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Team Papayas

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Activity #2

Review about my Lo-fi prototype and what it uses from people centered design

I tried to think from a customer's point of view. If I was to make a booking myself, what sort of design or features would make it the simplest for me to follow. Knowing this I made my prototype have very clear continue buttons, and instructions with very clear areas to input information when needed. I was aiming for a low-threshold low-ceiling design.

I did not want to overload the user with too much information at once, so instead of throwing everything at the user at once I felt a step-by-step design would be more user-friendly. Thus my design first gets a date from the user, then asks for information such as delivery address and family size, and once that is done then the user can choose a box. (Fearing the door story from lecture 1 happening to my design I tried to keep a minimalistic bare-bones only what is needed design with clear and large continue/confirm buttons)

For this reason my prototype has each separate page designed to fulfill one specific task so that the tasks do not overlap. This may be changed as the design is worked on some more.

Using gestalt's enclosure I made boxes in the background of slightly different colors in order to separate and group sections of a page. For example: on the first page I have the calendar and estimated wait time for a box enclosed in a background box together on the right side of the page, and the help information located enclosed in a background box on the left. This was to minimize confusion as to what belonged where on the page.

Following that people like designs to be similar I modeled the choosing a box off of an online store with a filter on the left (so they can filter out food they cannot eat) and a selection of boxes/food choices on the right in tiny image boxes.