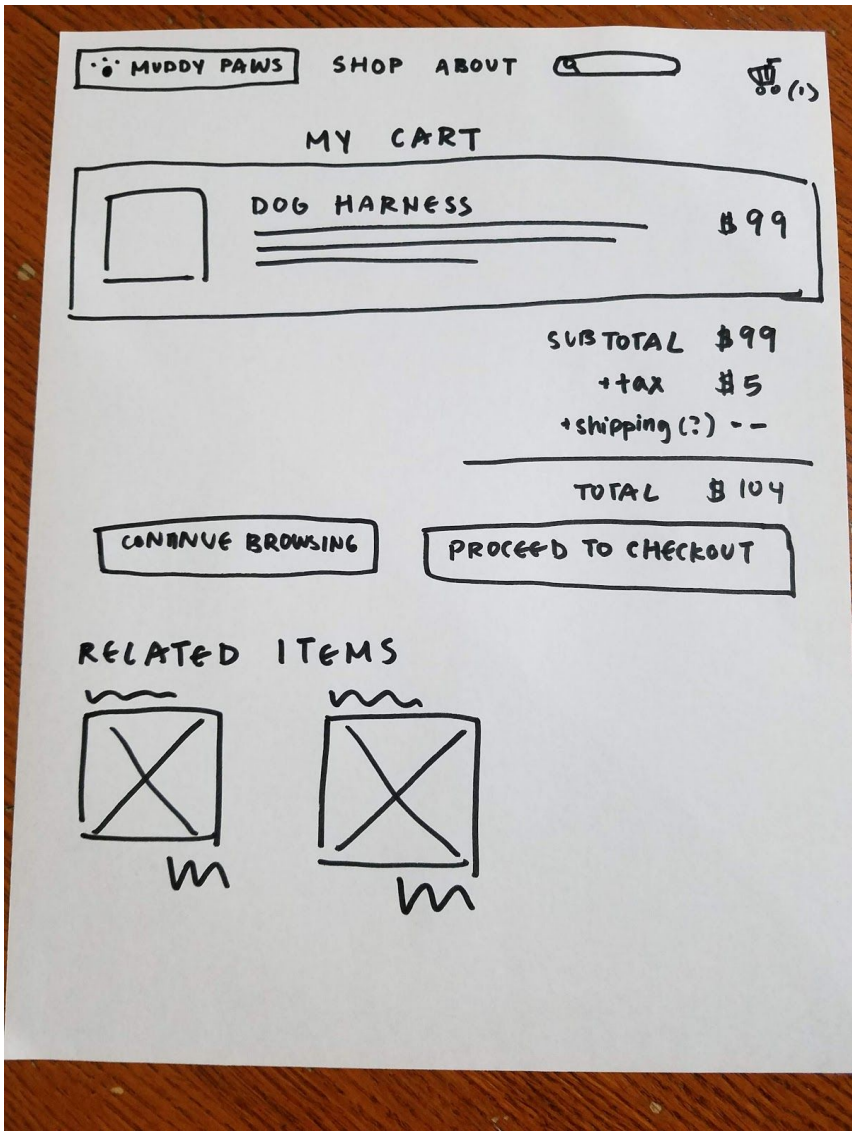
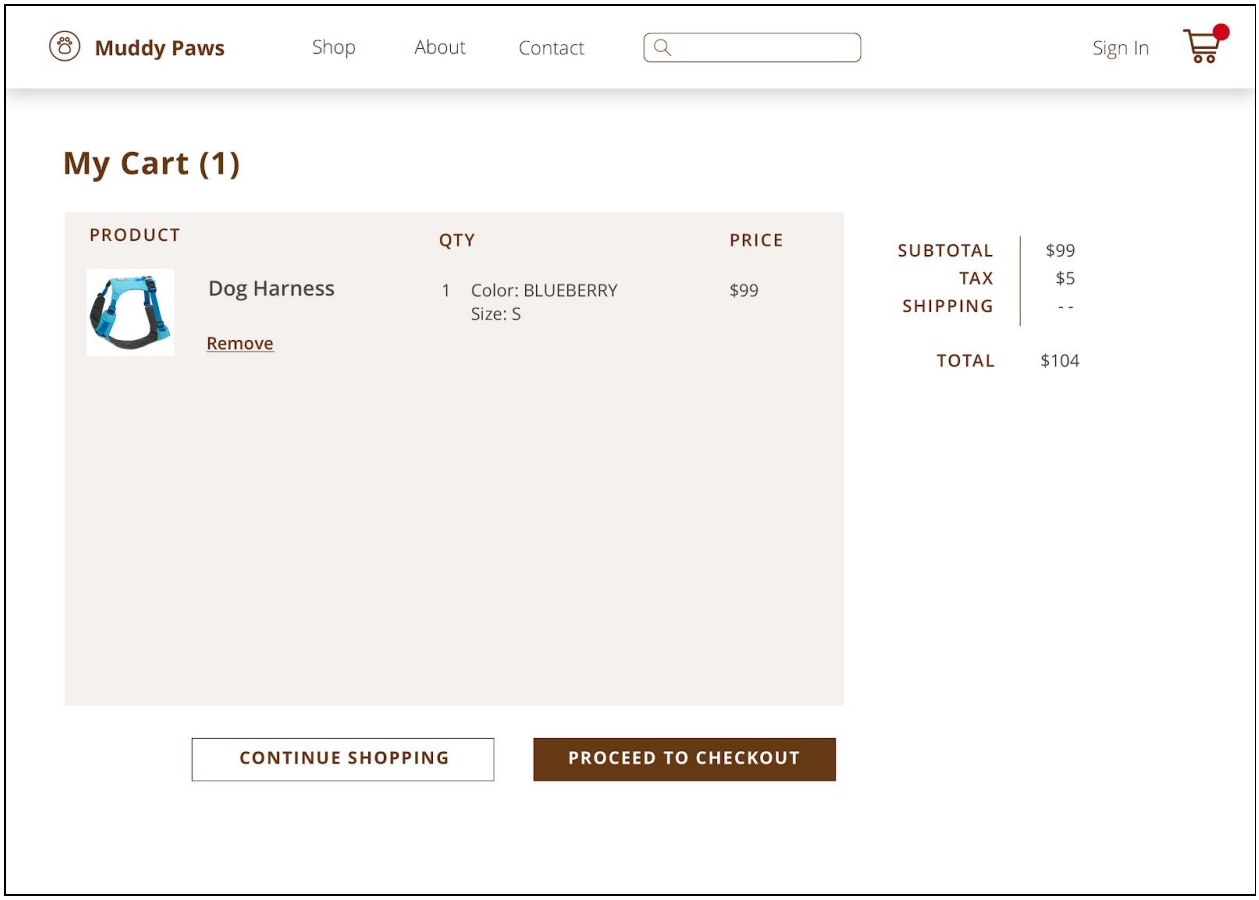
Assignment 6 - Javascript
Victoria Liang
PUI Section A

1. Low and High-Fidelity Wireframes



For my low-fidelity wireframe of the cart page, I sketched out the general flow of how the different components on the page would go together. When the user clicks the cart icon, they are taken to the cart page. The information about what is inside their cart is at the top, and then the cost information follows below that. The buttons for continue browsing and checkout proceed under that. I made this flow because I think it captures the logical progression of the information that users would want to see when they are looking at their cart to check out. I also put a “Related Items” section at the bottom because this was a pattern that I saw in a lot of other online stores, and I think it helped to fill up the space and also encourage people to browse more and spend more.



For the high-fidelity wireframe, I added colors on top of the flow that I had made already. The 'Continue Shopping' is the secondary button, so it's styled to be less attention grabbing than the 'Proceed to Checkout' button, which has higher contrast against the white background. I took out the "Related Items" section that I had in my low-fidelity wireframe because I realized that since Muddy Paws was a very small store with only 6 products, there weren't a lot of similar and relevant suggestions that I could include. I used a light brown background for the product information to make it stand out more against the white background of the site to guide the user's attention to first focus on the products.

2. Web Prototype with Javascript

Notes:

1. In this prototype, the product photo's color changes for the Dog Harness and Cat Harness when the user selects color. In the interest of time I didn't prototype this for the other products (the image is the same for different colors in other products).
2. In the interest of time I didn't change the reviews for all of the products, so some reviews don't make sense for the product. I did change the product description for each product.

In this prototype, the user can navigate to any product and select size, color, and the quantity they want to buy. After clicking on the 'Add to Cart' button, the number next to the cart icon increases to show them that their cart was updated with the added items. Clicking on the cart icon brings the user to the

“My Cart” page, where the user can view their added items. The user can remove their items from that page.

I had a lot of trouble with implementing the cart. At first I did not know how to pass in the products after a user selected them. I decided to implement the product as a javascript object with the attributes of name, size, color, and price. I thought that this made sense given the context because each product has the same attributes but the values of these attributes change depending on the product. After the user adds the product to their cart, I use localStorage to add the product to an array. This array is stored in localStorage so when the user views their cart, the array is loaded to show each product. I also had a lot of trouble with figuring out how to show the different colors and sizes if the user has multiples of the same product- for example, if the user selects 2 dog harnesses, but one is small and the other is medium. In my original design, this information would be showed in one row and be grouped with the same product. I could not figure out how to do this so I ended up having one new product row for each product. I think this is bad UX design because the user should be able to see all selections of the same product in one grouping, but I couldn’t figure out how to code it.