

UX Design Updates

After showing the sketches and wireframes to some colleagues, the following changes were made to the design.

Homepage

1. Reduce the number of views on the app - make the inventory view the homepage on the app (reducing the amount of click throughs required)
2. Ensure column names on the inventory table are clear e.g. change 'quantity' to 'amount in stock'
3. Ensure the user is aware that the links in the table are clickable - i.e use hand icon when you hover over the link



4. Use a visual cue to indicate to the user that the stock is low e.g red/amber rather than having a separate column to show high, medium and low stock

add_cake

1. As you need to have a baker set up on the system before adding a cake, ensure this is made clear to the user
2. Add a link to the 'add baker' page
3. Ensure the select baker drop-down is at the top of the form in case the user misses the message - i.e. so they can avoid completing the whole form before they realise that they need to create a baker
4. Change the 'save' button to 'add cake'
5. Amended so you cannot have minus cakes
6. Amended so the cake name is a mandatory field

Edit_cake

1. Save button becomes 'save changes'
2. Ensure existing information is retained to edit (i.e ensure the drop down doesn't default to first entry)
3. Add delete button to this page so we have a quick delete

add_cake_success

1. Amend success message to specific cake e.g. 'cake successfully added' becomes '<<cake name>> has been added'

edit_cake_success

1. Amend success message to '<<cake name>> has been updated'

delete_cake_success

1. Add a page to indicate the cake has been deleted