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Activity #2

<u>How Low-fidelity Prototype Link to Design Ideas Discussed in Class</u>

       My main goal in designing this prototype is to make the process of booking a hamper to be straightforward and simple to reduce hassle for the user. Giving the returning users the option to use an ID number in order to skip filling out their info, or for new users a very simple to follow form with the bare minimum information needed in order to properly prepare and deliver the hamper.

       With the goal to not overwhelm the user I have broken the process into 3 steps: registration, pick-up or delivery, and confirmation. In doing so, it ensures that the user receives the help they need in a timely manner. Transparency during the ordering process can help avoid any frustration or confusion with the waiting time and reception of the hamper.