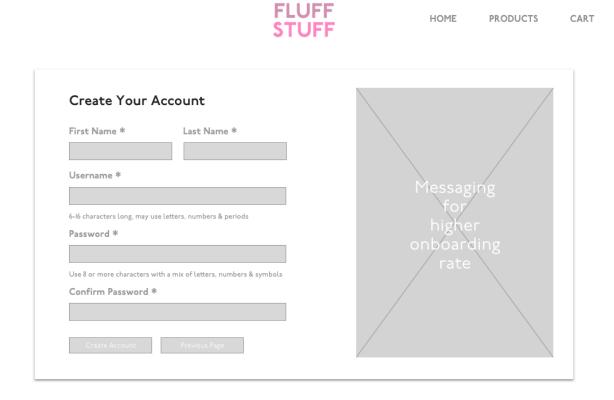
Assignment 6 - Adding Functionality to a Website with JS Fluff Stuff Javascript Feature Reflection

1. Low & High-Fidelity Prototypes



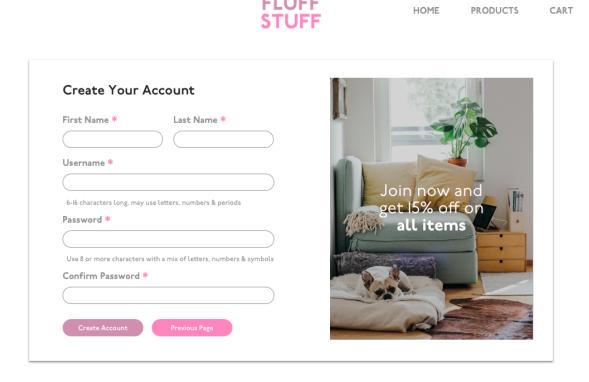
Low-fidelity wireframe

This is an account creation (or a sign up) page. The page is divided into two parts. Left is the sign up form where users enter their information, and the right side is an image with a messaging aimed at boosting the on boarding rate.

I included the image with messaging portion on the right because while the form should be the primary focus of a sign up page (hence on the left for the natural flow of the eyes scanning information), the image with messaging would be effective in letting the customers know of any promotional events that are occurring for the newly signed-up customers. The image should be attention-grabbing and the messaging should offer clear value-proposition to the users.

Also, below the username and password field, I've included a guideline on the requirements of the username and password, so the users could know the security

requirements **before** deciding the username and password combination, as opposed to **after** trying a few options. This reduces the stress and time of the users trying to come up with a username/password combination.



High-fidelity wireframe

The design follows the color scheme of the website. Darker shade of pink as the primary color, and the brighter shade of pink as the secondary color. The required field asterisk was colored in the secondary color, because the brighter pink has a shaper color and brighter hue than the primary color, therefore I've made an exception here to use the secondary color instead of the primary color.

The messaging on the right uses a relative large text with few sentences. I wanted to keep the messaging minimal and only deliver the necessary information with as few words as possible. The image behind shows the result of an ideal home interior decor you can expect from purchasing on this website, alluring the users to sign up and receive the promotional benefit, (hopefully) increasing the onboarding rate.

The corners of each form entry fields are rounded, to give rather softer look, which Fluff Stuff cushions aspire to be.

2. Web Prototype w/Javascript

Uploaded on Github.

3. Reflection: Challenges and Bugs

I felt like this was the hardest assignment of all. The biggest challenge of all was displaying items in the shopping cart. Not only I had to add each items as the users clicked on "Add to Cart", I had to iterate through the cart items using a for-loop and create individual <div> tags for each items. Implementing the automatic <div> insertion took several hours to figure out, but I eventually figured it out by using the .append method along with direct array access.

An annoying bug that I had to fix was the NaN error (not a number) when adding the total price feature to the cart. At first, the total price would show up as a concatenation of the numbers as strings, (\$303045). I tried to resolve this by using parseInt() method to make sure the data type of the prices were integers. Then, the NaN error would continuously bug me, until I realized that when I transferred the price data from the localStorage to the local array, it includes the "\$" symbol, therefore automatically recognizing the data type as string. To fix this issue, I used the substr(1) method to delete the \$ from the data, then used the parseInt() method to convert the data type to integer. It worked like a charm.

I discovered another bug when implementing the wishlist feature. Whenever I add some items to the shopping cart, then add some items to the wishlist, the shopping cart items would also be present in the wishlist as well. Turns out, when getting the data from localStorage, instead of creating two separate arrays (one for cart and on for wishlist), I kept using the same array for both of the features, therefore the data was being shared both ways. The bug was fixed by creating two separate arrays and using JSON.parse (localStorage.getItem() on each of them.