

THE PLANT CAKE

Pilar Domínguez

Project overview



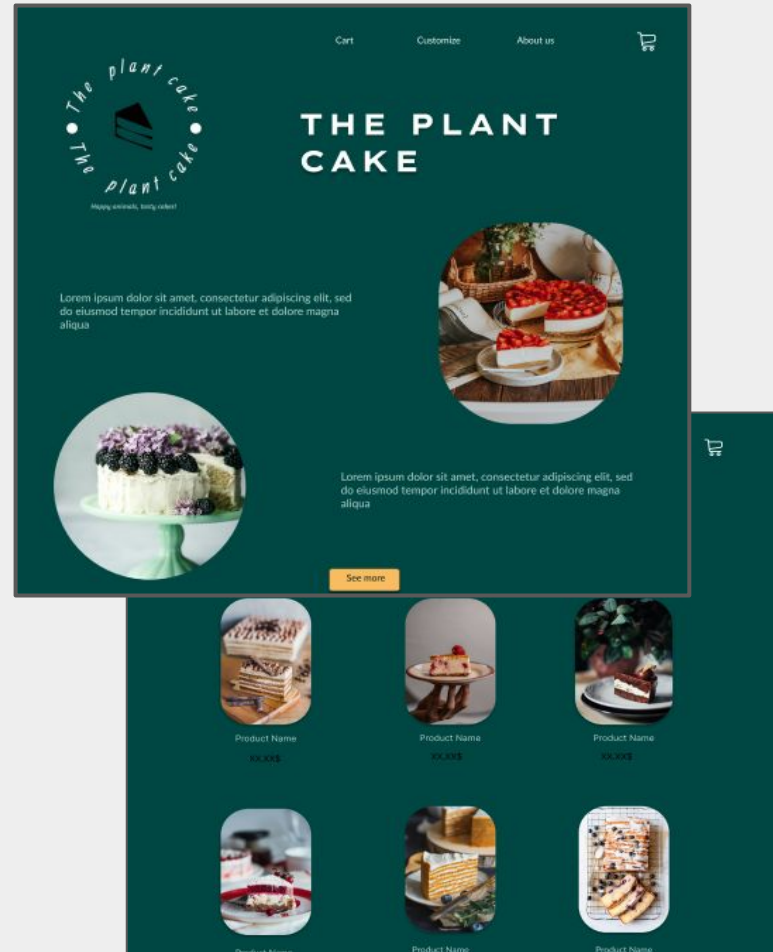
The product:

The cake project is a cake shop that offers affordable and vegan cakes. The typical user is between 19-30 years old, and most users are early career professionals or busy workers. The plant cake goal is to make cake shopping fun, affordable, and easy for all types of users.



Project duration:

March 2024 to May 2024



Project overview



The problem:

Available online cake shops have cluttered designs, inefficient systems for browsing through products, and confusing checkout processes.



The goal:

Design a The cake project's website to be user friendly by providing clear navigation and offering a smooth and easy checkout process.

Project overview



My role:

UX designer leading the Tee's Shirts website design



Responsibilities:

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, iterating on designs and responsive design.

Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

User research: summary



I conducted user interviews for your vegan cake shop project to gain insights into the target market. You were able to discover that your target users are health-conscious individuals who are looking for delicious vegan desserts that are made with high-quality, natural ingredients. However, many of them find it challenging to find vegan cake shops that offer a wide range of options and are conveniently located. By keeping these user needs and pain points in mind, I can design and develop a vegan cake shop website to provide a seamless user experience that meets the needs of the target market.

User research: pain points

1

Pain point

The website designs are often busy, which results in confusing navigation

2

Pain point

Small buttons on websites make item selection difficult, which sometimes leads users to make mistakes

3

Pain point

Online cake shop websites don't provide an engaging browsing experience

4

Pain point

there is currently no clear and defined online market for affordable and easily accessible vegan cakes

Persona: Name

Problem statement:

Estela is a 32 years old Executive assistant that wants to be able to customize and order cakes from home without having to take several trains to the nearest bakery because she lives outside the city.



Name: Stela

Age: 32
Education: High school diploma
Hometown: Madrid (Spain)
Family: Single
Occupation: Executive assistant

“Since I was a child I learned to relate the flavors of cakes with emotions. Today, enjoying new flavors is still a hobby for me.”

Goals

- To be able to customize and order cakes from home without having to take several trains to the nearest bakery.

Frustrations

- My home is on the outskirts of the city and most stores do not include my location in their home delivery option.

baking for family and friends helps me escape from the stress of work. Since I was promoted to a higher position, I spend all day away from home and hardly have time to cook. I wish I could have a trusted reference so I could enjoy a freshly baked pastry without having to travel by public transportation for more than an hour to get to the bakery.

User journey map

I created a user journey map of Estela's experience using the site to help identify possible pain points and improvement opportunities.

Persona: Estela

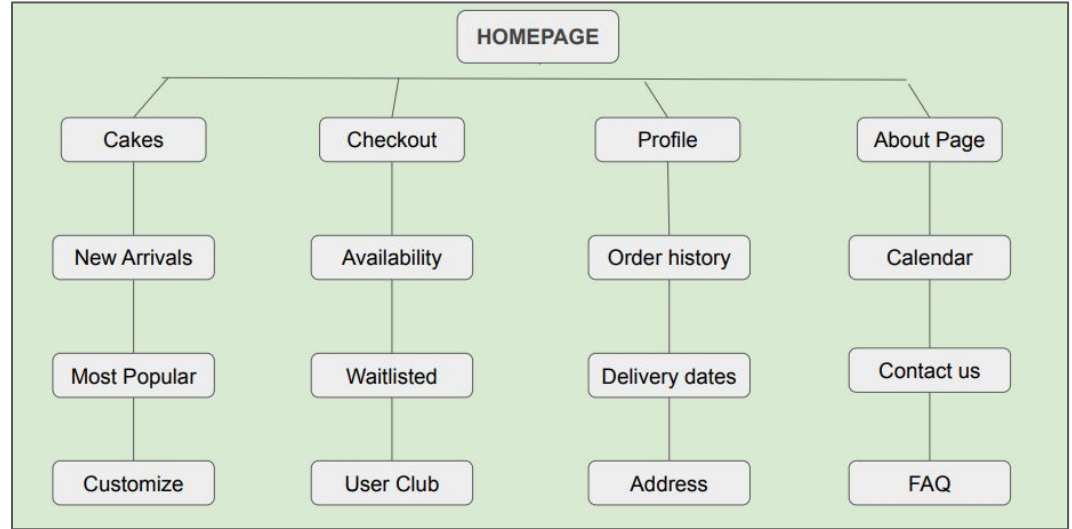
Goal: Order cakes on her schedule and being able to pick a delivery option

ACTION	Action 1	Action 2	Action 3	Action 4	Action 5
TASK LIST	Tasks A. Browse new and top selling products B. Sort cakes by flavour, size, etc C. Search for ingredients	Tasks A. Scroll through pages of cakes B. Select available cakes to check out C. Click "add to cart" button	Tasks A. Click "reserve" button to reserve a cake	Tasks A. Option to enter a waitlist for a cake	Tasks A. Receive a notification of delivery B. Choose pick up option C. Choose time to receive the order
FEELING ADJECTIVE	Intrigue Curious	Optimistic Focused	Curious Excited	Confused Trusting	Satisfied Exhausted
IMPROVEMENT	Ability to select multiple filters at once	Shopping cart full of cakes to check out.	None	Provide a time range for expected availability	Allow multiple hours delivery, including

Sitemap

The difficulty with website navigation was a primary pain point for users, so I used that knowledge to create a sitemap.

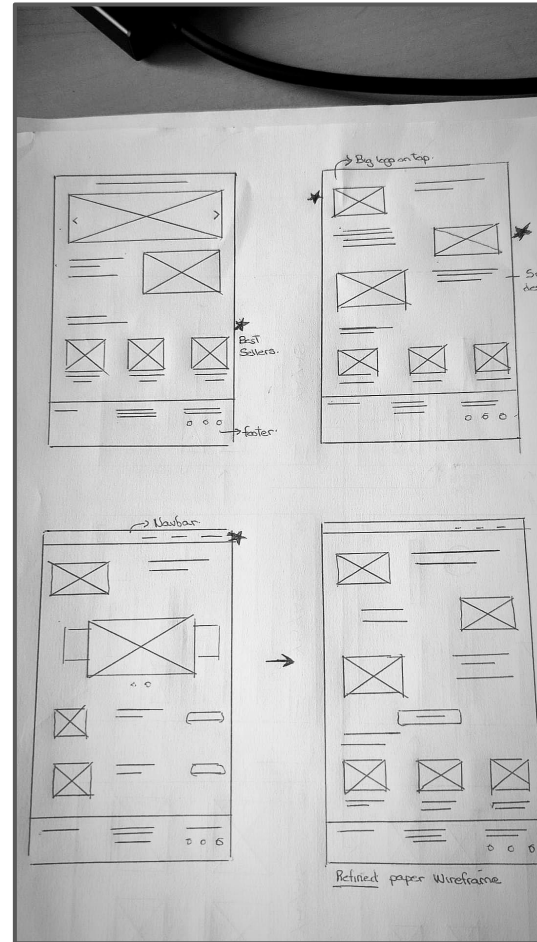
My goal here was to make strategic information architecture decisions that would improve overall website navigation. The structure I chose was designed to make things simple and easy.



Paper wireframes

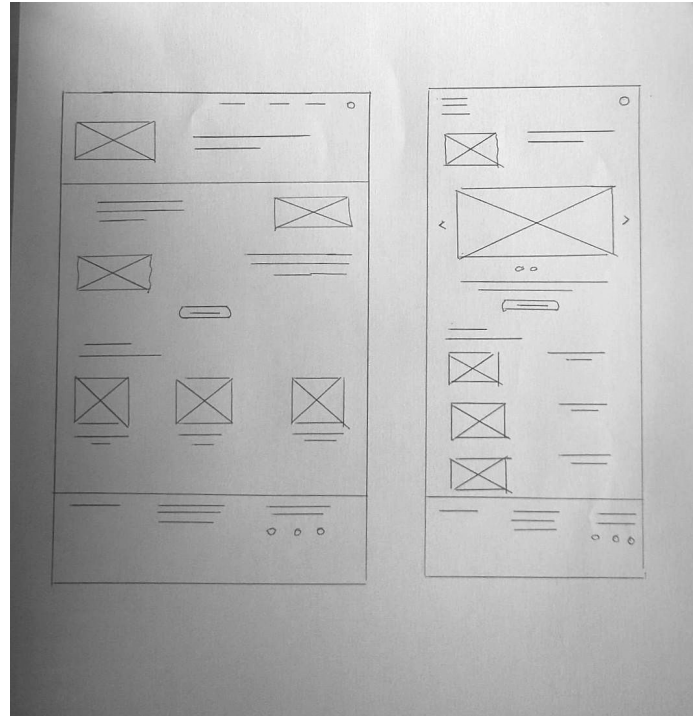
Next, I sketched out paper wireframes for each screen in my app, keeping the user pain points about navigation, browsing, and checkout flow in mind.

The home screen paper wireframe variations to the right focus on optimizing the browsing experience for users.



Paper wireframe screen size variation(s)

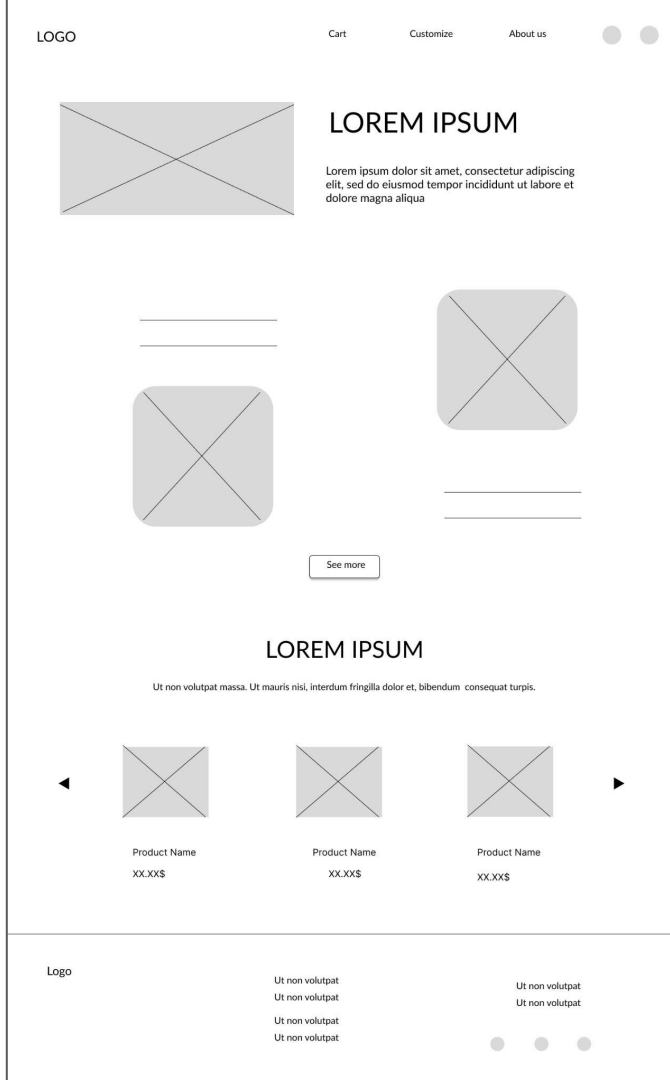
Because The Plant Cake's customers access the site on a variety of different devices, I started to work on designs for additional screen sizes to make sure the site would be fully responsive.



Digital wireframes

Moving from paper to digital wireframes made it easy to understand how the redesign could help address user pain points and improve the user experience.

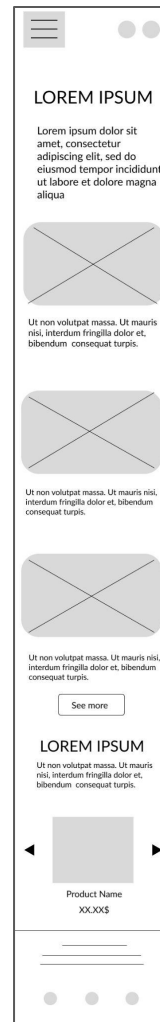
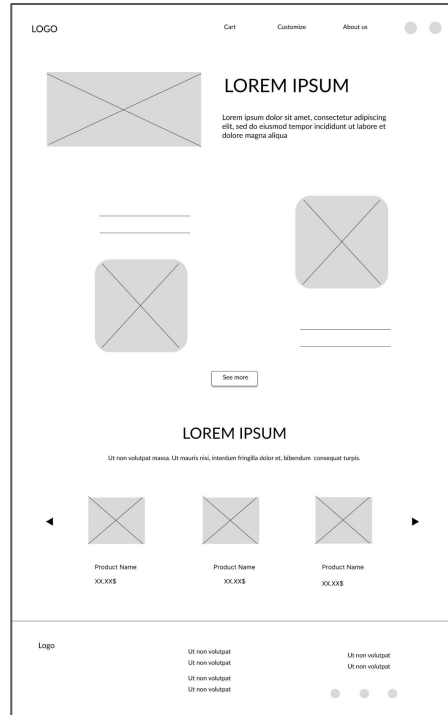
Prioritizing useful button locations and visual element placement on the home page was a key part of my strategy.



Easy access to product overview

Optimized Homepage for easy browsing

Digital wireframe screen size variation(s)



Low-fidelity prototype

To create a low-fidelity prototype, I connected all of the screens involved in the primary user flow of adding an item to the cart and checking out.

At this point, I had received feedback on my designs from members of my team about things like placement of buttons and page organization. I made sure to listen to their feedback, and I implemented several suggestions in places that addressed user pain points.



View [TPC Lo-Fi Prototype](#)

Usability study: parameters



Study type:

Unmoderated usability study



Location:

Spain, remote



Participants:

5 participants



Length:

20-30 minutes

Usability study: findings

Insert a one to two sentence introduction to the findings shared below.

1

Checkout

Users weren't able to easily copy the shipping address information into the billing info field

2

Cart

Once at the checkout screen, users didn't have a way to edit the quantity of items in the cart

3

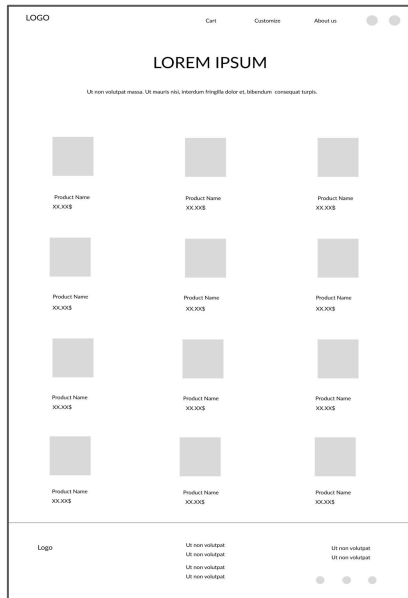
Customize

Users had trouble identifying the cake customization options

Mockups

To make the checkout flow even easier for users, I added bigger images of the products in order to simplify the design and make it easier for users when searching for a specific product.

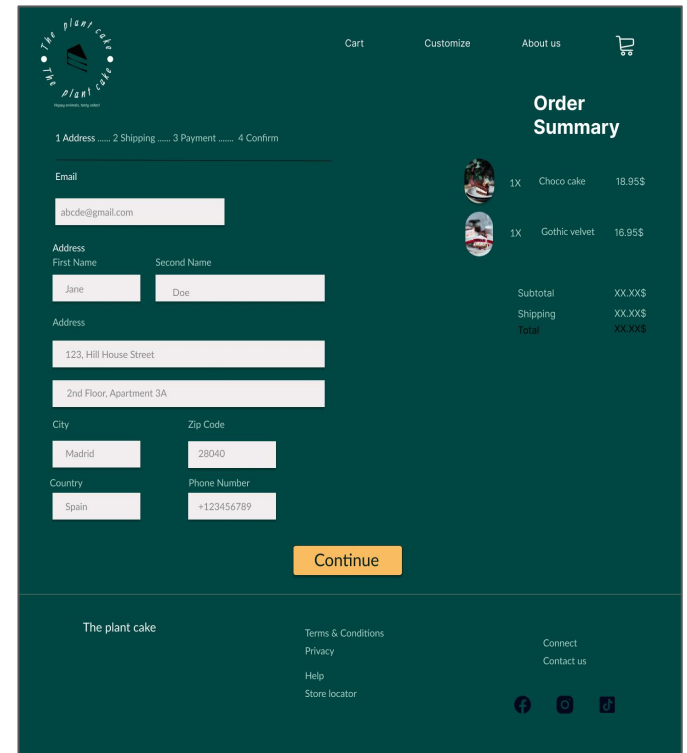
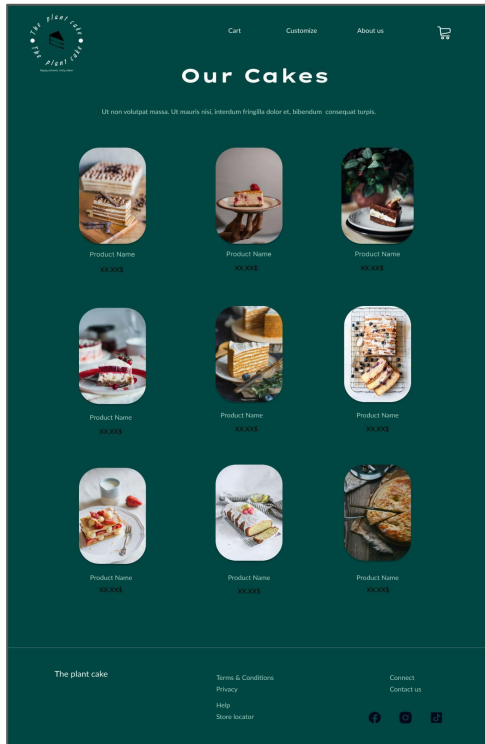
Before usability study



After usability study

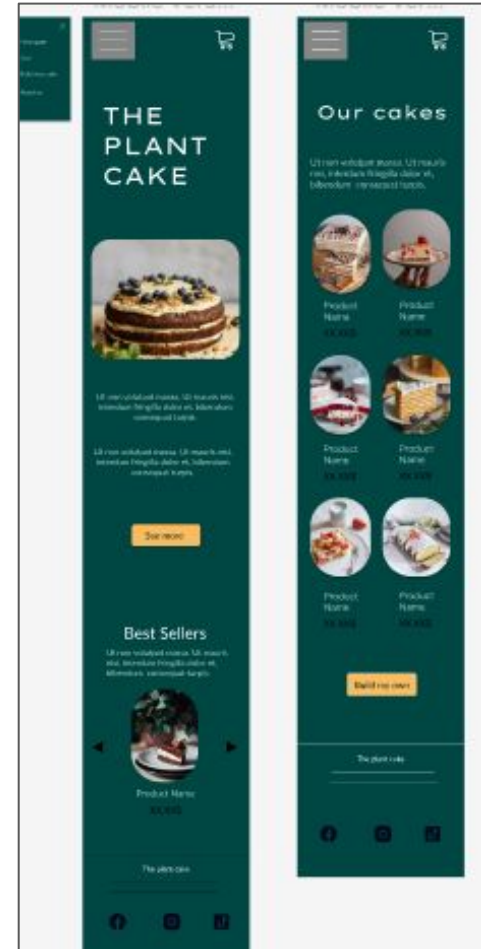


Mockups: Original screen size



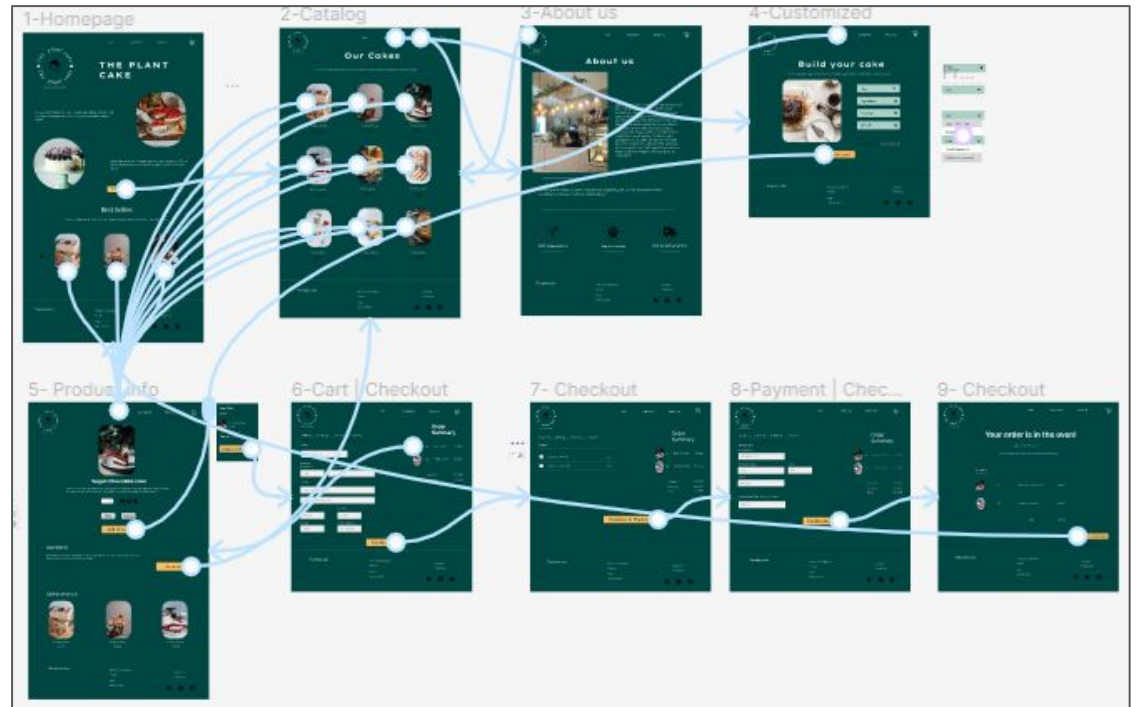
Mockups: Screen size variations

I included considerations for additional screen sizes in my mockups based on my earlier wireframes. Because users shop from a variety of devices, I felt it was important to optimize the browsing experience for a range of device sizes, such as mobile and tablet so users have the smoothest experience possible.



High-fidelity prototype

[Links to low-fidelity prototypes of different screen variants and brief description of the user flow + how you responded to and implemented peer feedback]



View [TCP's Hi-Fi Prototype](#)

Accessibility considerations

1

I used headings with different sized text for clear visual hierarchy

2

I used landmarks to help users navigate the site, including users who rely on assistive technologies

3

I designed the site with alt text available on each page for smooth screen reader access

Going forward

- Takeaways
- Next steps

Takeaways



Impact:

Our target users shared that the design was intuitive to navigate through, more engaging with the images, and demonstrated a clear visual hierarchy.



What I learned:

I learned that even a small design change can have a huge impact on the user experience. The most important takeaway for me is to always focus on the real needs of the user when coming up with design ideas and solutions.

Next steps

1

Conduct follow-up
usability testing on the
new website

2

Identify any additional
areas of need and ideate
on new features

Let's connect!



Thank you for reviewing my work on the The Plant Cake's website!
If you'd like to see more, or would like to get in touch, my contact information is provided below:

Email: pilar.dominguezdev@email.com