

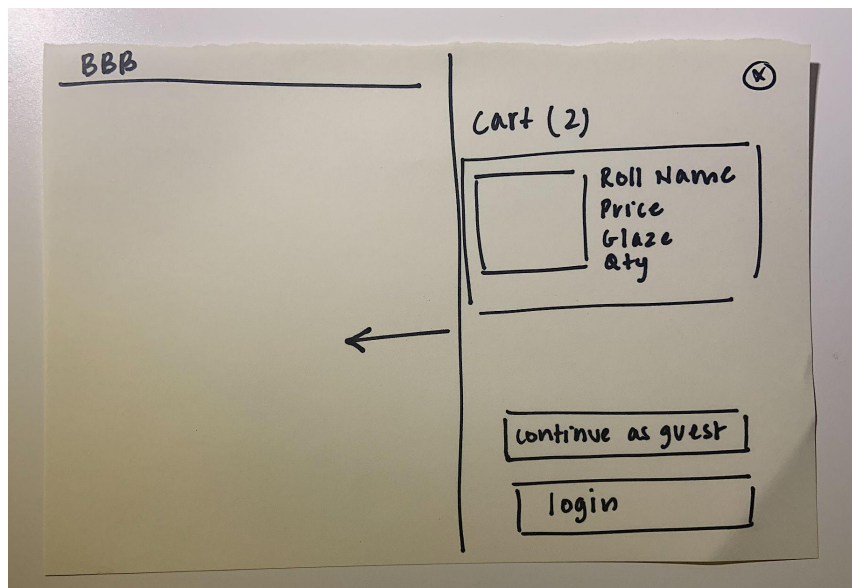
Shopping Cart Design

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Low and High Fidelity Prototypes

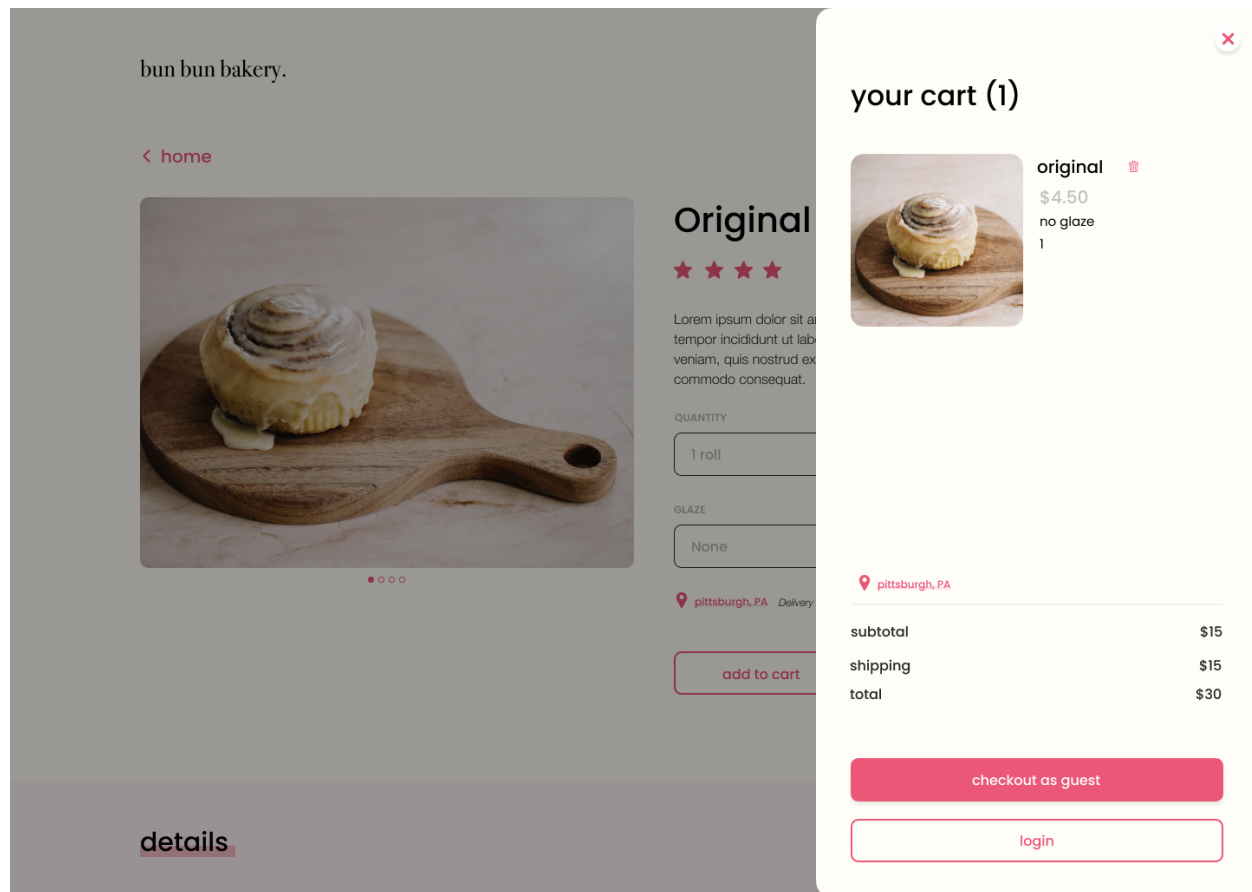
As I started coding the CSS and HTML for the shopping cart page, I realised that there were some features and functionality that I had earlier built into the page that didn't really work in the bakery's context. For this reason, I **redesigned** the page.

Low Fidelity Prototype



My initial prototype allowed for the user to change the quantity of an item added to cart. I realised this was a problem because users can only buy 1,3,6 or 12 rolls. Therefore, it may catch a user off guard if they try to change quantity and it only has 4 value options. For this reason, I decided to remove the functionality altogether. The user will have to delete an item from their cart and then re-add the item with their preferred glaze and quantity. Further, it did not show the glaze for the items added to cart. I added that in this new prototype.

High Fidelity Prototype



As described in the low fidelity prototype explanation, I changed the user interaction for items they add to the cart. I chose to restrict the user's ability to change quantity because of a few reasons:

- 1) a change in quantity might also require a change in glaze type in which case it may altogether become new cart addition
- 2) it is not intuitive for the user to click on '+' and '-' to change quantities and only have a fixed set of unique options
- 3) given the context of this website I did not think this change would impact the user's experience on this website and hence the trade off seemed fair