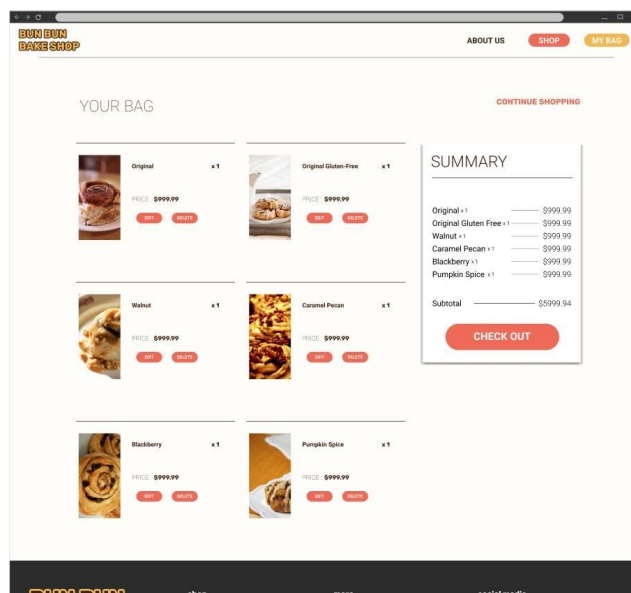


Shopping Cart: Low Fi Prototype



Paper prototype of shopping cart page made as a continuation of Assignment 2, which did not include the low fidelity paper prototype for the cart page. It is simple card layout design that shows the items in a grid to the left, and a summary of the order on the right. The right card layout also has the button for 'check out'.

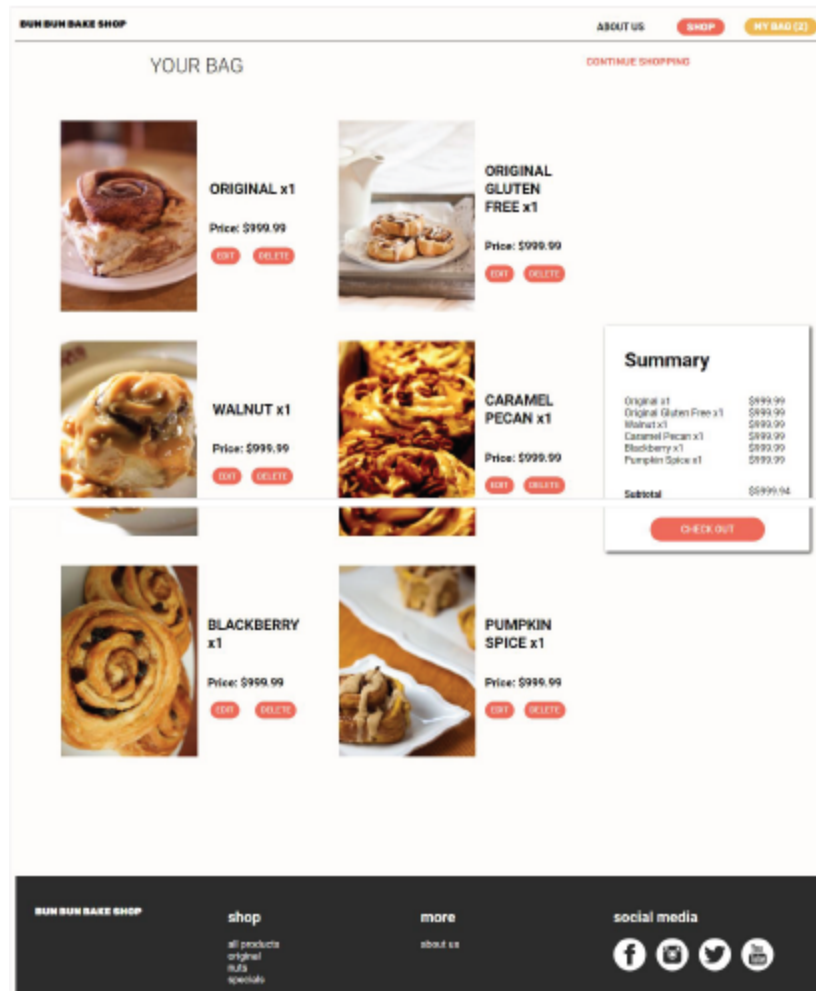
Shopping Cart: High Fi Prototype



The high fidelity prototype of the shopping cart was included in my submission of Assignment 3. It is practically a literal translation from the paper prototype to figma. Also note that there is 'continue shopping' button that will take the user back to the browse page. The link to the figma page is given here:

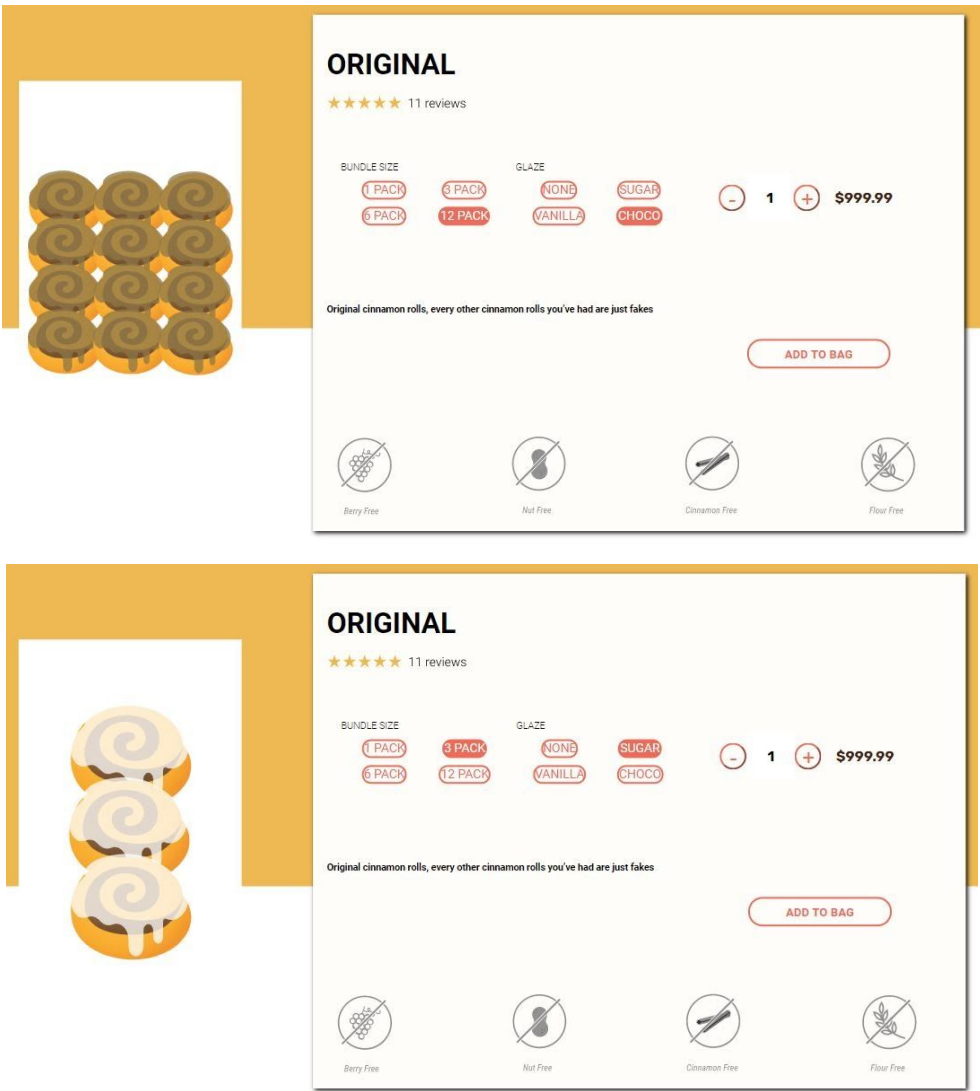
<https://www.figma.com/file/tXLrI5F0lekpn6jRVISMBO/PUI-Assignment-3-Aaron-Lee?node-id=0%3A1>

HTML + CSS Implementation

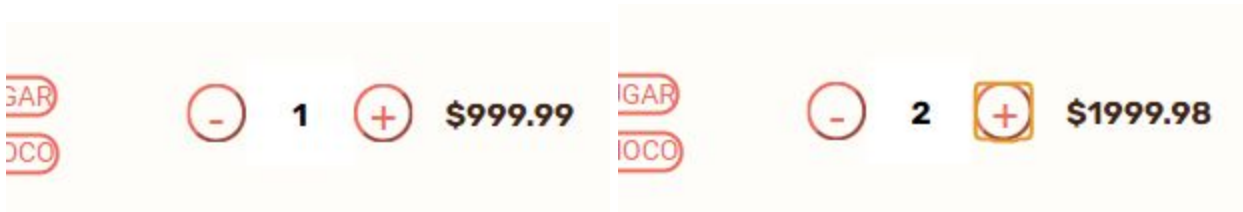


The HTML and CSS implementation for the assignment 6A submission is a static page, adding items from the product detail page will not change it.

Product Detail Page Modify Update



The image to the left of the product detail page will change when the user clicks on the 2 radio button groups for bundle size, and glaze type.



Incrementing the quantity also changes the calculated price.

Number of Items in Bag Update



Clicking 'ADD TO BAG' in the product detail page will increase the number of items in the order. Note the exact items are not dynamically displayed in the shopping cart page, but they are stored as objects in local storage. Like such,

key: "item1",

value: '{"bun":"original","pack":"3_pack","glaze":"sugar","quantity":2}'

The number of items in the order is also stored in local storage. Like such,

key: "itemCount",

value: "2"

The way items are counted are by input, every click of 'ADD TO BAG' constitutes an added item in the order.

There is currently a bug to this feature, where the number of items indicated shows as '0', when the user leaves the product detail page and returns to the product detail page, even when the local storage variable says otherwise.

