

## General Discription

You will **create** wireframes and high-fidelity mockups for the cart page of the e-commerce site. The page should show how each product appears (with at least name, price, quantity), how users can **edit** or **remove** cart items, and how the subtotal/total is displayed. You'll follow existing branding elements (colors, fonts, and UI components) from the **Style Guide (UI/UX #1)** to maintain a consistent visual identity.

## What the Freelancer Needs / Requirements

1. **Design Tool**
  - Figma, Sketch, Adobe XD, or an equivalent.
  - Reference the **Branding & Style Guide (UI/UX #1)** to ensure consistent colors, fonts, and buttons.
2. **Basic Cart Content**
  - Placeholder product images, names, prices, and a quantity field.
  - A summary box for subtotal, potential tax, shipping (optional), and final total.
3. **Editing Quantities & Removing Items**
  - UI elements (e.g., plus/minus buttons) or a quantity input field.
  - A remove icon/button to delete an item from the cart.
4. **Delivery Format**
  - Wireframes (low-fidelity) plus a polished mockup (high-fidelity).
  - Exportable link (Figma, Sketch) or a PDF/PNG set for sharing with developers.

## Task Discription

Your assignment is to **design** how users see and manage their shopping cart. This involves depicting each cart item, providing quantity adjustment controls, and showing real-time cost changes if possible. A clear **Proceed to Checkout** button (or similar CTA) should guide users toward completing their purchase.

## Job Profile

UI & UX Web Designer

### Task 1

1. **Wireframe the Cart Page Layout**
  - Sketch a table-like or card-based arrangement for cart items (image, name, price, quantity).
  - Include placeholders for discount codes or shipping if relevant.

- Show a summary (subtotal, total) at the bottom or in a sidebar.
- 2. **Emphasize Key Actions**
  - Provide a visible “Update Quantities” or auto-updating approach when quantity changes.
  - Highlight the “Remove Item” button or link so users can quickly remove unwanted items.

## Task 2

1. **High-Fidelity Mockup**
  - Apply the established **brand colors, fonts, and button styles** (UI/UX #1).
  - Insert placeholder images for each cart item (T-shirts, mugs, etc.).
  - Ensure the layout remains clean, with enough spacing to avoid clutter.
2. **Call-to-Action for Checkout**
  - Include a button, e.g., “Proceed to Checkout” or “Continue to Payment.”
  - Style it prominently using the brand’s accent color or button style guidelines.

## Task 3

1. **Document Cart Page Variations**
  - Demonstrate an **empty cart** state (showing a message like “Your cart is empty”).
  - Show a **full cart** state with multiple items and how total costs are displayed.
2. **Export & Share**
  - Provide the design file or a PDF explaining the layout, spacing, and color usage.
  - Annotate or label key elements (e.g., “Quantity Input,” “Remove Button,” “Subtotal Section”) for easy dev reference.
3. **(Optional) Mobile Adaption**
  - If time permits, illustrate how the cart page looks on smaller screens (one-column layout, condensed item info).

---

## Summary

By completing these steps, you’ll **create** a fully realized **Shopping Cart** page design, showcasing how users interact with their selected items, update quantities, and progress toward checkout. This design ensures a smooth and intuitive experience, fitting seamlessly with the overall brand identity established in previous UI/UX tasks.