

Design sketch

ITEM	Price	Quantity	Amount
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ORDERS

Iteration 1

What is it about?

The orders sets page show for user drink categories, each category has the items has belong to it. After the user selects the category he should select his favorite drink.

Actions for users to take

Users can decide what they want to drink now. They can either choose other drink (by repeat choosing a new category and select the item from category list) or click the square below plus or minus icon on the on the price list to increase or reduce the item quantity or by type the number, also the user can cancel this row from delete icon.

Research findings applied to the design

One of the key findings from our user interviews was that users don't want to choose from a large selection of items, so that's why we focused on that feature in this design by select category first then select by items.

NET AMOUNT	<input type="text"/>
CLIENT NAME	<input type="text"/>
TELEPHONE	<input type="text"/>
CARD NAME	<input type="text"/>
CARD NUM	<input type="text"/>
EXPIRY DATE	<input type="text"/>
SECURITY CODE	<input type="text"/>
COUNTRY	<input type="text"/>
REVIEW	<input type="button" value="BACK"/>
APPROVE	<input type="button" value="PAY"/>

ORDERS

Iteration 2

Design principle(s) applied

- People love to have choices. Choices = control.
- Too many choices lead to choice paralysis

Design rationale

- Reduced the number of choices (category sets users can choose to item now) unlimited.
- Still provide choices to users. Users can control whether they want to select items from New category or increase and reduce a current items.