General Assembly - Front End Web Development | Final Project

Pinterest Buy Button Website Prototype

Use code to build more functional prototypes and better communicate with developers.

Design

Uncover a real world problem found on a widely used website. Quickly design a high level UX solution for the purposes of building a working prototype.

Prototype

Create a low fidelity prototype to put in front of users for testing. The prototype will be made with InVision to study transitions and interaction. Monochrome wireframes will be made in Sketch so users may focus on the core UX.

Code

Build a high fidelity prototype using HTML, CSS, JavaScript and JQuery. Recreate focused sections of the website by building pages from scratch. Build new pages, styles and behaviour based on new design. Use web development best practices when coding.

"I can buy pins on my phone but spend most of my time on the (Pinterest) website."

Pinterest's e-commerce efforts are currently a mobile feature only. This project will explore what the shopping and checkout experience might look like on the Pinterest website.

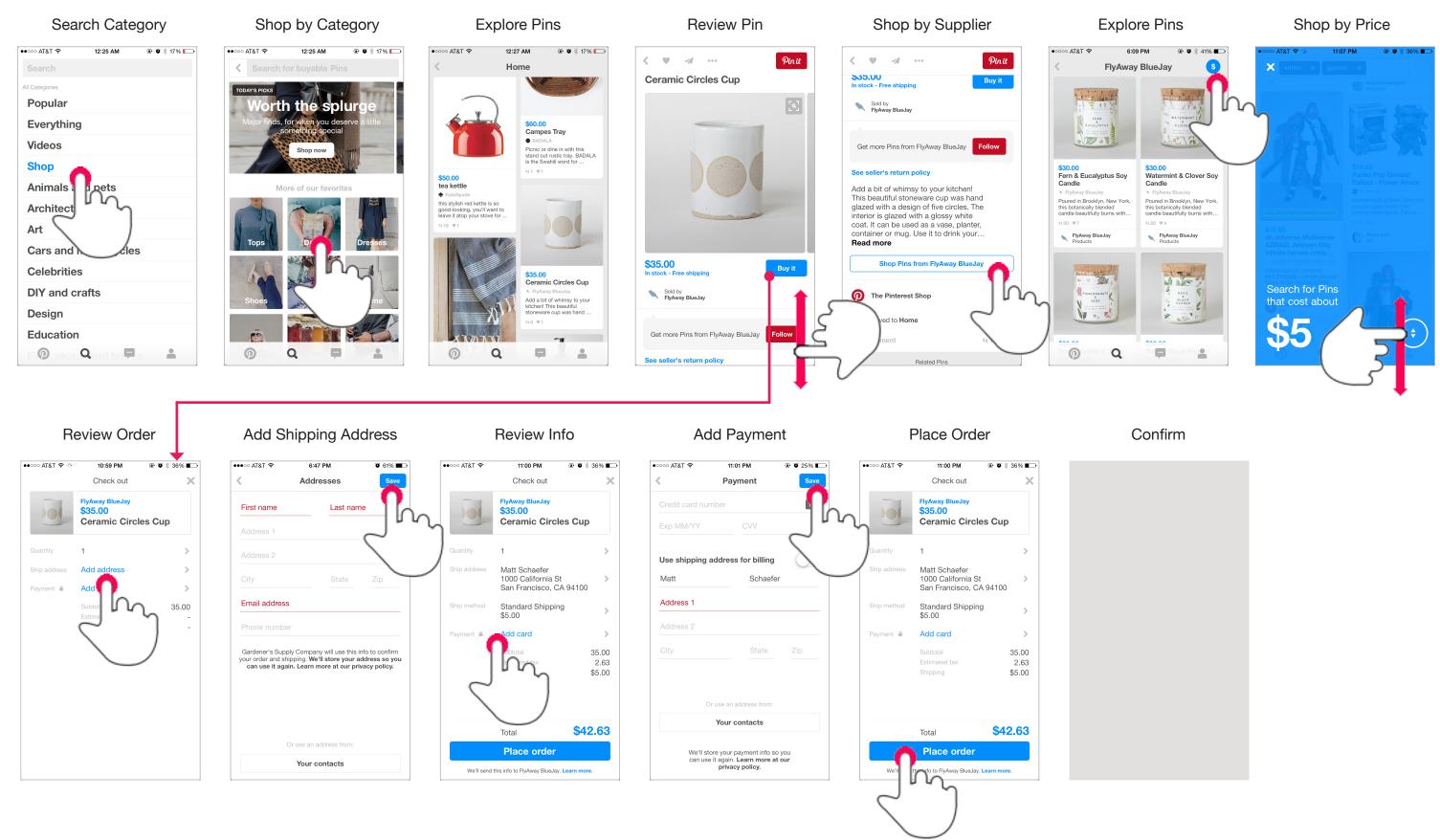
Existing mobile checkout

- +Best in class web checkout inspiration
- +Designer's input
- +User test feedback

Design direction for coded prototype

Research

PINTEREST MOBILE COMMERCE - as of 16.03.24





insights observations thoughts insights observations thoughts

insights observations thoughts insights observations thoughts

insights observations thoughts insights observations thoughts

Amazon

insights observations thoughts insights observations thoughts

insights observations thoughts insights observations thoughts

insights observations thoughts insights observations thoughts

Apple

insights observations thoughts insights observations thoughts

insights observations thoughts insights observations thoughts

insights observations thoughts insights observations thoughts

Don't annoy users!

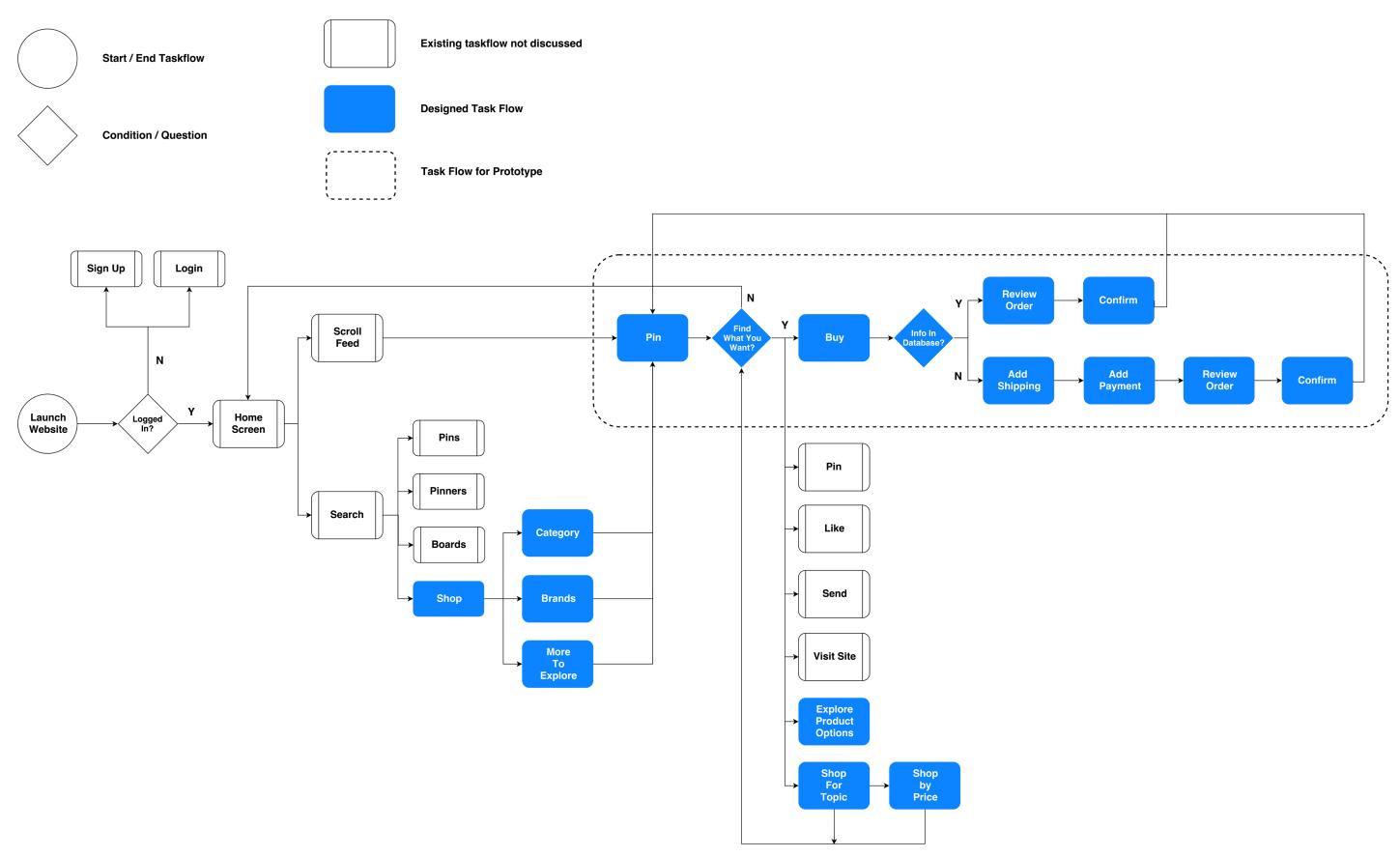
To avoid home page clutter, make the buy button visible only by hovering on the pin

Make checkout experience as easy as possible with a one page layout and one click "place order" option if info is stored on the database

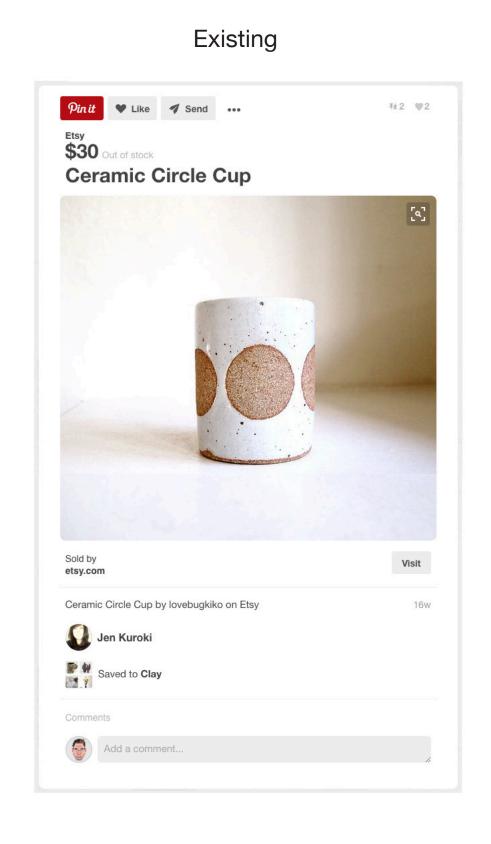
Make the checkout UI easy to read by using top aligned infield form labels

Design

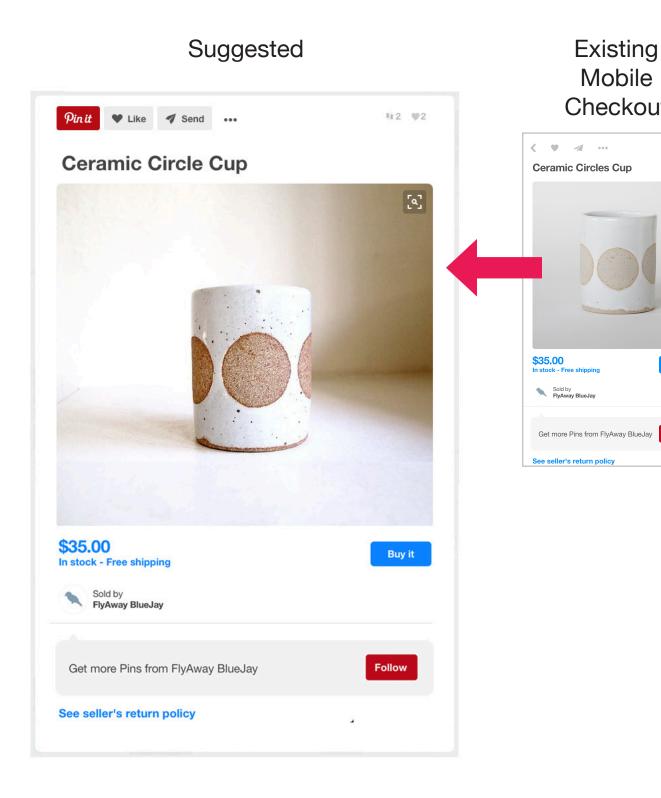
PINTEREST WEBSITE - E-COMMERCE AND CHECKOUT TASK FLOW



ADDING THE BUY BUTTON TO THE WEBSITE

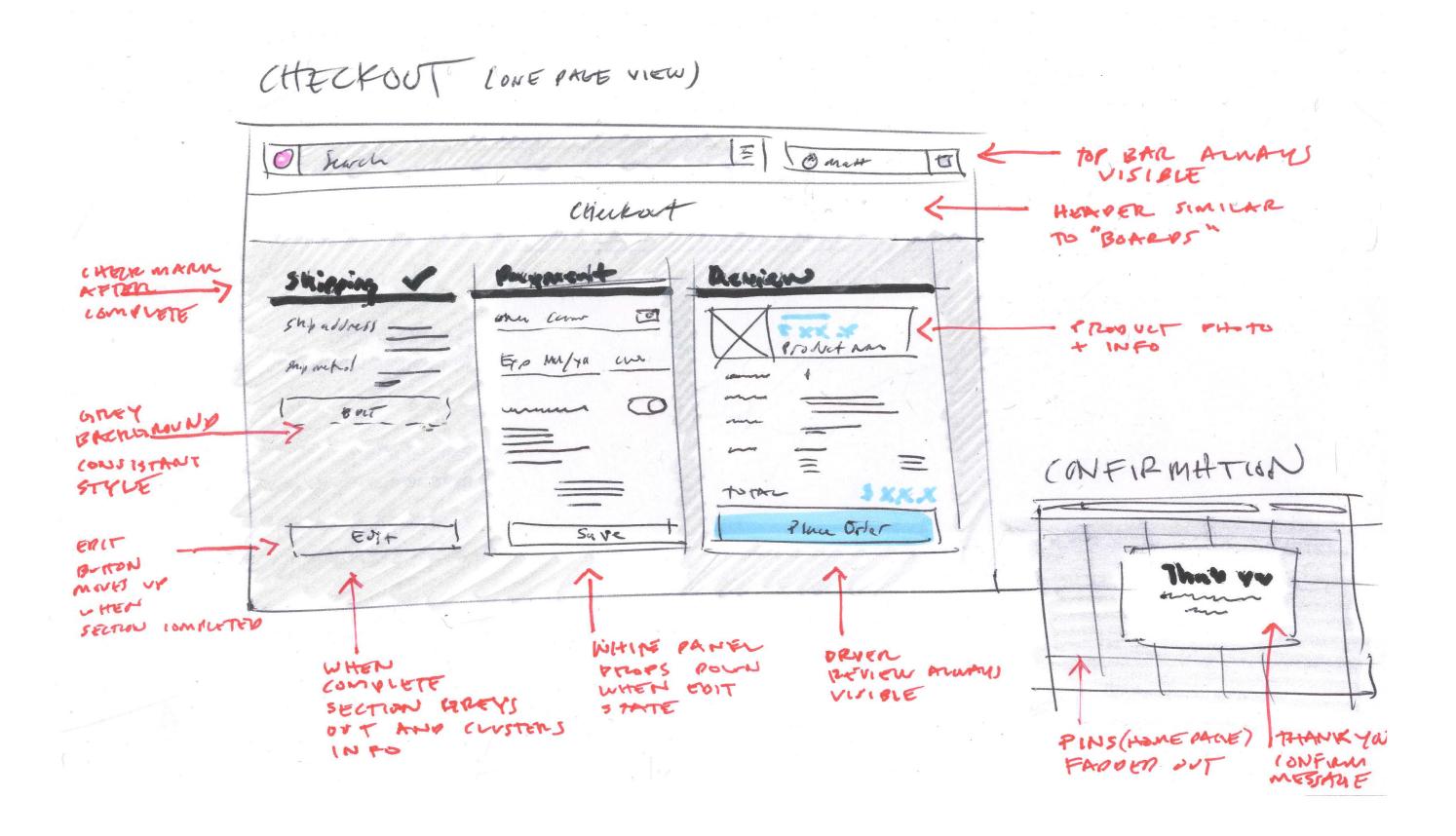


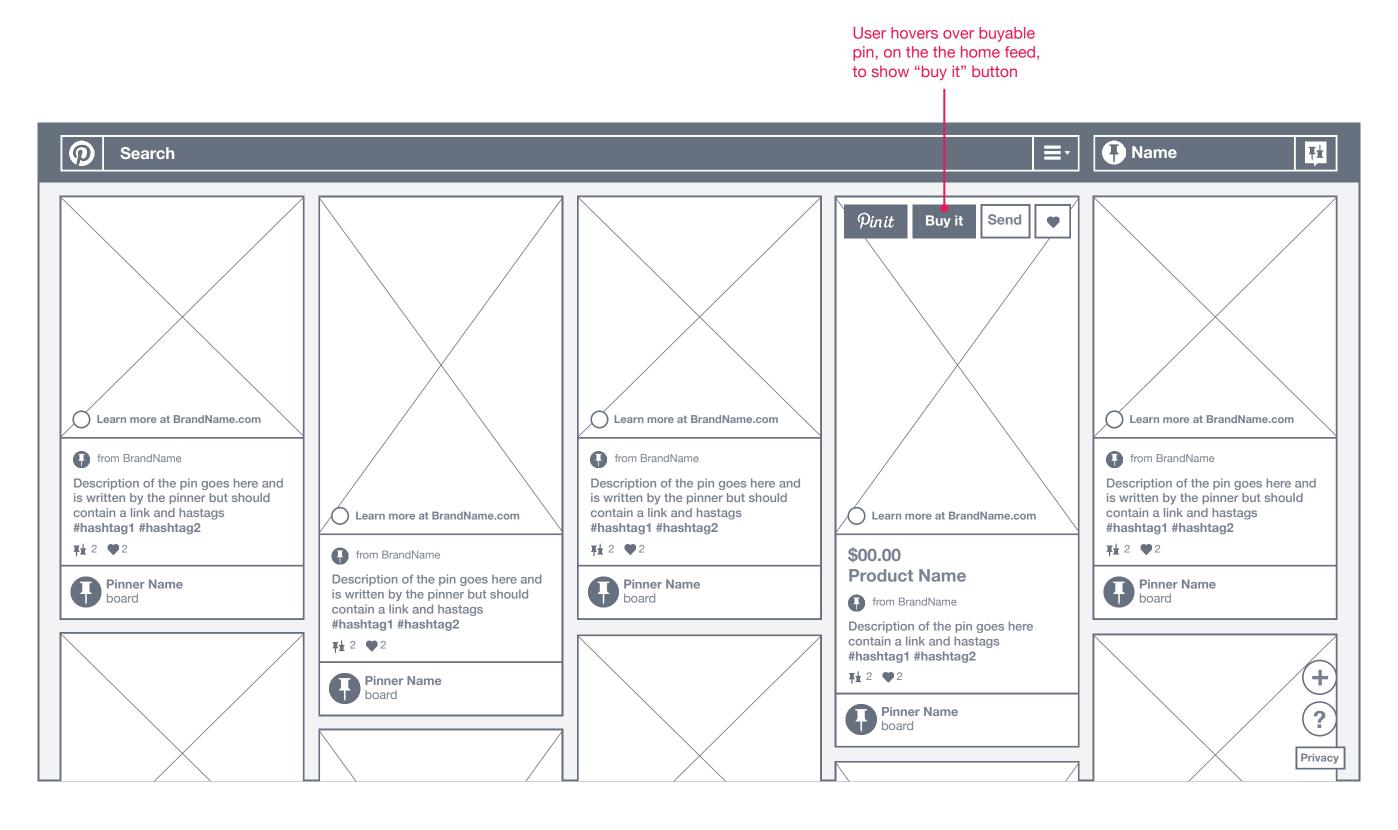
VS

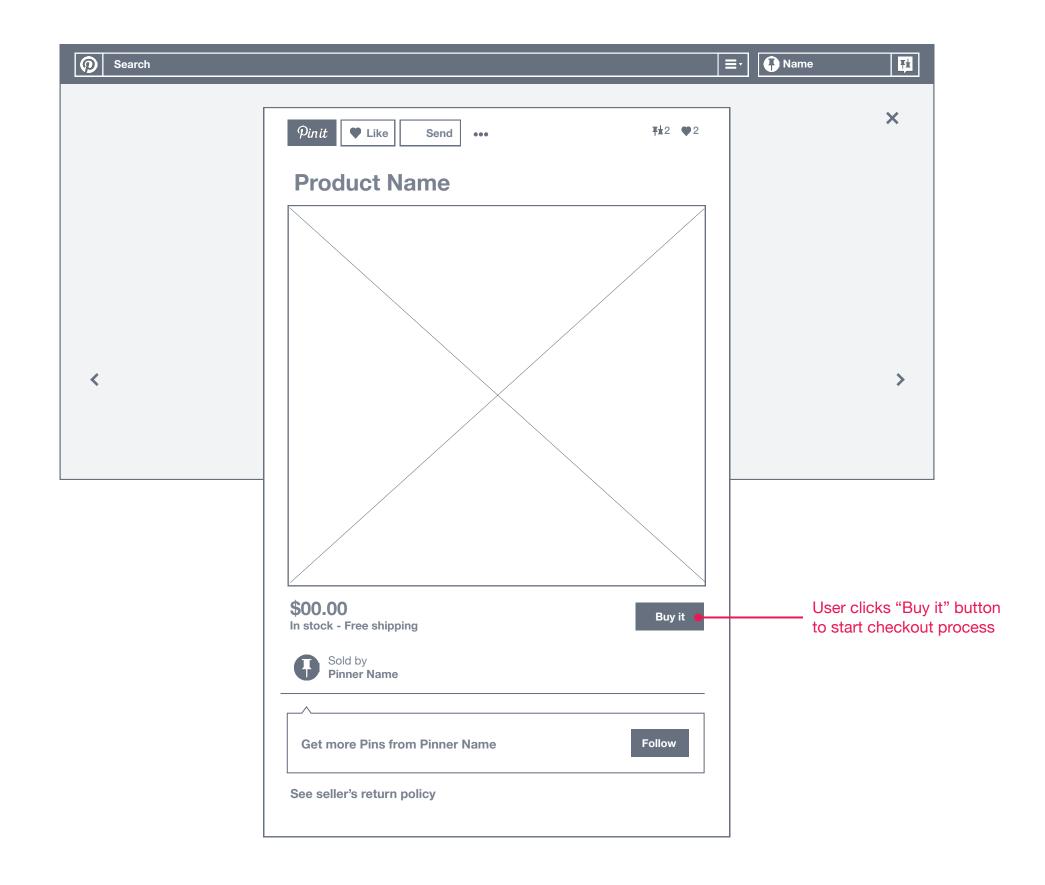


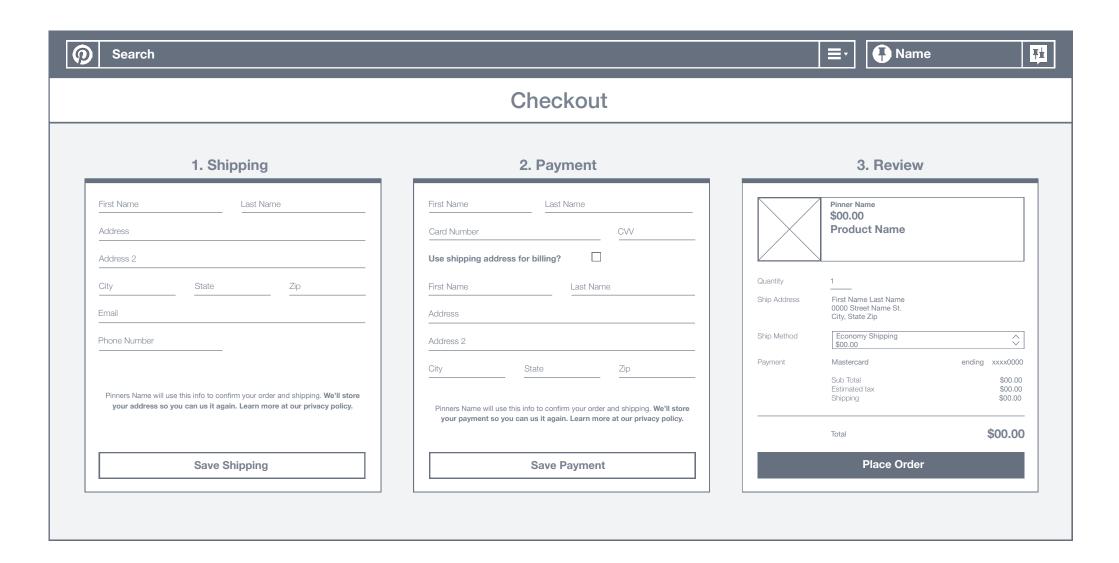
Existing Mobile

Checkout









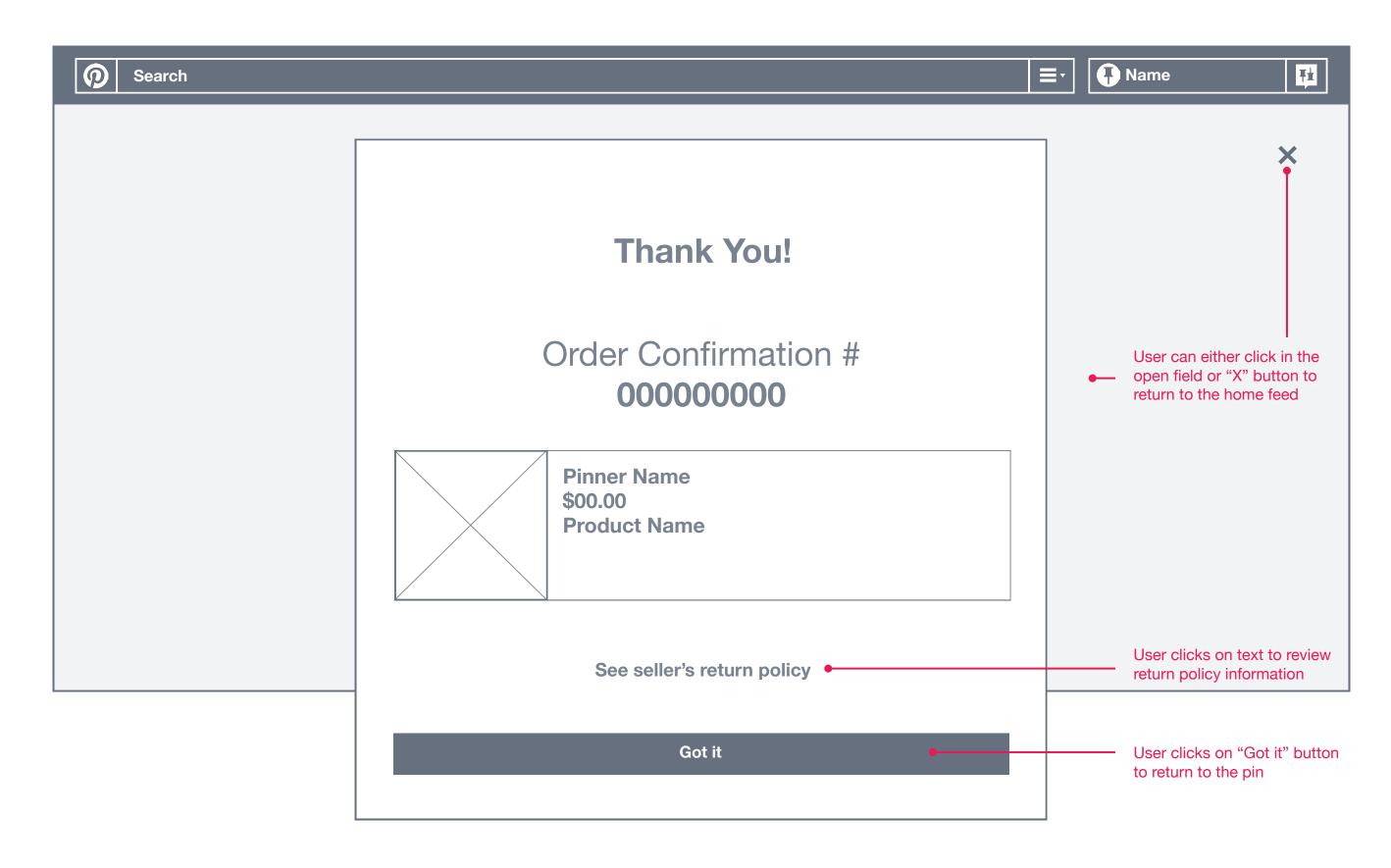


Save Sate: If the user inputs info and clicks the "save button" then the form container shrinks and shows the info summary

1. Shipping

Matt		Schaefer
0000 California St.	#000	
Address 2		
San Francisco	CA	94100
FirstLast@gmail.co	m	
Phone Number		
		our order and shipping. We'll store earn more at our privacy policy.

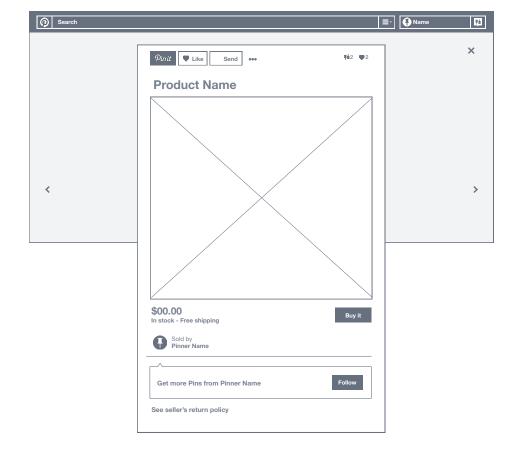
Edit Sate: If user clicks the "edit button" then the form container expands to show inputs



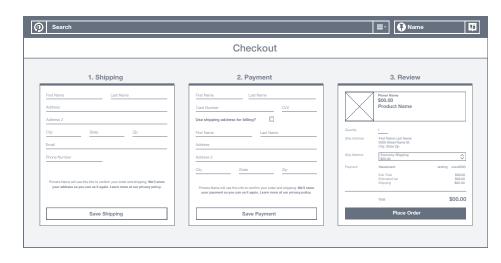
Prototype

PROTOTYPE SCOPE

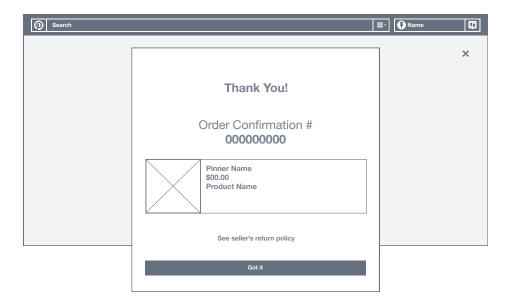
1. Buy Pin



2. Checkout



3. Confirm



INTERACTIVE PROTOTYPE

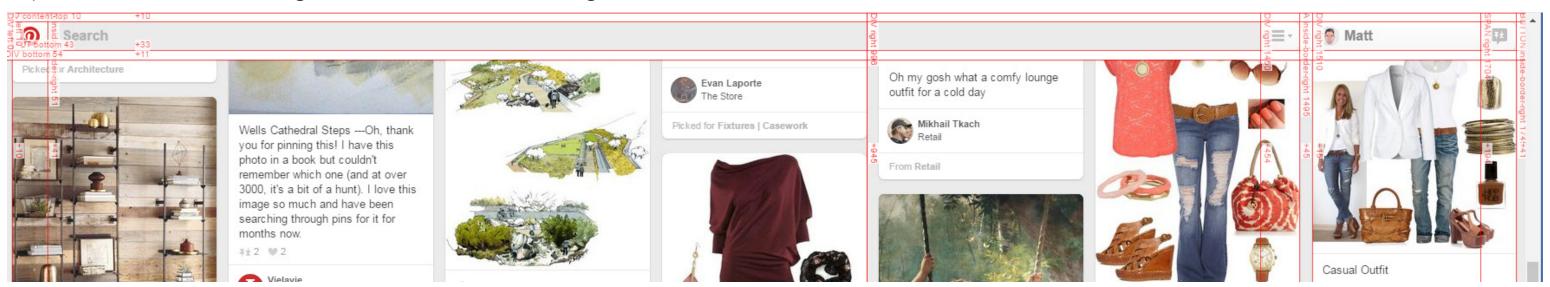
InVision Video

Test Results

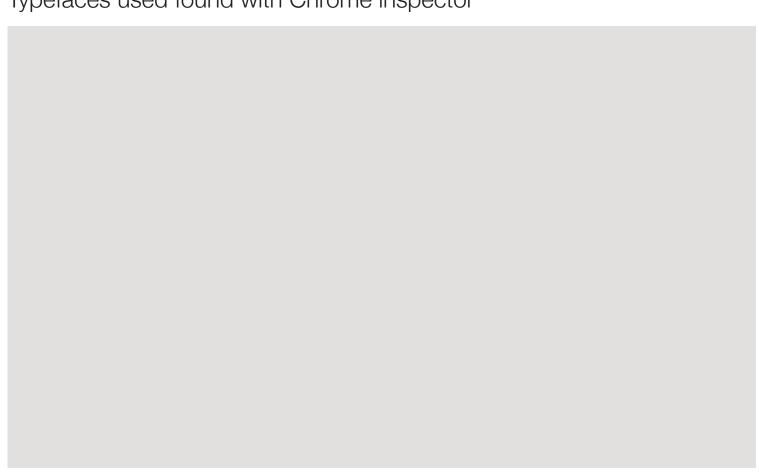
Code

PINTEREST STYLE GUIDE

Top bar measurements using Measure Stuff Chrome Plugin



Typefaces used found with Chrome inspector



Hex used colors found with Sip for OSX

HTML

Thoughts on HTML

Thoughts on CSS

JAVASCRIPT - PLANNING (PSEUDO CODE)

change form to saved state after user input and shrink container	expand container from "saved" to "update" state	change container form "masked" state to "show" state after payment and shipping
		fields saved

JAVASCRIPT

Thoughts on JavaScript + JQuery

HIGH FIDELITY PROTOTYPE

Screencast of prototype in action

Project Takeaways

Thoughts go here	
Etc.	
Etc	

Class Learnings

It's not about memorization but being resourseful

Etc.

Etc.

Tools Used

Code:

HTML 5, CSS 3, JavaScript, Sublime Text 3, Chrome Inspector, GitHub

UX Tools:

Sketch 3, InVision, Draw.io

Chrome Exstensions:

Measure Stuff, Pesticide

Other Tools:

Sip, Dash, InDesign, Photoshop