#### 22510064

#### **PARSHWA HERWADE**

#### **FINAL YEAR CSE 2025-26**

#### **GITHUB LINK FOR DETAILS:**

https://github.com/parshwa913/Parshwa-s-Online-Bookstore

#### Figma Prototype Link:

https://www.figma.com/design/fziMoYTwSINqwkxsAHaUqY/Parshwa-s-Online-Bookstore?node-id=0-1&t=PZKn9xrA7epjRbSz-1

#### Video Walkthrough Link:

https://drive.google.com/file/d/1sbKSNWjuvjq4qleAr7xRaCtl996zChnT/view?usp=sharing

#### ISE-1 - Prototyping User Interfaces Using Figma

**Course:** Human–Computer Interaction (HCI)

**Project Title:** Online Bookstore Mobile Application

#### Part 1: Research & User Requirements

#### **User Personas**

#### Persona 1 – Mike Ross

- Age: 21, College Student
- Background: Lives in Mumbai, regularly buys academic books online.
- Goals: Quickly find and purchase textbooks and novels.
- **Frustrations:** Confusing navigation, hidden prices.
- **Motivation:** Wants a simple app where he can log in, search, and buy books without distractions.

#### Persona 2 – Harvey Specter

- Age: 28, Corporate Professional
- Background: Works in a multinational company, reads during commutes.
- Goals: Browse new releases and purchase them quickly.

- Frustrations: Slow checkout process, cluttered homepages.
- Motivation: A clean, fast experience with fewer steps from browsing to checkout.

#### Persona 3 - Louis Litt

- Age: 35, IT Engineer & Avid Reader
- Background: Reads across genres, prefers curated book lists.
- Goals: Explore books by genre and buy instantly.
- Frustrations: Poor categorization and lack of sorting options.
- Motivation: A visually organized app with clear genre sections.

#### **User Stories**

- 1. As a student, I want to search for books by category so that I can find my textbooks quickly.
- 2. As a professional, I want a fast checkout so that I can complete a purchase during short breaks.
- 3. As a reader, I want visible ratings and prices so that I can make quick buying decisions.

#### **User Scenarios**

- 1. Mike logs in, searches for a programming book, views its details, adds it to the cart, and completes the purchase via UPI.
- 2. Louis opens the app, browses featured books, selects a romance novel, and places a cash-on-delivery order.

#### **Functional Requirements**

- 1. Secure login and registration.
- 2. Category-based browsing.
- 3. Book detail view (title, author, price, ratings, description).
- 4. Add to cart and view cart contents.
- 5. Multiple payment methods (VISA, COD, Mastercard, Stripe).

#### **Non-functional Requirements**

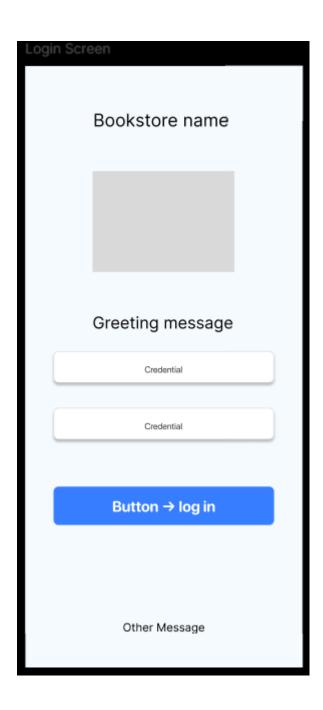
- 1. Clean, minimal design for better focus.
- 2. Load screens in under 3 seconds.
- 3. Mobile-optimized layout.
- 4. High-contrast, readable typography.

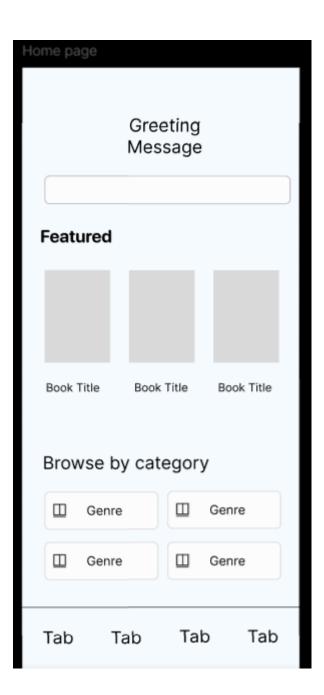
#### Part 2: Wireframing (Low Fidelity)

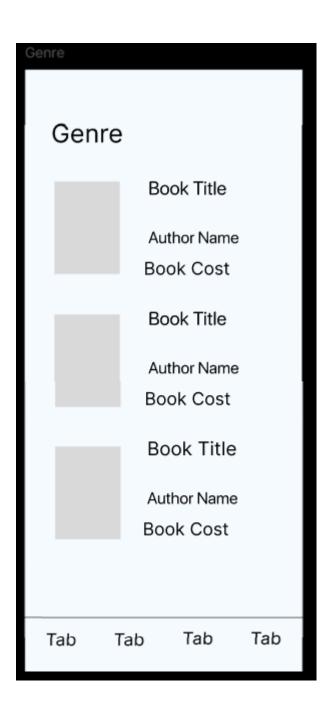
Six low-fidelity grayscale screens were created in Figma to represent the structure and flow before adding visual details.

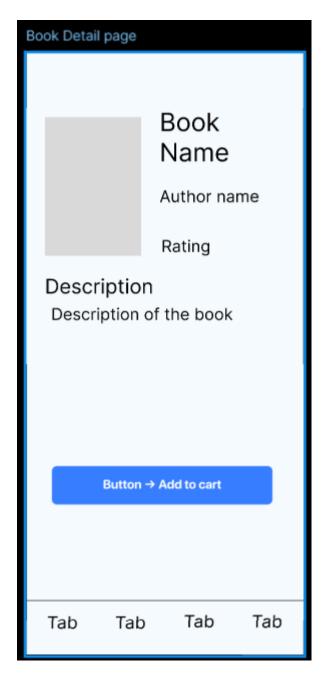
These screens match the final app flow:

- 1. Login Screen: Email & password fields, "Login" button.
- 2. Home Screen: Search bar at the top, category list, featured books grid.
- 3. **Genre Screen:** 2-column grid of books filtered by selected genre.
- 4. **Book Details:** Large cover image, title, author, price, description, "Add to Cart" button.
- 5. **Cart Screen:** Book list with prices, total amount, "Checkout" button.
- 6. **Checkout Screen:** Payment methods (VISA, COD, Mastercard, Stripe).









**Part 3: High-Fidelity Prototype** 

The high-fidelity version was designed using the following visual and interaction choices:

#### **Colour Scheme:**

- White background for clarity.
- Bright blue buttons for primary actions.
- Black text for strong readability.

## Typography:

• Clear SF ROUNDED font for modern, easy reading.

• Bold titles for book names.

#### Navigation:

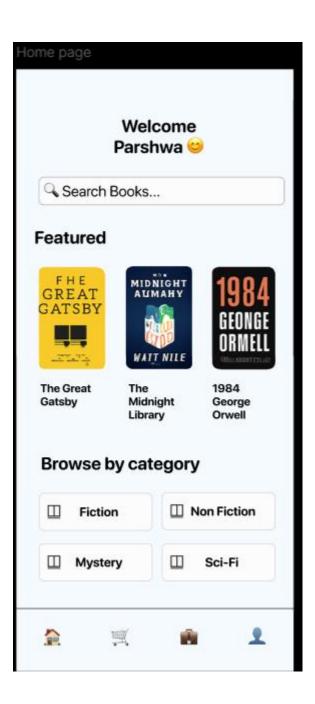
- Bottom navigation bar with icons.
- Tappable book covers and buttons.

#### **Screen Flow:**

- 1. **Login** → Home Screen.
- 2. **Home** → Genre or Featured section.
- 3. **Genre** → Book Details.
- 4. **Book Details** → Add to Cart → Cart Screen.
- 5. **Cart** → Checkout.
- 6. **Checkout** → Order Success page with confirmation message.

The prototype was fully linked in **Figma Prototype Mode**, enabling click-through navigation from login to order confirmation.

# ONLINE **BOOKSTORE** WELCOME BACK 🎉 Email Password Log in Don't have an account? Sign up



# **Fiction**



# The Great Gatsby

E. Scott Fifzgeraid

\$12.99



# The Midnight Library

Mart Halg

\$14.99



# 1984 George Orwell

John Doe

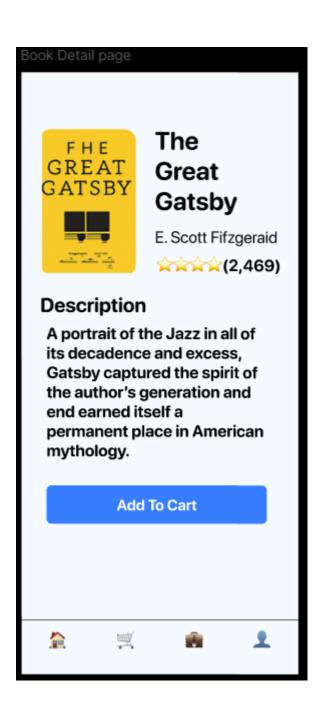
\$9.99

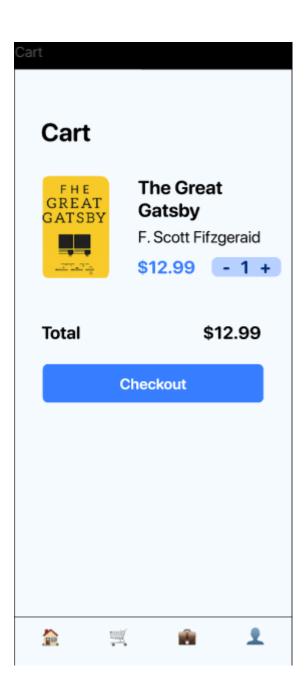












#### Checkout page

# Checkout

# **Shipping Address**

Parshwa Herwade 1224, Vishrambag, Sangli

# **Payment Methods**

- VISA
- COD
- Mastercard
- Stripe

# **Order Summary**

SubTotal \$12.99 Shipping \$0.00

Total \$12.99

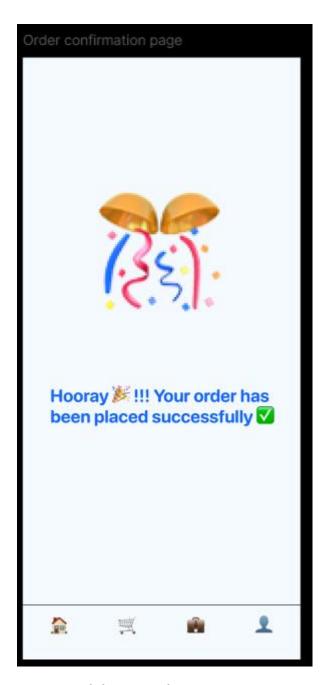
Place Order











**Part 4: Usability Considerations** 

#### **Consistency:**

- All buttons have the same style, colour, and rounded corners.
- Same header layout across all screens.

#### Feedback:

- "Order Successful" screen confirms completion.
- Buttons change colour on tap to show interaction.

## Visibility:

• Prices, book titles, and action buttons are always visible without scrolling.

#### Accessibility:

- High colour contrast between background and text.
- Large tap targets for mobile users.

#### **Post-feedback changes:**

- Moved "Add to Cart" button higher on Book Details screen for easier reach.
- Enlarged book cover thumbnails for better browsing.

#### Part 5: Submission & Presentation

#### **Report Includes:**

- Detailed documentation of design process.
- Screenshots of wireframes and high-fidelity prototype (to be attached in the appropriate sections).
- Justification of design choices (explained above).
- Reflection on usability.

The final prototype achieved the goal of a **simple, fast, and visually clean** online bookstore app. User testing confirmed that navigation is intuitive, and checkout is straightforward. The design can be improved further by adding wishlist functionality and sorting filters for book lists.

