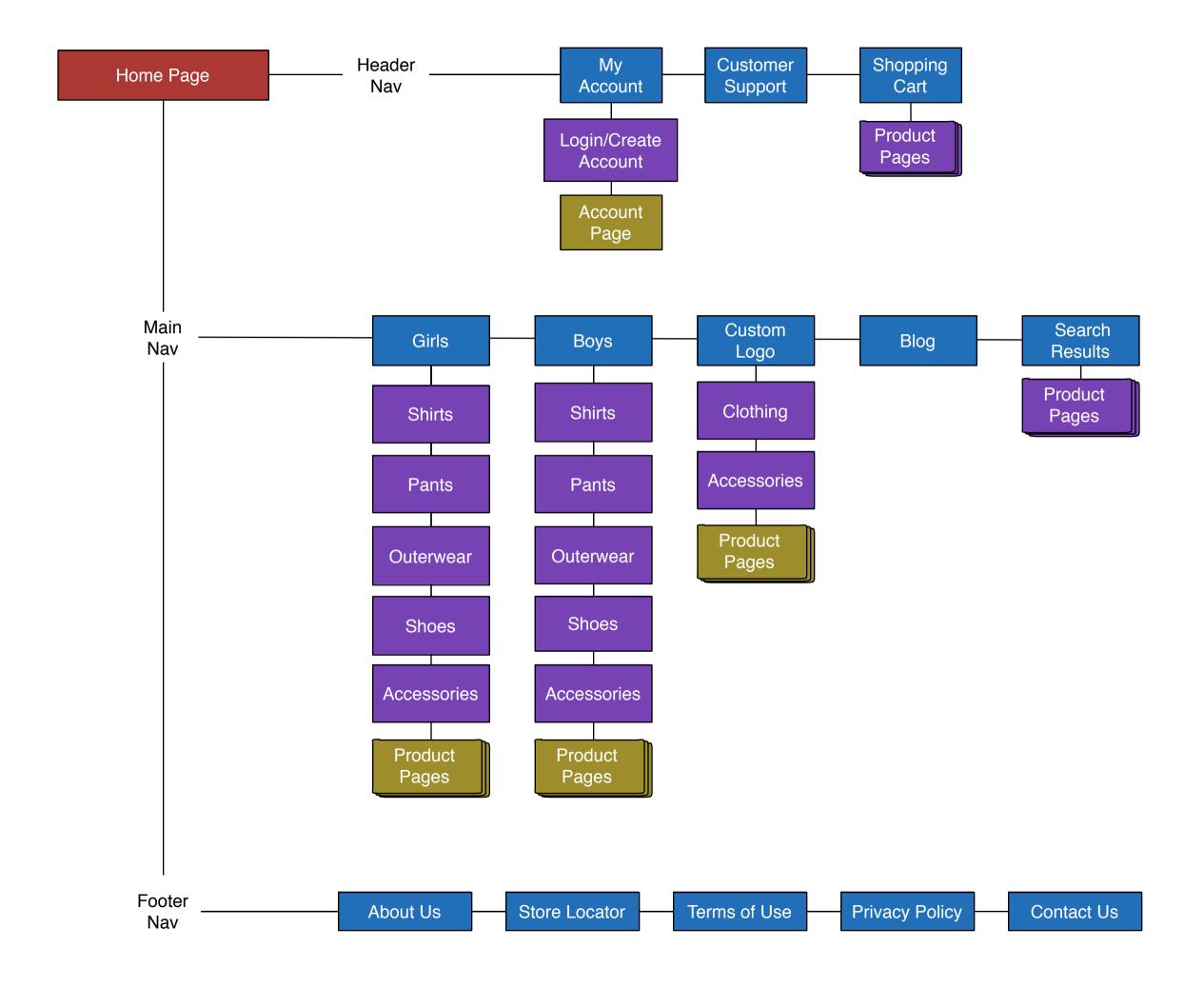
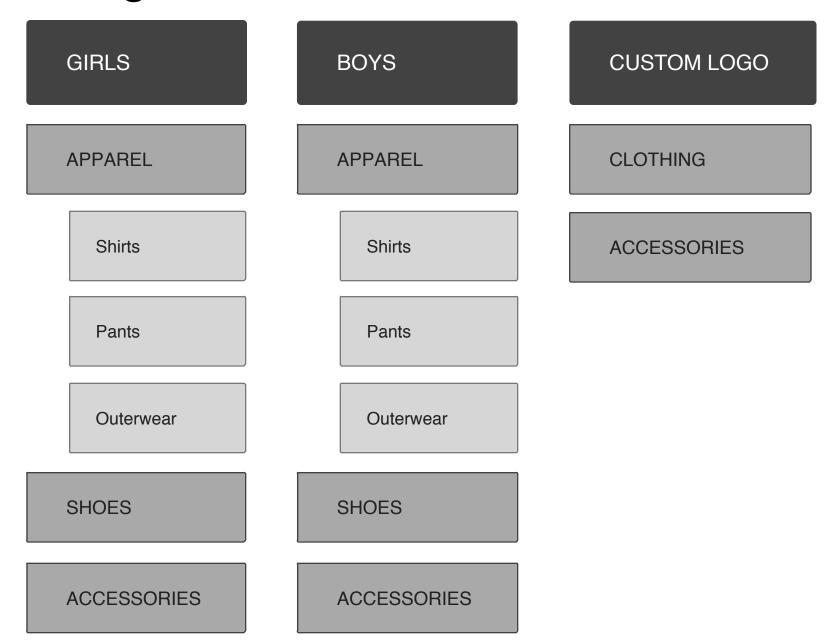
Design Specifications - True Spirit Uniforms

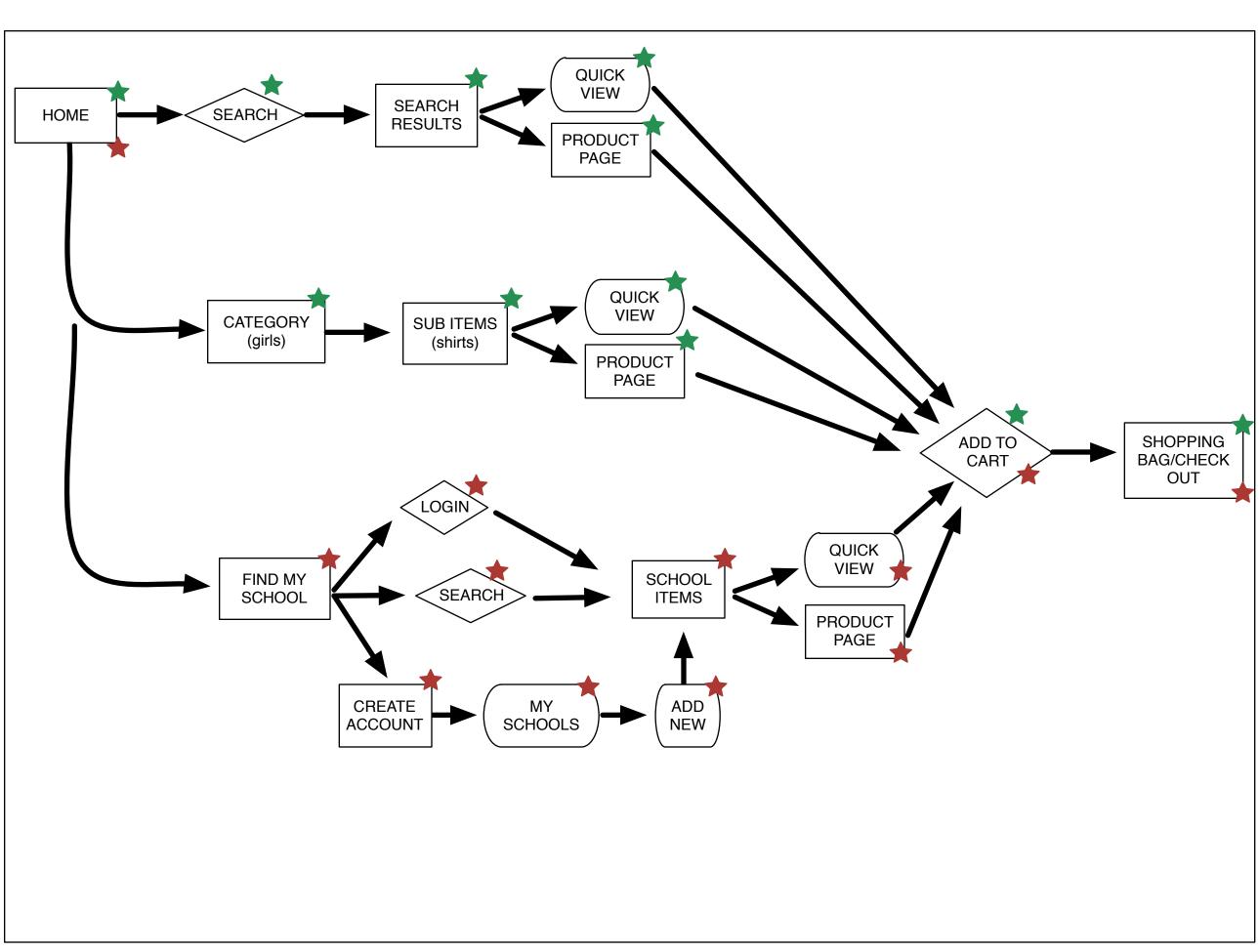
General Assembly UXDI DC Summer 2014



Navigation Schema



BLOG SEARCH



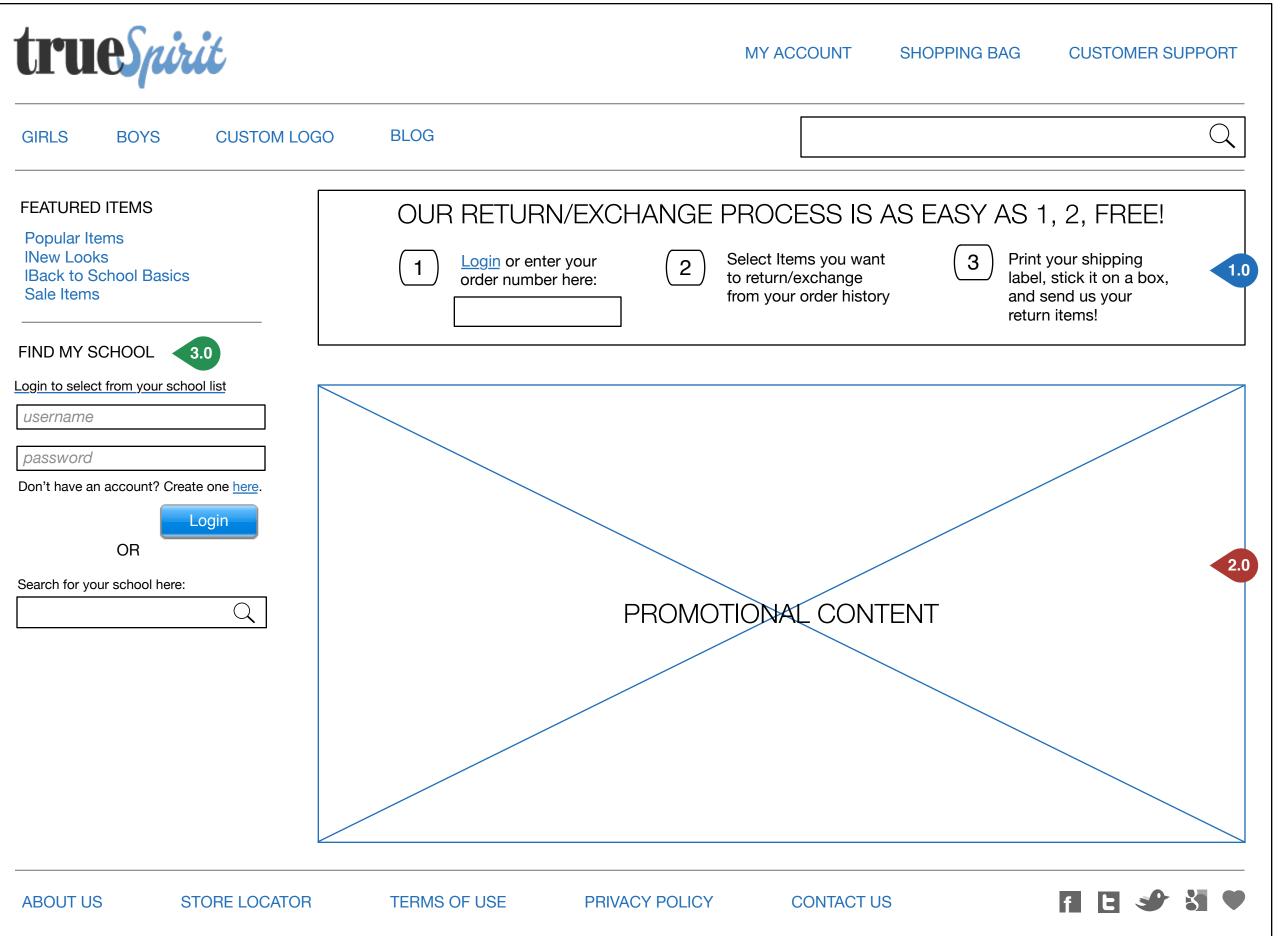
- John wants efficiency, information, and an easy return process
- Sarah wants her kids to fit in, to make sure she is buying the right things, and a clear way to make returns





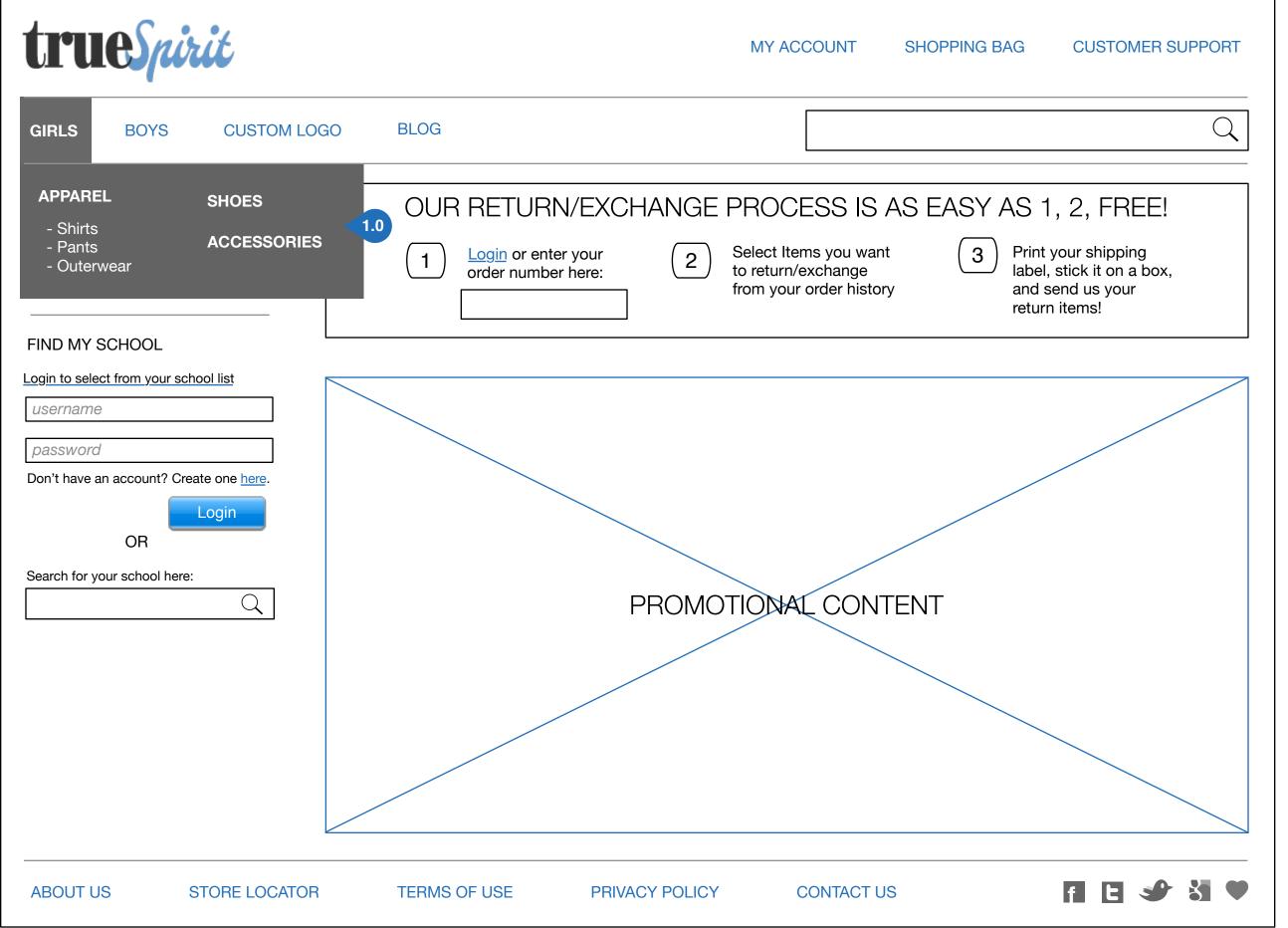
= Sarah

Wireframe: Homepage

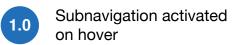


<u>Annotations</u>

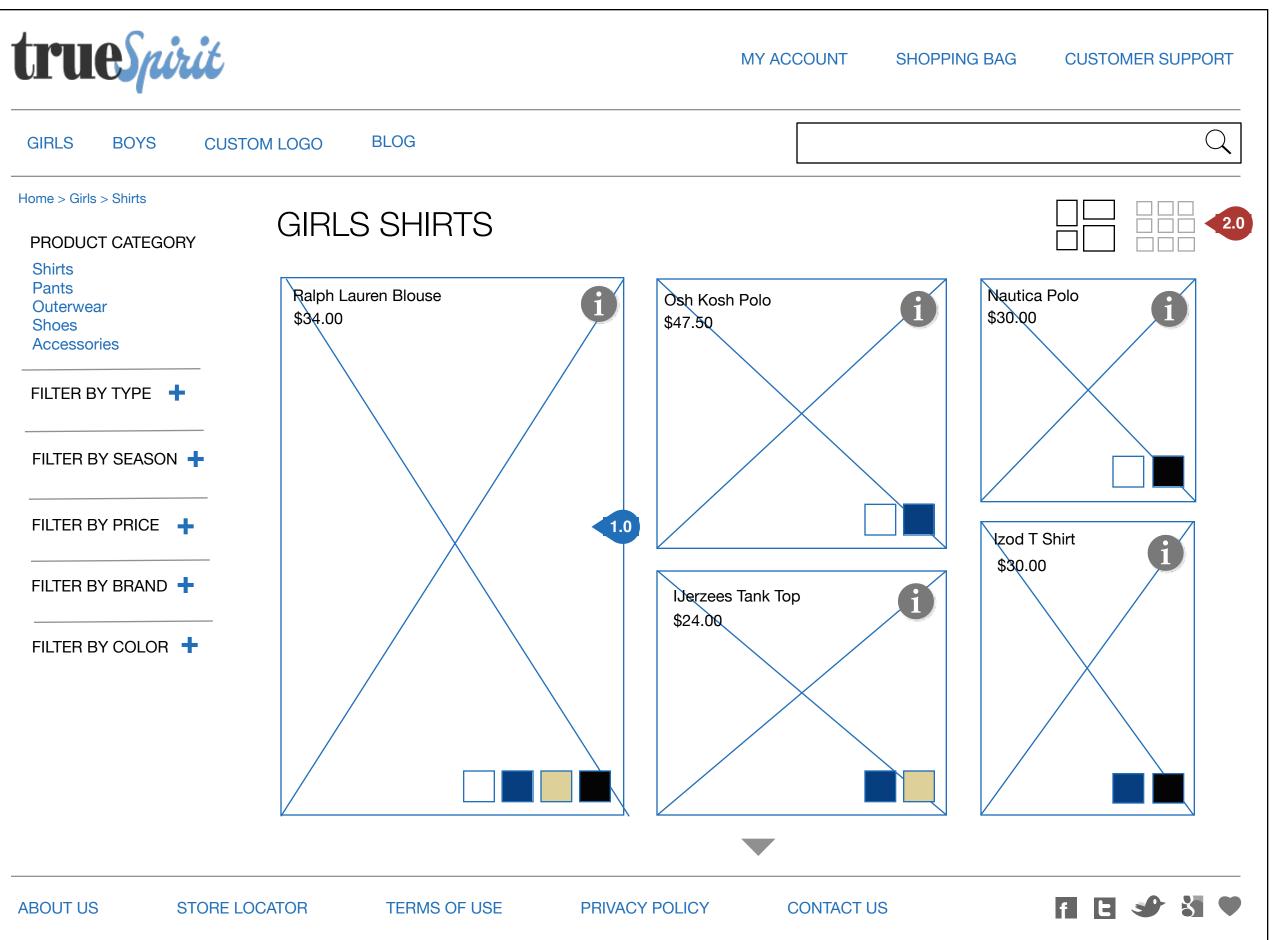
- Banner demonstrating the company's easy return process
- 2.0 Regularly updated promotional content will be placed in here
- This is a feature that allows people to login to their account to access their school list or search for a school.



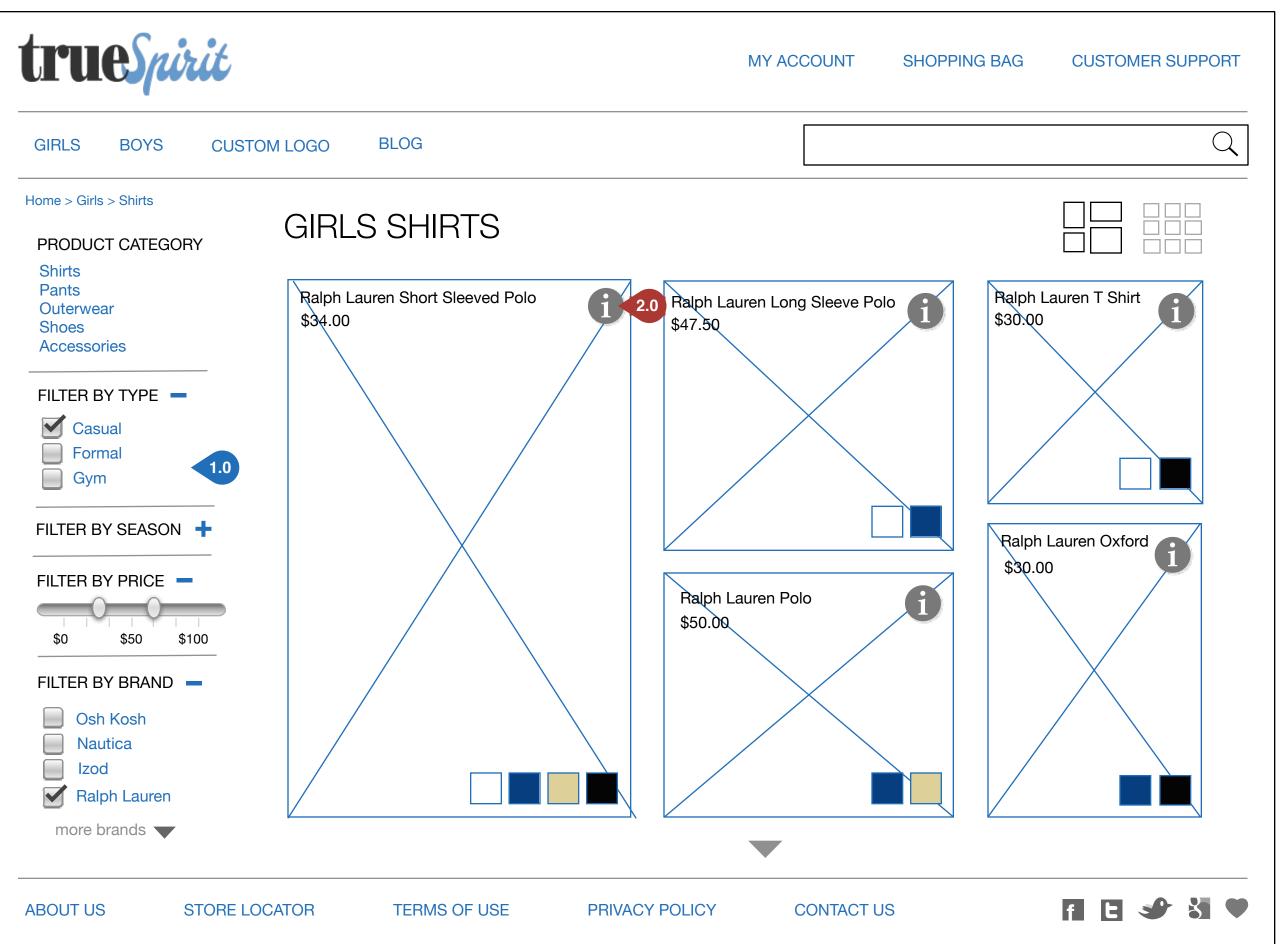
<u>Annotations</u>



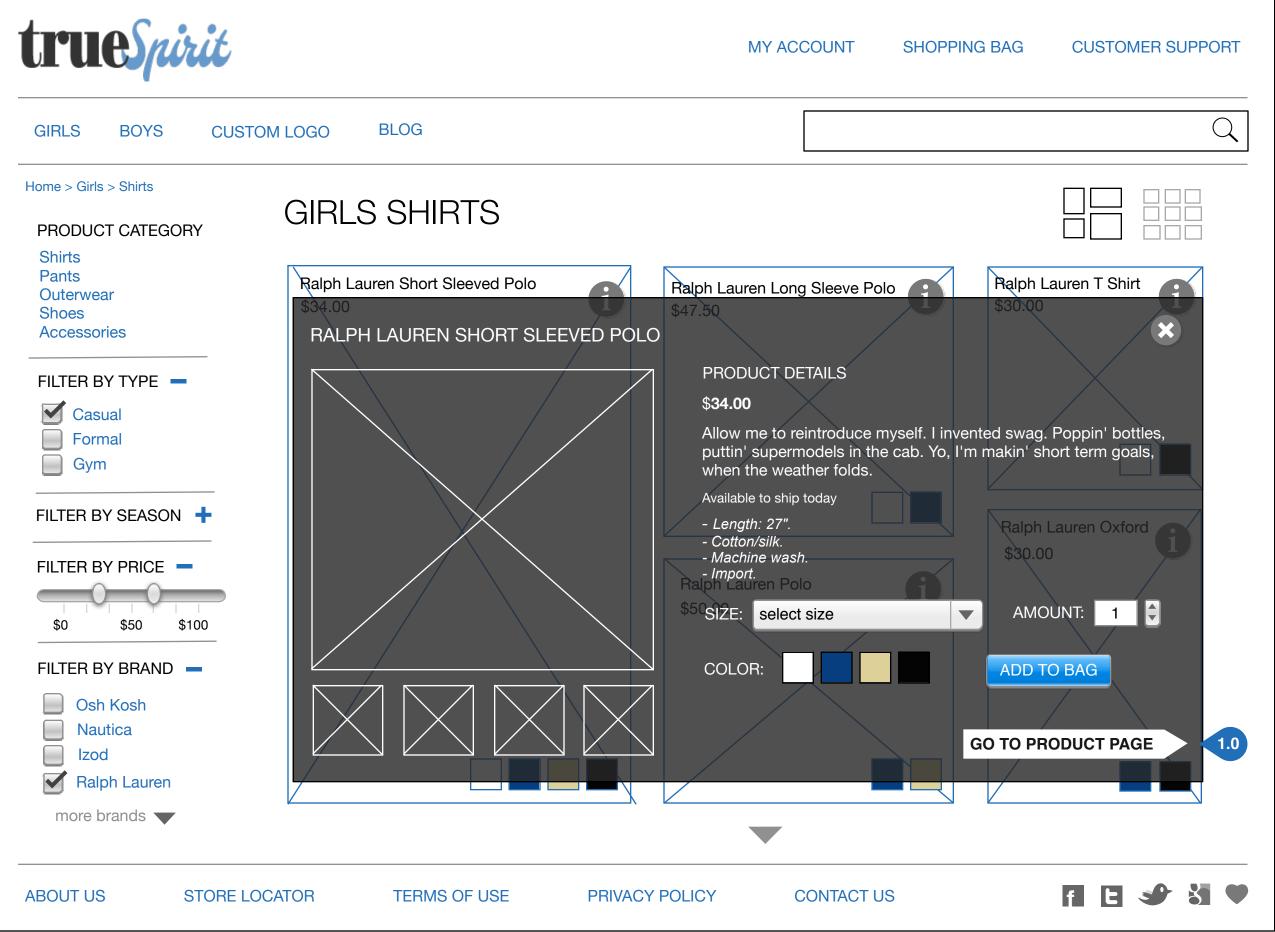
Wireframe: Category page



- Product thumbnails go here.
 Thumbnails are clickable and will take you to product pages.
- Users can change the view of this screen to smaller even sized thumbnails



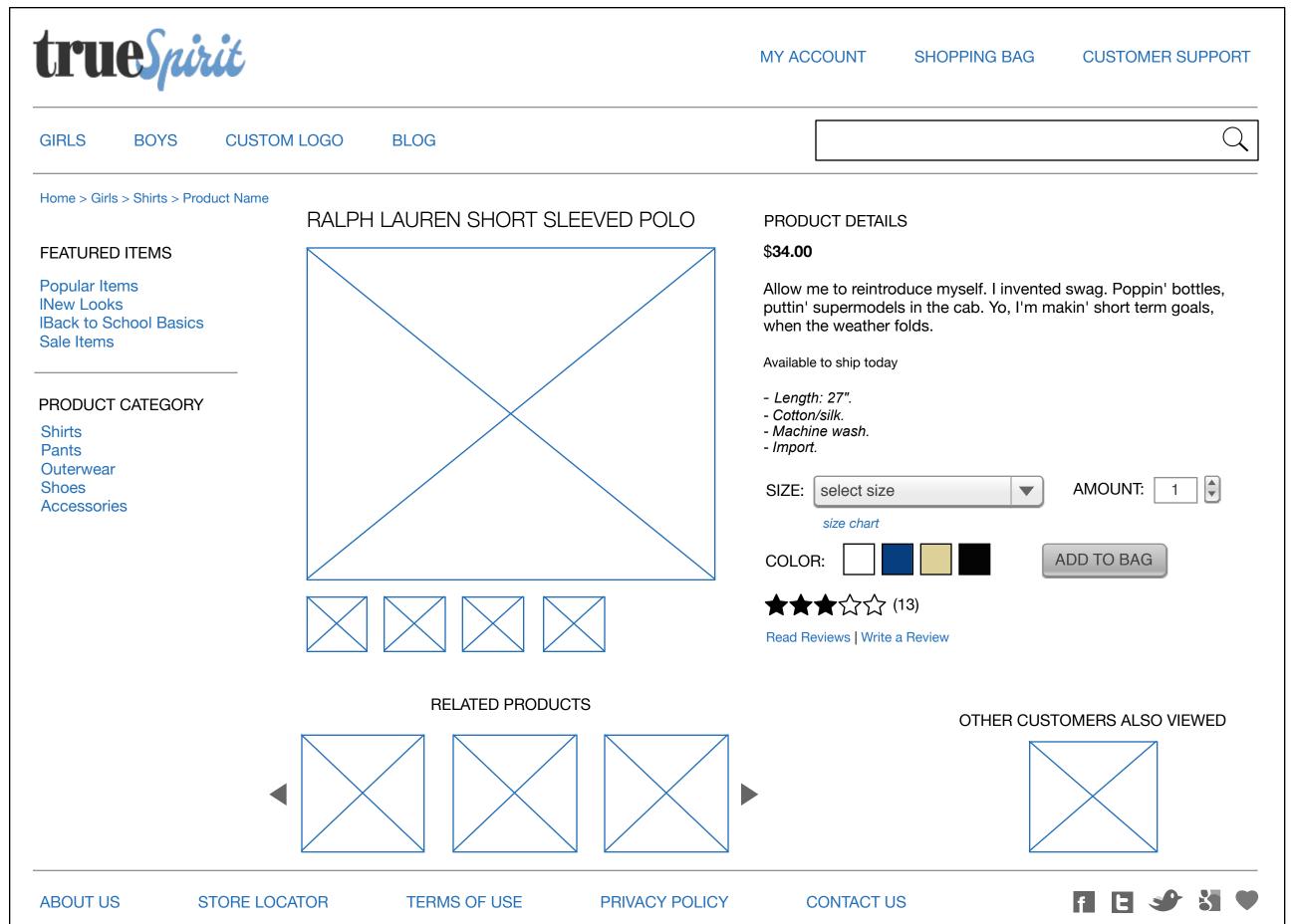
- 1.0 Filters are activated and product results will shift based on filters applied
- 2.0 Information button will take you to a product quick view shown on the next wireframe

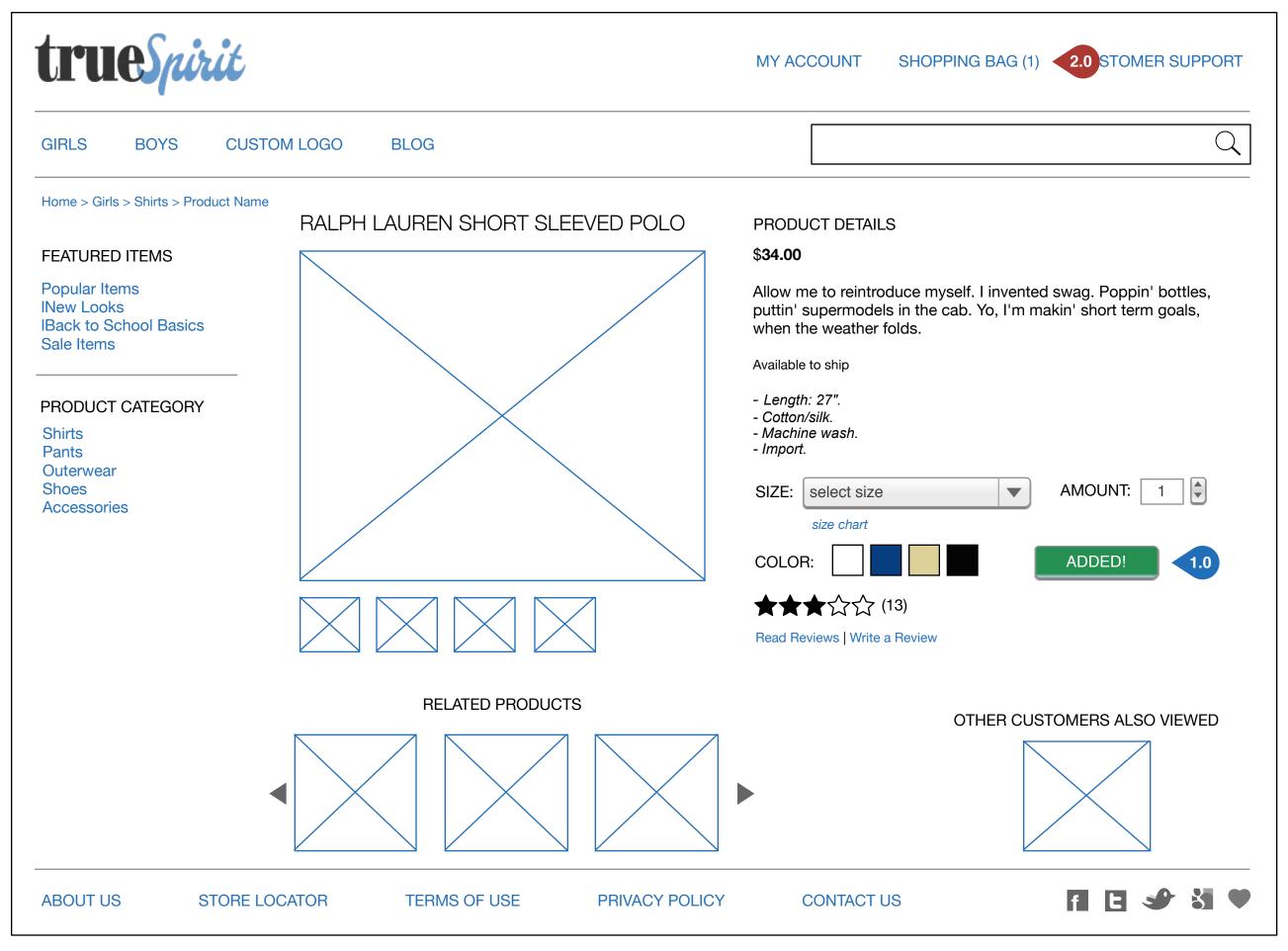




takes you to the product page for this item

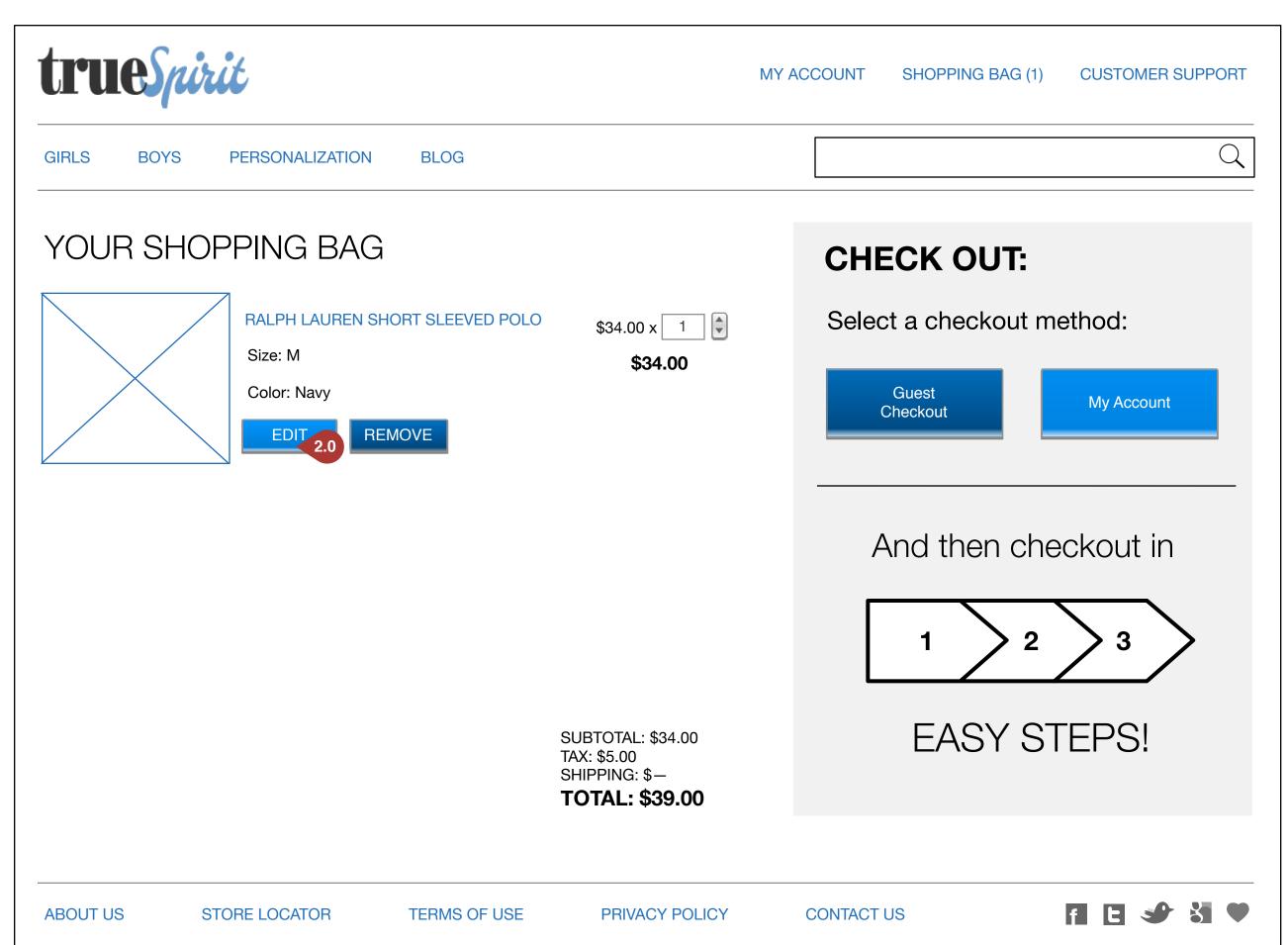
Wireframe: Product page





- Button changes to show that the item has been added to the shopping bag
- After adding an item, a the number of items in the cart will appear in parenthesis next to the shopping bag

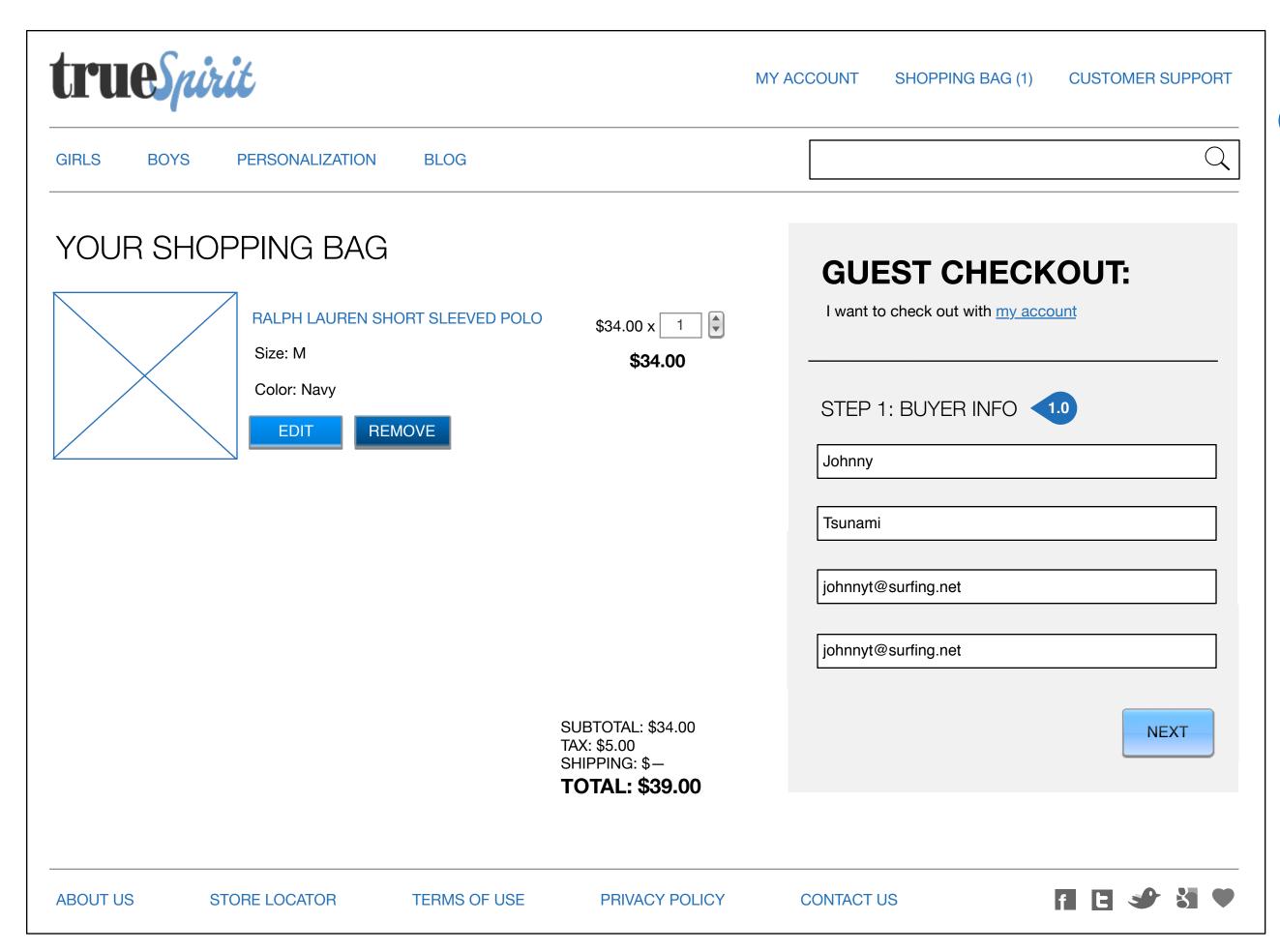
Wireframe: Check Out Page



Annotations

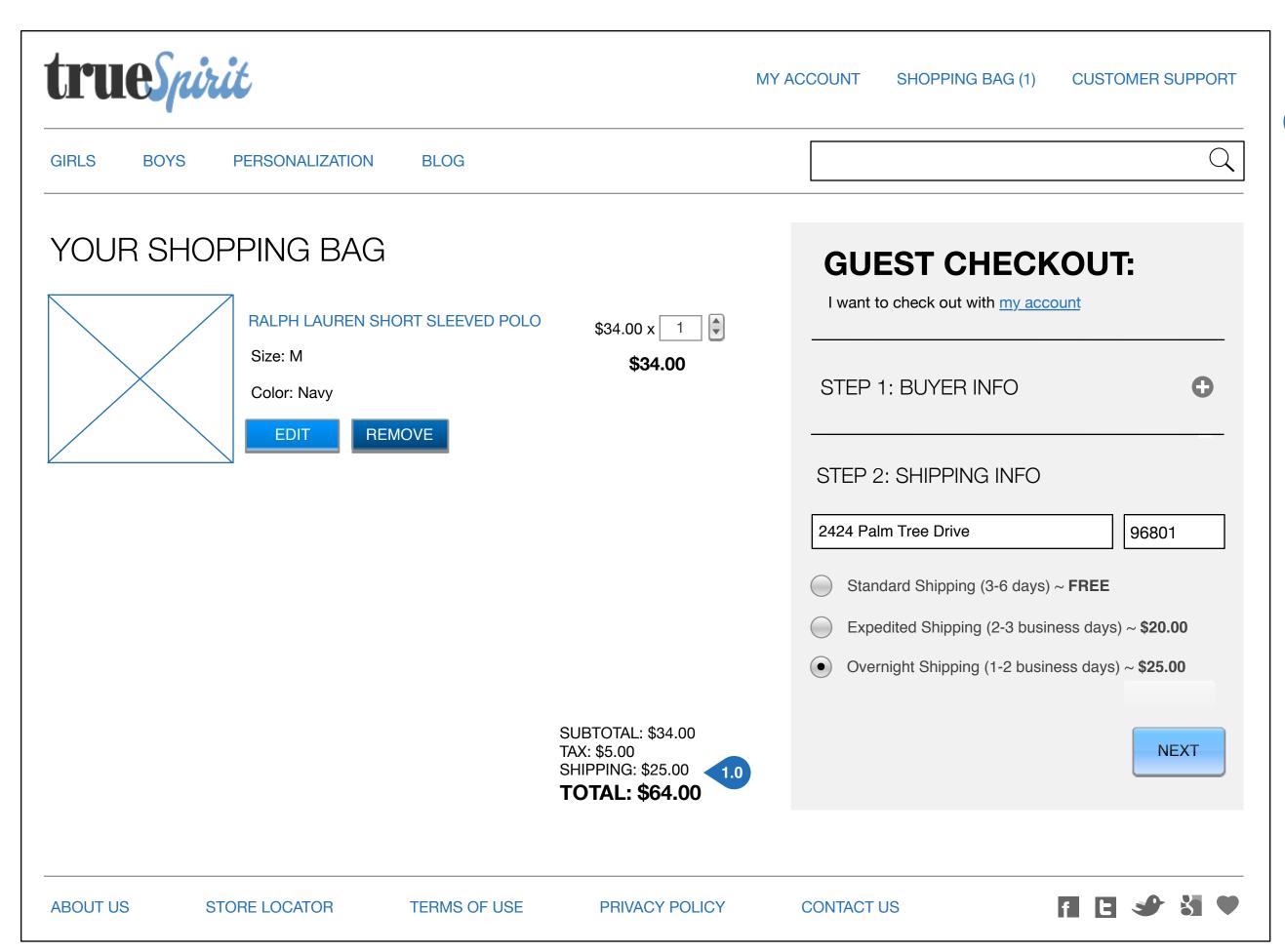


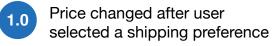
Users will click edit to change the size and color of the item selected.

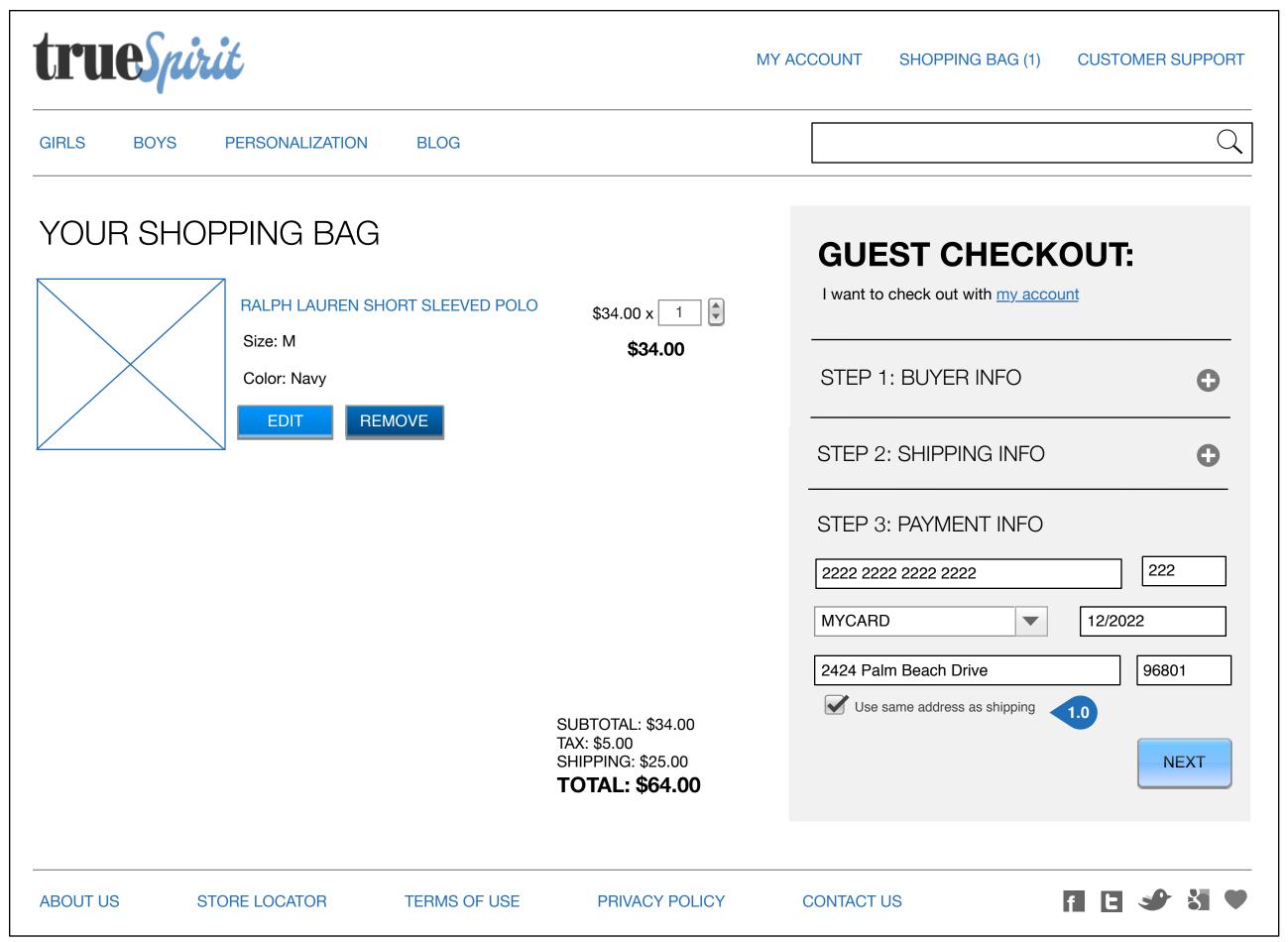




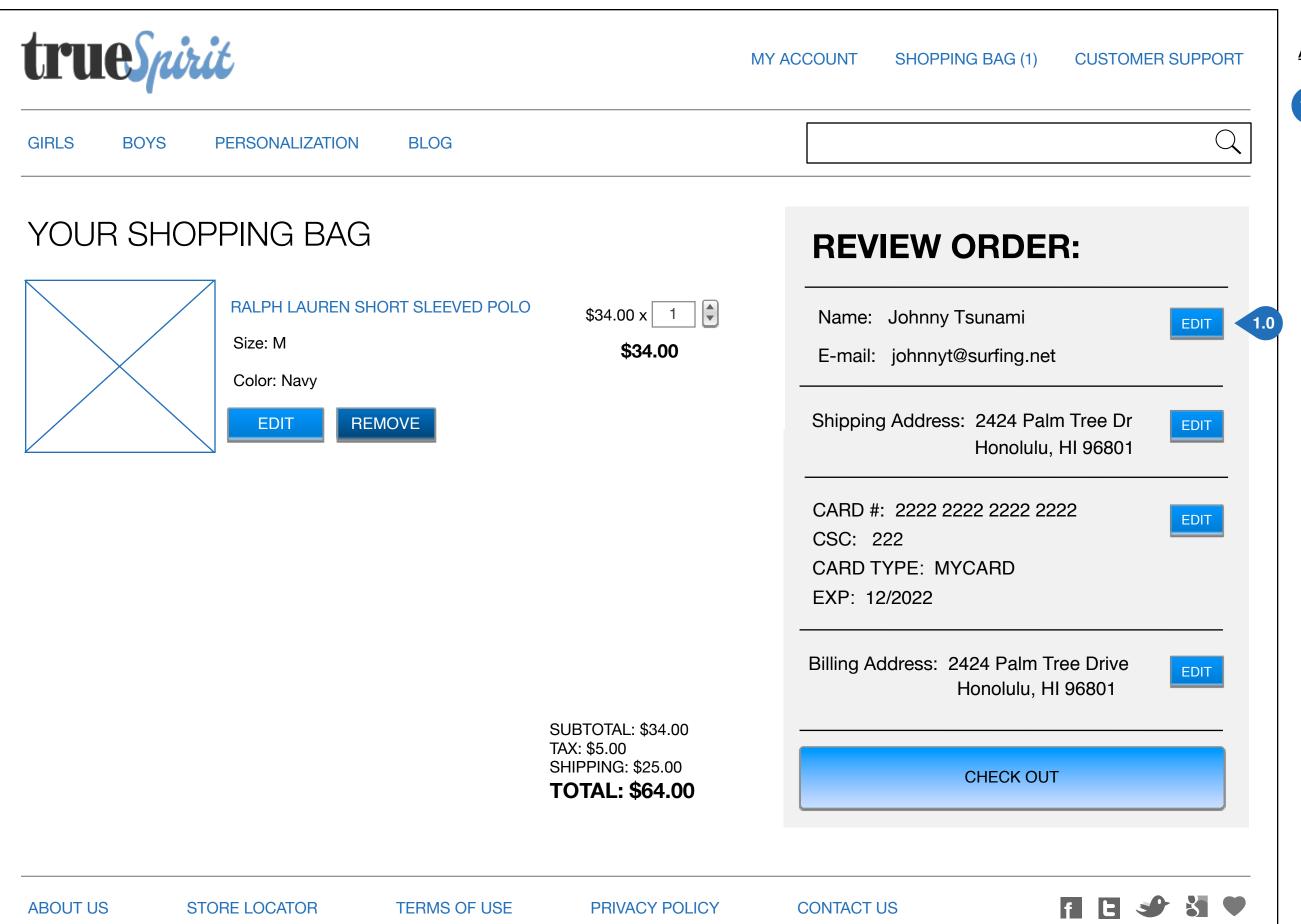
The content in the steps sections will be different depending on which checkout option the user selects but both methods will involve 3 steps.







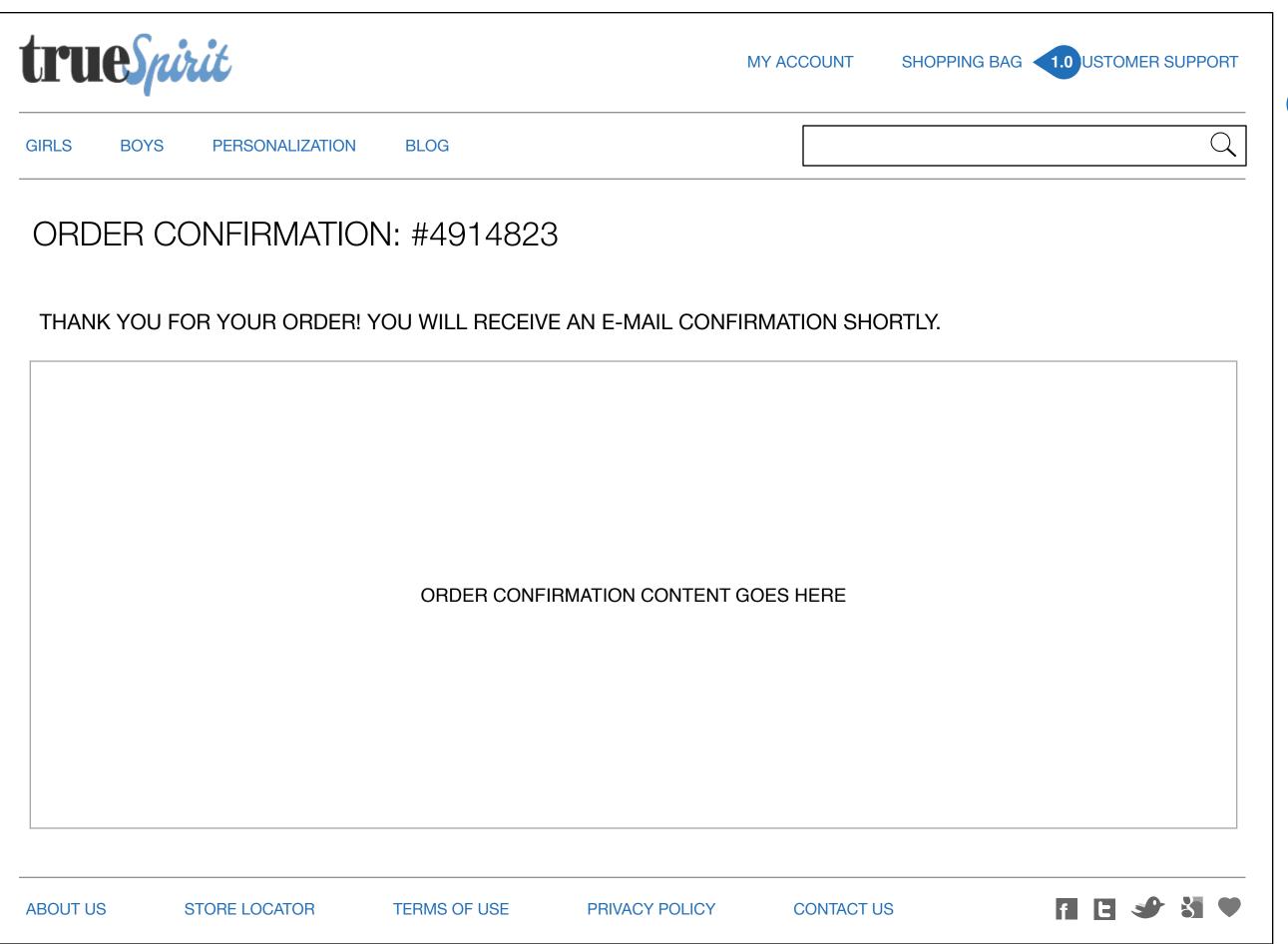
User selected "use same as shipping" so the field automatically fills in





When users click edit, the fields will become editable

Wireframe: Check out confirmation page



Annotations

1.0 After completing checkout the number of items that was here in parenthesis will reset