it (clicking the "order" link).

2) We implemented the fast feedback cycle by meeting with our group members to get feedback from each other on our designs, for both our mobile and desktop prototypes. This helped us with ensuring key functionalities were present in both prototypes and what changes needed to be made.

3) We also used the concept of complexity when designing our signup page. When the user registers, we will have them answer quite a few questions about income, family members and their personal information. Although this makes the registration process more complex and time consuming, this will ultimately lead to them having a faster hamper booking process. By having this complexity at the start, it will lead to simplicity every time a user decides to book a hamper (since they no longer need to fill in this information each time).