

## **Design Critique**

### **Summary assessment from user's perspective**

From a user's perspective, I think the application is easy to understand generally. I think that more explanation should have been given on the signup page about the differences between shoppers and shopkeepers, and that a shopkeeper has all of the functionality of a shopper. There are a few things that could be added or changed to make the user experience more pleasant and intuitive, like: not allowing negative pricing, allowing quantities of items, showing total cart and order prices, and adding a confirmation or "Are you sure?" pop up for checkouts.

### **Summary assessment from developer's perspective**

I think most decisions in the design made sense, but may not have been the best choice. Letting shoppers have shopper functionality was helpful and allowed code to refer to both shoppers and shopkeepers for buying items, which was good. But allowing multiple of the same item to be added to the cart would have been helpful, as technically only one item can be added to a cart. I think this could be solved by separating a shopkeeper's item descriptor from the actual items put into a cart or order, instead of having an item refer to both.

### **Most and least successful decisions**

I think the most successful decision was the inheritance from shoppers to shopkeepers, allowing shopkeepers to also buy items and create saved carts. I think the least successful decision was not implementing quantities, and thus only allowing shopkeepers to add items with an "infinite" amount of them, and having shoppers only able to add one to their carts.

### **Priorities for improvement**

I think adding the concept of quantity and separating the item in a store from the item put into a cart or order would make this application more similar to the real world and other shopping services. I would do this by allowing a shopkeeper to specify how many of an item they have, and a shopper to specify how many of an item they want to buy. Smaller UI changes, like showing total cart and order prices would also be areas for improvement.

## **Reflection**

### **Most and least successful aspects of project**

I think the most successful part of this project was making the user interface so that the app generally looks more realistic and like something that could be used. Using Bootstrap for this was a new experience, and fun to experiment with. I also think using Single Table Inheritance in Rails so that Shopkeepers inherited from Shoppers and have all of the same functionality as them was a success. I think the least successful part of the project was the decision to have "infinite" supplies on the shopkeeper's side, because that isn't an accurate representation of how stores work, although it could work for a large warehouse-type operation.

### **What I learned from it and can improve on next time**

I learned that one should really think about a chosen design and the implications it raises. Something may be easier to implement and satisfy requirements, but not actually be that usable or relevant to most users. Designing an application requires that you think through all of the different users that may be using the app and create a design that works for most, if not all, possible use cases. This is also a judgment call on the part of the designer, as not everything can be implemented, and features must be prioritized into what's needed and what's not. I think I misjudged the importance of quantities when first designing this app, and didn't consider the users as carefully as I should, which I will strive to do more on other projects.