CPSC 5220 UX Design

Assignment name: High-fidelity prototypes

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Key Features:

1. Rental Options Drop-Down Menu: This feature allows users to choose rental durations or terms directly from the game listing. We implemented a drop-down menu on the product description page where users can select how long they want to rent a game. Include different periods, like one day, one week, two weeks, or a month, and cost accordingly.

2. Payment Safety Measures: To ensure proper transactions, we created error pages, which will prevent the user from entering details/ invalid details.

3. Add to Cart Functionality: For users interested in renting or buying multiple games at once, an "add to cart" feature is essential. Users can add multiple games to their cart and proceed to checkout when ready, which streamlines the transaction process. Ensure the cart is easily accessible from any page within the app, and users can view or modify their cart items before finalizing the purchase.

Low-Fidelity to High-Fidelity Transition:

Wireframes: We began with basic wireframes to outline the structure and functionality of our app. These included sketches of key screens such as the home page, product listing, product details, cart, and checkout.

User Flows: Created detailed user flows to ensure a seamless experience from browsing to checkout. This helped in visualizing the user journey and identifying potential pain points early on.

Feedback Iteration: Addressed the feedback of peers and mentors to refine the wireframes before moving to high-fidelity designs.

High-Fidelity Prototypes:

Ensured a consistent design language with well-integrated color schemes, typography, and iconography to create a professional and appealing interface. Added interactive

elements such as hover states, button clicks, and page transitions to simulate real app interactions and improve usability testing in the future.

Platform-Specific Constraints:

Game Share is a cross-platform application designed for both iOS and Android. But the typography and icons used in this app are “SF Font Family” and "Cupertino," respectively, which align better with iOS devices. Game Share is designed for the latest Android as well as iOS devices.

Heuristic Evaluation Feedback and Edits:

1. **Highlight “Chosen Payment Option”:**

Feedback: It was suggested to highlight the selected payment option to improve clarity.
Implementation: We updated the prototype to visually distinguish the chosen payment method, enhancing user recognition and reducing errors.

2. **“Delete Icon” on Cart Page:**

Feedback: A delete icon was recommended for the cart page to allow users to easily remove items.
Implementation: Added a delete icon (‘x’ icon for deletion) on the right side of each selected item in the cart, improving the user’s control over their selections.

3. **“Address and Zip Code” on Payment Page:**

Feedback: Users needed a clearer way to add their address and zip code during payment.
Implementation: Redesigned the payment page interface to make the address and zip code fields more prominent and user-friendly.

4. **Error Messages for Payment Fields:**

Feedback: Suggested adding error messages for incorrect payment information.
Implementation: Redesigned the payment page interface and added error pages for the user, so that the user cannot complete payment without valid credentials.

5. **“Buy Now” button on the Product Description Page:**

Feedback: A “Buy Now” button was suggested to streamline the purchasing process.
Implementation: Implemented a “buy now” button in product description page, so that the user can directly buy/rent the gaming products

Conclusion:

The transition from low-fidelity to high-fidelity prototypes involved iterative design improvements, incorporating user feedback, and addressing heuristic evaluation comments. Our focus was on creating a user-centric design that balances functionality with aesthetics, ensuring a seamless and engaging user experience on the GameShare app.

By addressing specific feedback points such as highlighting payment options, adding delete icons, and implementing error messages, we enhanced the usability and overall user satisfaction. This project has provided valuable insights into the iterative nature of design and the importance of user feedback in creating effective UI/UX solutions.