

Designing Interfaces: Final Project

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Interface Design (Patterns)

08/27/2021

List out the patterns used in the final project and why:

1. Navigation and Wayfinding

Throughout my final project, named Ni Has Meow - Cat Shelter, I wanted to ensure the visitor would always be able to go back to the home page easily. I implemented a few patterns including: Clear entry points and a sitemap footer. I also included a link back to the home page through the upper left logo and the logo within the footer. Each main page is always available through the navigation at the top and a back to top button is also visible once the visitor scrolls down past the header image/below the fold.

Why I decided to implement these specific patterns:

I wanted to encourage the visitor to explore the site but always feel supported and able to find their way around the site easily.

These patterns have been implemented site wide on every page.

2. Layout of Screen Elements

Once the subject and theme was decided upon, the next pattern I implemented within this project was the Grid of Equals. This specific pattern made the most sense when displaying the available cats for adoption, featured cats, recent happy adoptions, and the specific pet information.

Why I decided to implement this specific pattern:

I wanted to ensure each cat was important and this layout made the most sense to me. It also put the thumbnails and descriptions within a grid which made it easy to look at. Once the template was finished, it was quite easy to implement throughout the site while changing a few things specific to each page. To the visitor, it's a common UI element so it is also easily understood.

This pattern have been implemented on the following pages: Home, Search Results, Pet Detail

3. List of Things

Working through the design, I naturally navigated to the use of cards to display the information. It seems to work well in conjunction with the Grid of Equals. I used cards further to display additional information outside the main grid of available pets when also wanting to show additional information about the selected pet that didn't fit inside the original main grid.

Carousels are also used throughout the site to showcase a couple different designed blades. These included the featured/special needs cats, recently adopted, and all cats available for adoption. This is used to display available pets in a relatively small amount of space.

Pagination was also something I wanted to implement as similar to carousels, it allowed display of available pets in a designated area. I decided to allow the visitor the option to adjust their own view by changing the amount shown on the page as well.

Why I decided to implement these specific patterns:

I implemented the card pattern because of its flexibility and fairly common use across the web. Knowing this, and wanting the visitor to feel comfortable in the site, it was an easy decision to include it in the design.

I implemented the carousel and pagination patterns as they both were UI elements familiar to the visitor along with the ability to showcase available pets in a small amount of space.

These patterns have been implemented on the following pages: Home, Search Results, Pet Detail

4. Actions and Commands

Grouping buttons together is another pattern I attempted to implement through the site. This is positioned strategically and within the header elements. The very top bar includes social items and login menu items, the main navigation has specific main/high level pages grouped, within the hero image, the buttons pertain to the specific page the visitor is viewing.

I also wanted to implement a way to group categories that were selected within the search results page. Each of these are not only displayed within the grid, but they can be added or removed by using the filter options (on this specific page.)

Another pattern I implemented was specific for the Tea Room Reservation page. There is a prominent and assumed next step after selecting a party size and day/time within

the reservation area. This is also placed on a card so it is easy to navigate to and interact with.

Why I decided to implement these specific patterns:

Generally, ease of use and comfort with the UI was the reasons behind why I decided upon these specific patterns.

These patterns have been implemented on the following pages: Search Results (Grouping Buttons Together) and Our Tea Room (Assumed Next Step.)

4. Forms and Controls

I implemented Input Hints into the form on the Contact page to walk the user through what is needed to start the adoption process or to provide a way to contact the shelter and ask questions. These form fields are very straightforward, asking for Name, Email, Subject, and Message.

Why I decided to implement this pattern:

Even as an experienced user, I appreciate it when a form lays out what it needs from me as I'm filling it out. I find it incredibly helpful as I want to provide as much information needed to communicate my needs to the site/company/shelter. As I previously mentioned in an assignment: in some ways makes it more informational and guess free way of gathering customer information. Those savvy enough to know what to expect can skip the information, those who need additional help will use it to help fill in the info.

This pattern has been implemented on the following page: Contact Us

Link to project via Adobe XD Share:

<https://xd.adobe.com/view/3d3eff63-92ba-4e07-aa72-e5239e589a79-686d/>