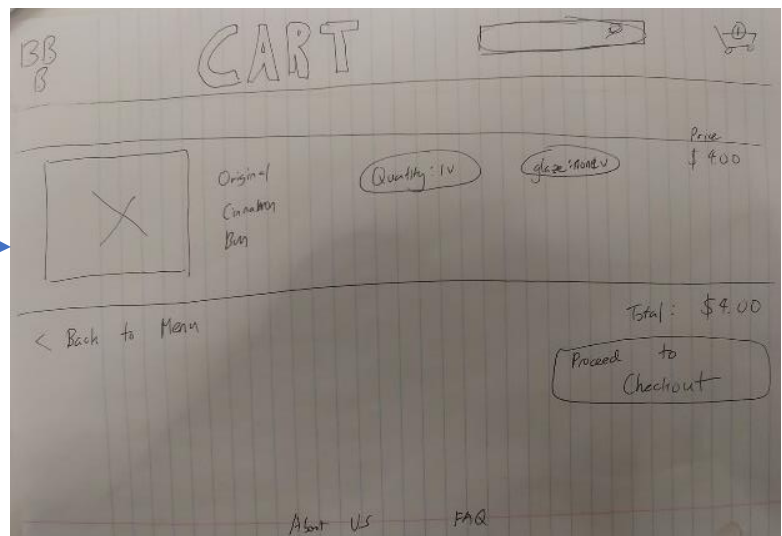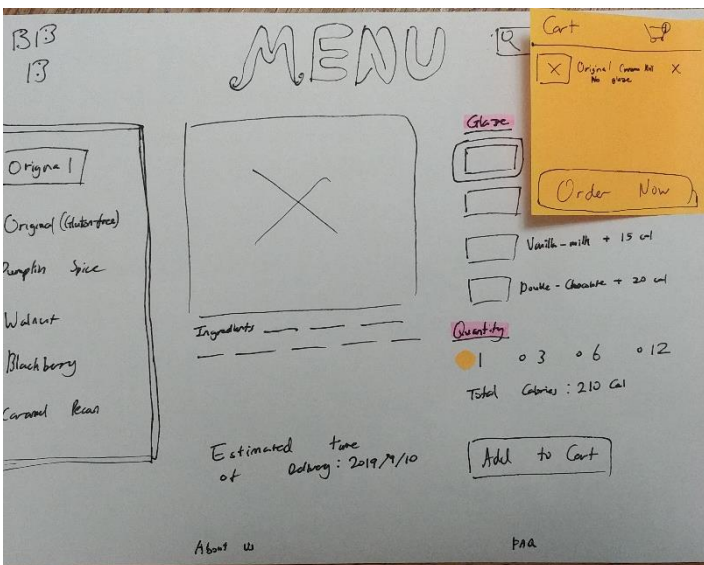Assignment 6A – John Han

Low & High Fidelity Prototype Change

- Having two multiple screens to interact with seemed like more cognitive load than expected. As I went through some heuristic evaluation, I decided to make changes on aesthetic and minimalist design and just make a whole new page for cart information. I also added a back to menu button in case the users wanted to add more options in their carts to ensure user control and freedom.

- Low Fidelity change

- High Fidelity design change