

About the final assessment

The purpose of the graded assessment

The primary purpose of a graded assessment is to check your knowledge and understanding of the key learning objectives of the course you have just completed. Most importantly, graded assessments help you establish which topics you have mastered and which require further focus before completing the course. Ultimately, the graded assessment is designed to help you make sure that you can apply what you have learned. This assessment's learning objective is to allow you to create a Reserve a Table element for the Little Lemon mobile website.

Prepare for the graded assessment

You will have already encountered exercises, knowledge checks, in-video questions and other assessments as you have progressed through the course.

This assessment covers all the aspects you covered during the course. The assessment requires you to provide a description of the problem and to create a persona, a journey map, wireframes and a high-fidelity prototype. You will be provided with the Little Lemon website home screen and style guide. Nothing in the graded assessment will be outside what you have covered already, so you should be well-placed to succeed.

Review the graded assessment

You will review your page to assess whether it meets the requirements outlined in the self-review quiz.

What to expect from the final graded quiz

The quiz only tests the topics covered throughout the course, so you should be well-equipped to succeed. Please review the feedback on your answers and, where necessary, go back and work through the topics that require further attention.

Good luck!

Exercise: Booking a table on the Little Lemon website

Overview

You will design and prototype the reserve a table feature for the mobile version of the Little Lemon restaurant website. This task will include, designing information architecture, and incorporating text, animations and graphics of branding and content.

You are encouraged to follow the steps you learned throughout this UX UI course. Therefore, you will be expected to create a solution to the problem, a persona, a journey map, wireframes and an interactive high-fidelity prototype.

You will need to submit:

- A text description of the problem you are solving,
- A link to your persona in,
- A link to your journey map in Figma,
- A link to your wireframes in Figma and
- A link to your prototype in Figma.

Instructions on how to share your Figma designs are described in the last few seconds of the **Animate and test your prototype** video in this course.

Define and research

- Define the problem you are solving. Little Lemon currently has no online reserve-a-table feature which is what you need to design in this exercise.
- Use research to create a persona and a journey map representing your target market. Think about who your users may be and why they would want to reserve a table online.
- Create a user persona.
- Create a user journey map.
- Use research to inform design concepts and identify what features are required.

Design and functionality

- Create low-fidelity wireframes in Figma to define the features and functionality of the reserve-a-table element. You should create a minimum of two wireframes
- Create an interactive, high-fidelity visual design Prototype in Figma for the reserve-a-table feature of the Little Lemon website, considering all the best practice design principles learned within the course.
- Include at least two interactive components such as the button and radio buttons already created in a previous exercise. Link the pages together, starting from the reserve table button on the home screen.
- Link at least two screens together.

The file provided below contains the Figma home screen and the style guide. They will assist you in completing your assignment. You should download it to your device and then upload it to your account in Figma.



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FIG File

Marking criteria

Problem statement	10%
Persona	10%
Journey map	10%
Wireframes	30%
Prototype	40%

Good luck with your assignment!