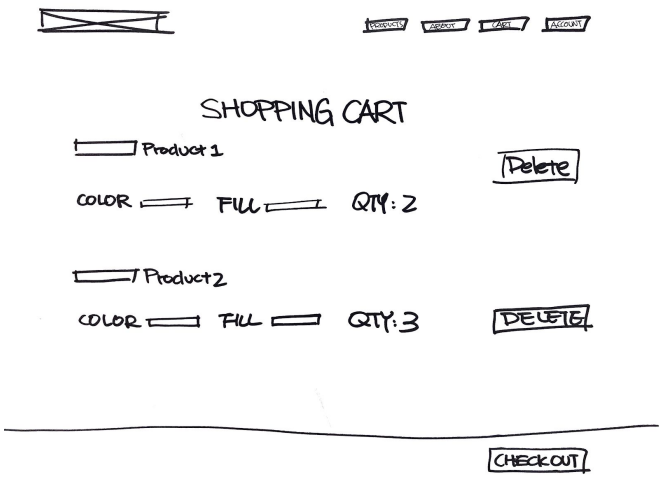
Assignment 6

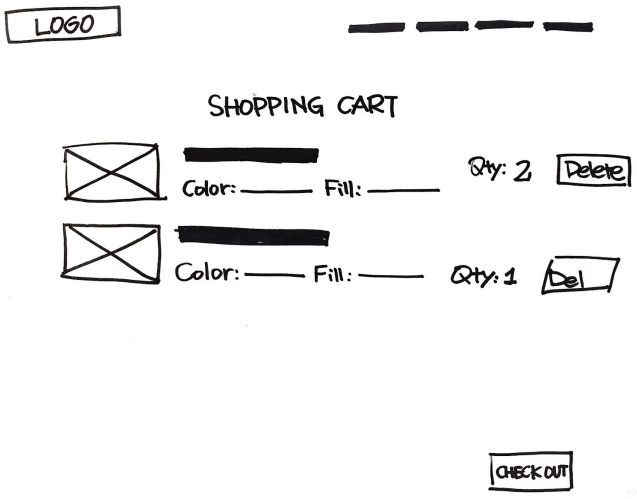
The coding process of the whole new designed FLUFF STUFF website took two weeks. Based on assignment 5, all pages have been redesigned for aesthetic and usability consideration. In assignment 6, shopping cart page has been added, and JS code has been implemented to every product on the webpage.

Low fidelity prototype



Shopping cart page lo-fi prototype iteration 1

The first iteration of the shopping cart page has a navigation bar, a "Shopping Cart" title, items in the shopping cart, and a checkout button. Users could delete unwanted items in the shopping cart by pressing the delete button for each item. After several rapid user testing, the second version of the paper prototype has been created.



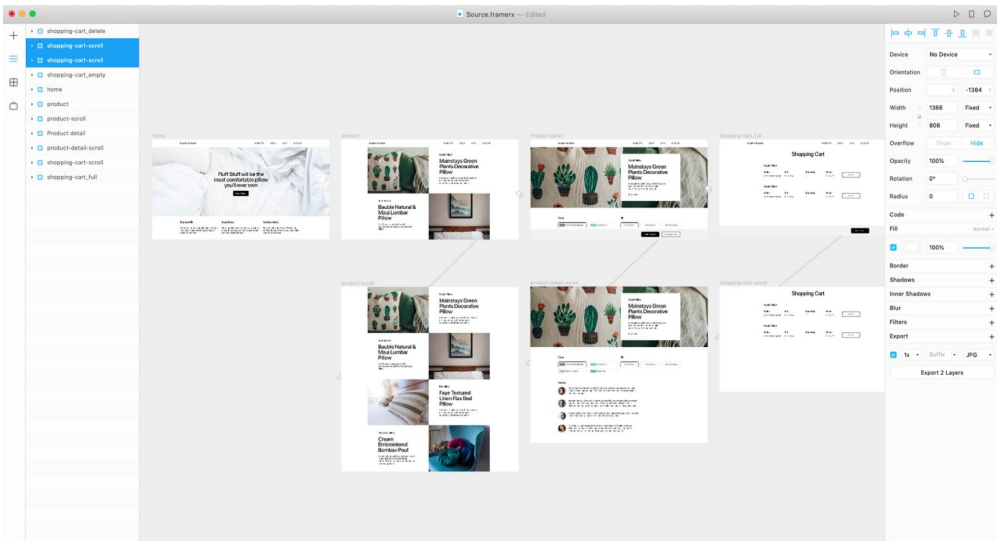
Shopping cart lo-fi prototype iteration 2

In the first iteration of FLUFF STUFF lo-fi prototype, images of the items in the shopping cart would cost users more time before making the final purchase decision so they are eliminated. The design choice of only displaying the item information in text also keep the page simple and clean.

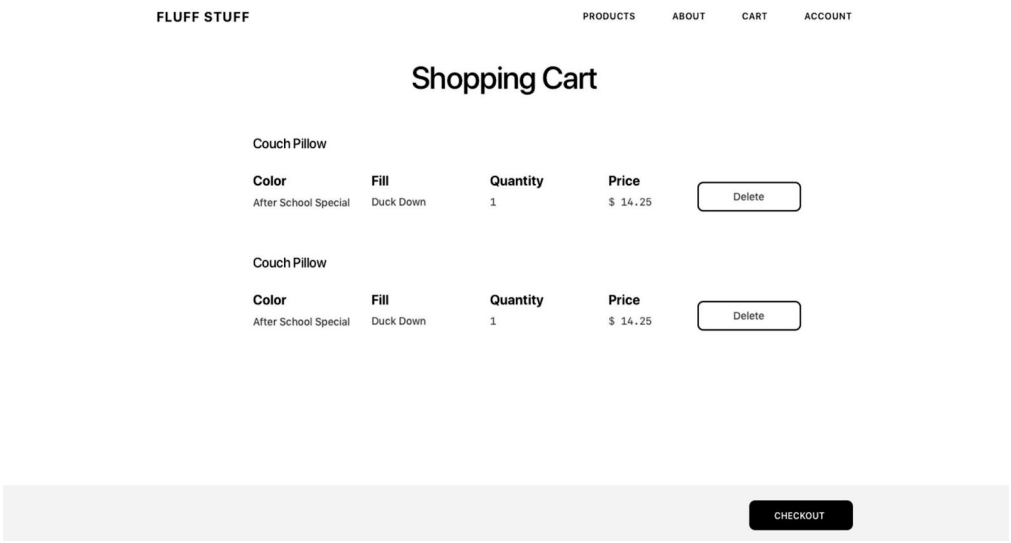
High fidelity prototype

Hi-Fi InVision prototype: https://invis.io/H5OT7WGJNK7

The flow and information architecture of the prototype is the same as before. I changed the UI design of the page into a more simple and friendly style. The design choice of a black & white color scheme is to use the color conservatively so the important elements on the page — the products could be emphasized. Also, using the grid system make the website's look and feel consistent for users.



Redesigned the whole website in Framer X



Hi-Fi shopping cart page

Reflection

What challenges or bugs did you encounter?

Understanding and implementing Javascript presented the biggest challenge on Assignment 6. Prior to this semester, I had never used Javascript or jQuery before. As a newer programming language, JavaScript has different syntax, functions, and methods compared to HTML and CSS. Learning and practicing Javascript and jQuery took me a decent amount of time. For example, I had a hard time figuring out when to use vanilla JavaScript and when to use jQuery. jQuery makes the work significantly easier for a new practitioner to write JavaScript code. However, as a beginner programmer who does not have a strong foundation in JavaScript, I found it easy to get the two mixed up.

Another challenge I encountered was saving user-selected items to local storage and retrieving this information on the shopping cart page. I initially tried to nest the code for object retrieval under the .onclick() function of the “ADD TO CART” button on product detail page. After many hours of debugging, I realized that I was unable to retrieve the items on the shopping cart page because I didn’t properly save them in local storage.

How did you overcome these challenges?

The Chrome developer tool was an effective way to debug my code and learn how Javascript and jQuery were acting upon my site. By adding console.log(); to different locations in my code, I could check which parts of my code weren’t working. I also used the “Application” section in the Developer Tools to double check that the correct user selections had been stored successfully.

Additionally, I used Google search to find the grammar and syntax of JavaScript and jQuery. To supplement my learning in the lab, I completed foundational lessons on Javascript in Codecademy and looked up some examples on W3C and MDN Web Docs. I found the answers to most of my bugs and other problems on Stack Overflow. Stack Overflow was particularly helpful in figuring out how to use local storage to save user-selected items to local storage.

Last but not least, I went to the TA's office hour to look for advice for my work. Kristin pointed out a highly useful feature — changing the quantity in shopping cart, so users could reduce numbers of items they don't want directly in the shopping cart page, which is convenient.