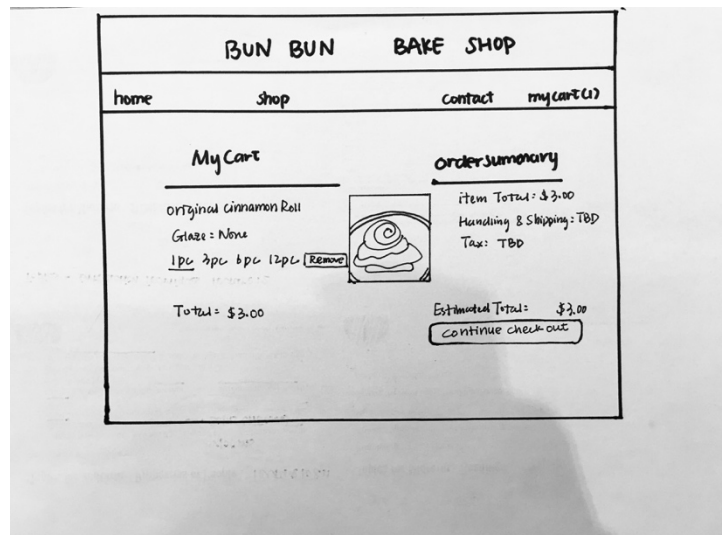


Programming Usable Interfaces
Assignment 6A- Reflection
Maggie Chen

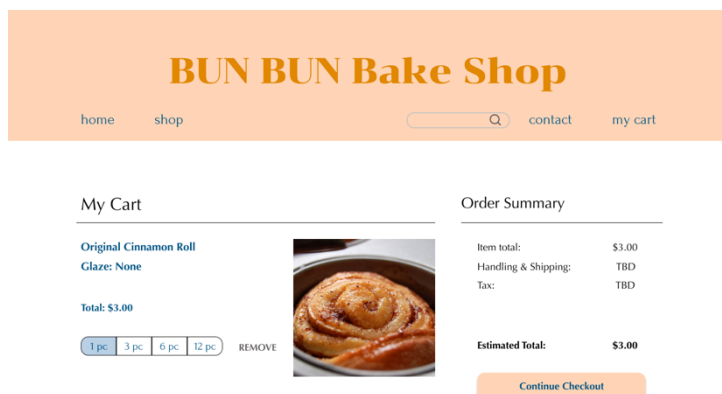
Link to my website: https://maggie-cc.github.io/PUI/homework_6A/

Link to my code: https://github.com/maggie-cc/maggie-cc.github.io/tree/main/PUI/homework_6A

For my low-fidelity shopping cart prototype, I made a rough sketch of the shopping cart page for the original flavored cinnamon bun. The design of the banner and navigation bar stayed the same, and I chose to also include an order summary on the right side of the page, so that users would know approximately how much they would be spending on this order. In addition, in the “My cart” section, I included a dropdown menu bar and a remove button because I want the users to still have the option to make changes to their existing order(s).



For my high-fidelity prototype, since I already created a Figma prototype for the previous assignment, I only made some changes to this one. The first change I made was to add the search bar on top of the navigation bar because I want the user to have the freedom to search the item they want by keywords. I also added a remove button nearby the quantities selection area to provide flexibility for users with changing



their order. In addition, I changed the wording on the “Check Out” button to “Continue Checkout” as I thought since this shopping cart page is already the first step of a check out process so “continue” check out is a more appropriate way to describe the next step. As for the other design choices like color, font, and size, I simply just stayed consistent with what I have with the other pages, in order to create a coherent design for Bun Bun Bake Shop.

In terms of the coding process, I felt much more comfortable with using flexbox and grid. I also had fun with learning how to make an image (in my site, the left and right arrow images) clickable and how that could redirect user to another image and see more details about the product.