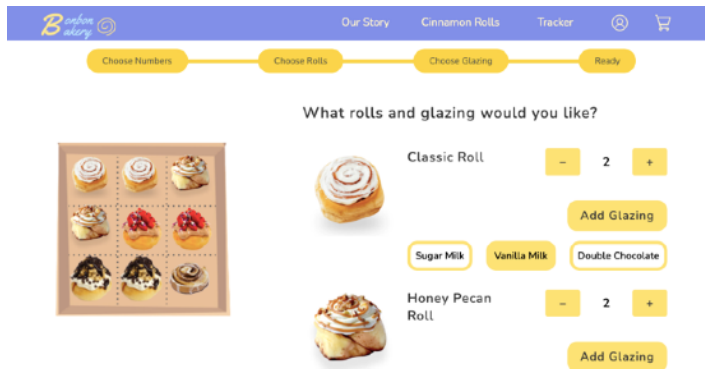


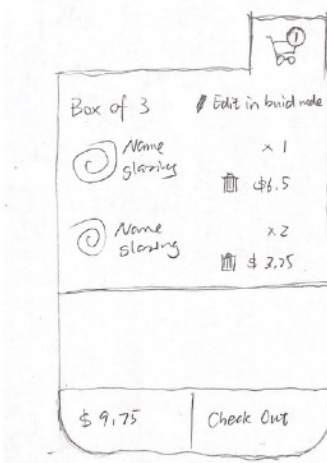
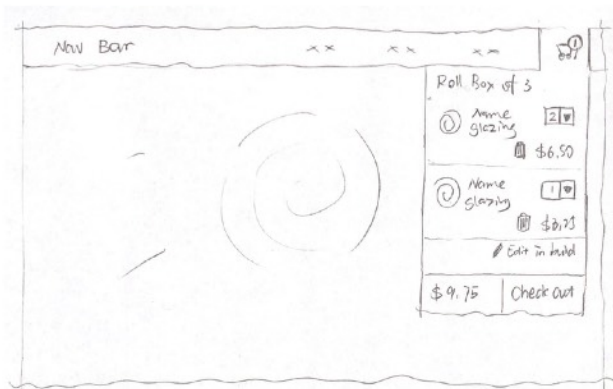
Sara Jinfan Bai  
PUI Assignment #6A  
03/30/2021

## Bonus Assignment



I made the shopping process intuitive, interactive, and interesting with JS so that users can see how many they can add to the box after the previous step and see what they added into the box.

## Lo-Fi Prototype



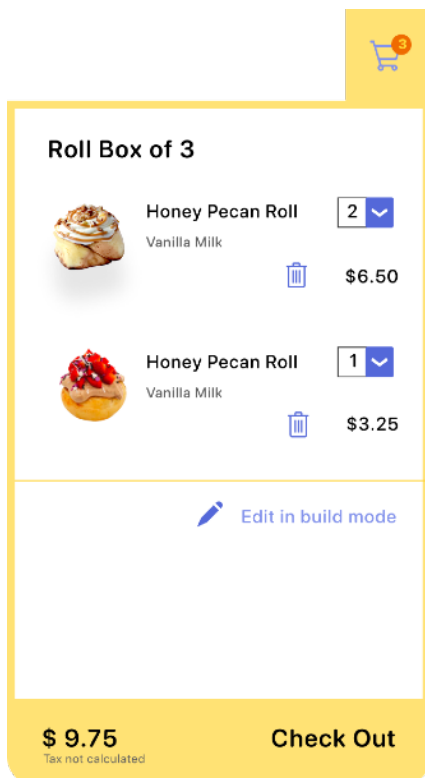
### Prototype Old

The cart shows up as a pop-up window after adding items to it. This is a fixed version from the early iterations but still have problems with user flow and technical difficulty. It's both difficult and has no point of making each roll number editable here because user add rolls by boxes instead of individual rolls. After adding a box of 3, it's difficult to control users to keep their roll number within the box limit. This may cause confusion to users and pose unnecessary difficulty to designers and developers too.

### Prototype Fixed

A fix version is shown enlarged. User only edit cart items in build mode.

## Hi-Fi Prototype



### Prototype Old (left)

This is a mock-up version of the unfixed sketch prototype. “Edit in build mode” button at the bottom may cause further problems when adding more than one box: which box does it edit?

### Prototype Fixed (bottom 2)

I fixed the “Edit in build mode” button so that it only edit the corresponding box. This way eliminates the dilemma of editing different boxes in the old prototype. A background color of title area also clearly separates boxes for less confusion.

