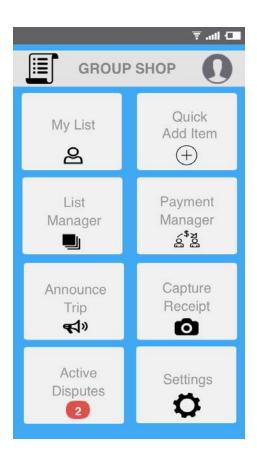
## **Digital Mockup**

GroupShop; Grant Azure, Antonio Diaz, Peter Hu, Eric Le

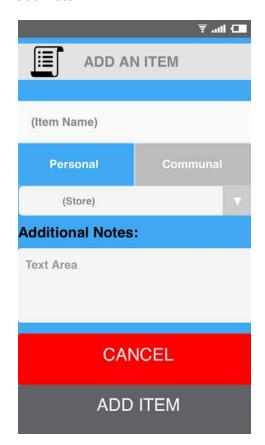
In making our prototype digital, there was more emphasis on using large clickable buttons. Icons needed to be simple and layout items needed to spread equally across the real estate of the screen. With the addition of color, we had to pick a scheme that was consistent and useful for conveying information to the shopper. These elements were not paramount in the paper prototypes, but design flaws in these elements became obvious when we saw them in our digital rendering. On the bright side, digitizing our prototype helped us with organizing our layout, visualizing flow between various screens, and using color to improve functionality (Task 2, Step 2: the red balance field helps show that you owe Eric money). We felt that our final paper prototype had resonated well with our final usability test participants so we tried to make the digital prototype similar in functionality. Below is a walkthrough of our two primary tasks.

## Task 1: Add Cup Noodles To Shopping List

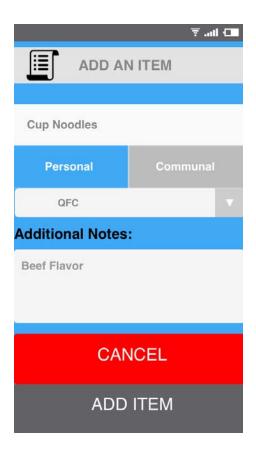
Step 1: Click "Quick Add Item"



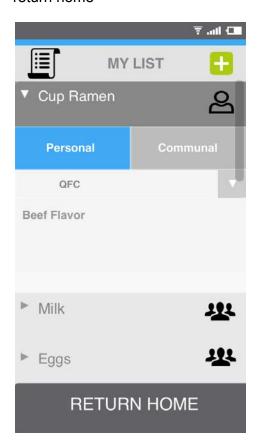
Step 2: Enter item name, label as personal, add note



Step 3: "Press Add Item"

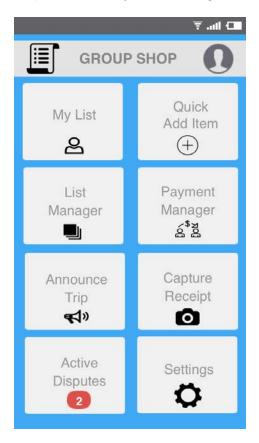


Step 4: Review updated shopping list and return home

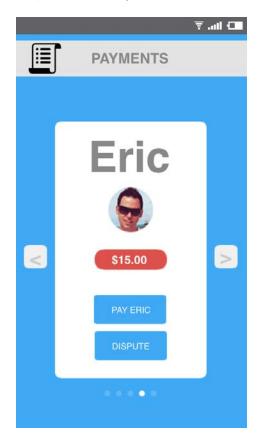


## Task 2: Pay Housemate Eric With Credit Card

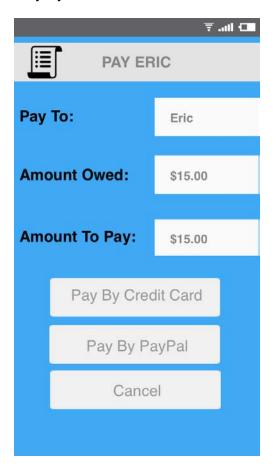
Step 1: Click "Payment Manager"



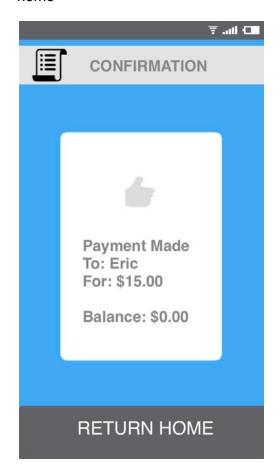
Step 2: Click "Pay Eric"



Step 3: Review prefilled amounts and click "Pay By Credit Card"



Step 4: Review confirmation and return home



## Acknowledgments

Icons courtesy of nounproject.com and...

Fission Strategy

Johan H. W. Basberg

**Arthur Shlain** 

Fábio Testa

Vasu Adiga

Nicholas Menghini

Félix Péault

Agus Purwanto

**Mourad Mokrane** 

Mock-up built with Fluid UI

https://www.fluidui.com/