



## Tailsly About the Project and Company



### Tails y

"Every aspect of this brief was made by myself as a Mock Brief to showcase all that I have learnt in the UI/UX space and my overall design abilities.

Before starting the UI/ UX Design part of the project I had to make a few design assets such as the Brand Name, Logo, Packing for product images and any other assets and my concept for the whole project.

I needed these even before starting the UI/ UX Design Project."
- Jarrid Lawson

### Information about the Client

Tailsly is a store that sells cat food that encourages good, healthy and active cats. We believe that all cats should be able to enjoy a good quality of life, and our products are designed with that in mind. We offer a variety of foods and supplements to help your cat reach their fullest potential.



### **Project's Key Goals**

An app that sells cat food that encourages healthy and active cats is designed for the Tailsly store, a cat food brand.

We strive to make our eCommerce app as seamless and efficient as possible for our customers. The customer will feel more in control and engaged with the purchasing process if they can manage their order through the app with things like delivery and returns tracking.

- Listing of products
- Integrated payment system
- An enjoyable and friendly design
- Designed to keep customers' attention but make it easy to find what they are looking for through a simple but effective design.
- Filler for our products Dry and Wet food, treats & supplements. Customer profile Parcel tracking, order history, address book, payment methods, customer information etc.
- We would also like to see this working on screen sizes for Phones & Tablets (iOS and Android), but also how the website version would look too.
- We would also like a Light and Dark versions
- 4 Step form questionnaire seeing what product is best for you in our range
- Use the brands colours in the whole of the design







# Tailsly Key Goals and UX Designs/ Flows

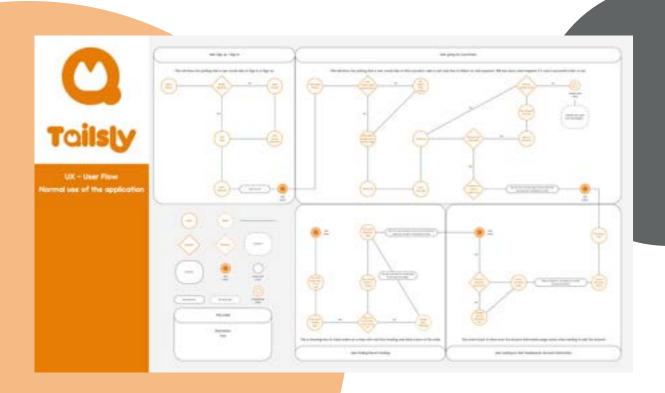


### **Project's Key Goals**

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### **UX** User Flow

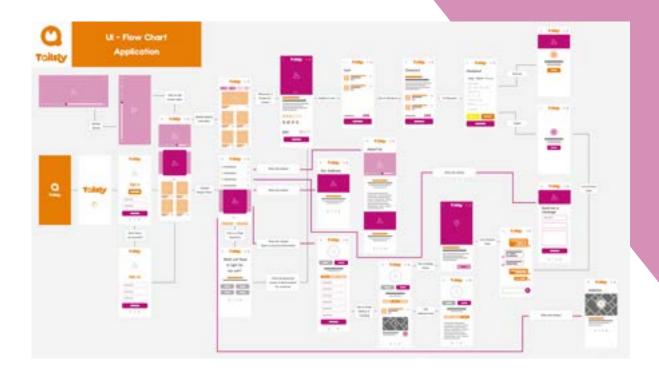
The UX user flow I was hoping the users would take in an ideal scenario, following a sign-in or sign-up to then proceed to the find and purchase of a product, etc. All four flows were also linked to provide the user with a seamless transition from start to finish of a typical interaction.





### Low Fidelity Design

This is the wireframe flow chart, displaying all screens and showing when each action leads too.



### Testing users - Why not test Low Fidelity Design?

User Interface evolves when users give feedback. User Testing helps to create tests, share and analyse this feedback.

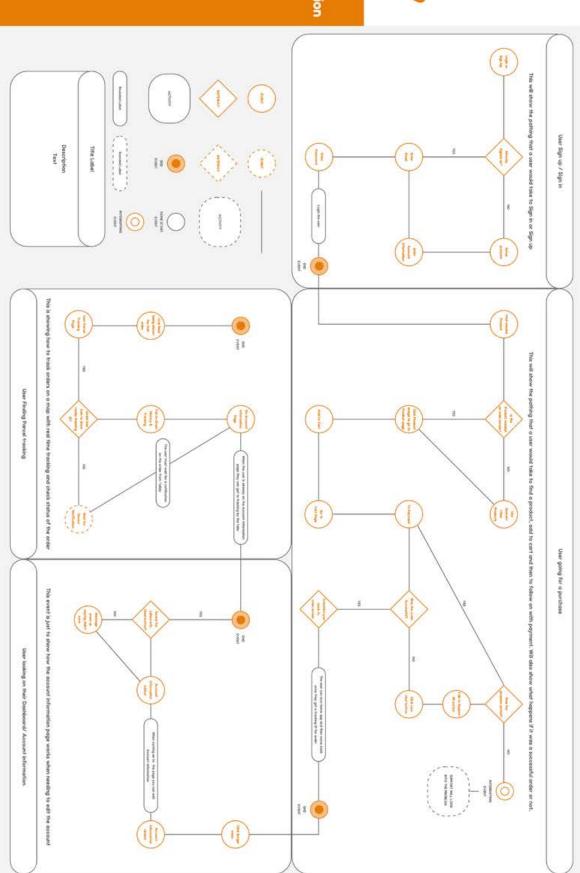
According to my research, eighty percent of projects will not benefit from early testing of a low-fidelity prototype. However, I felt I wanted to get a good sense of my data and my current work is the best one for the user.

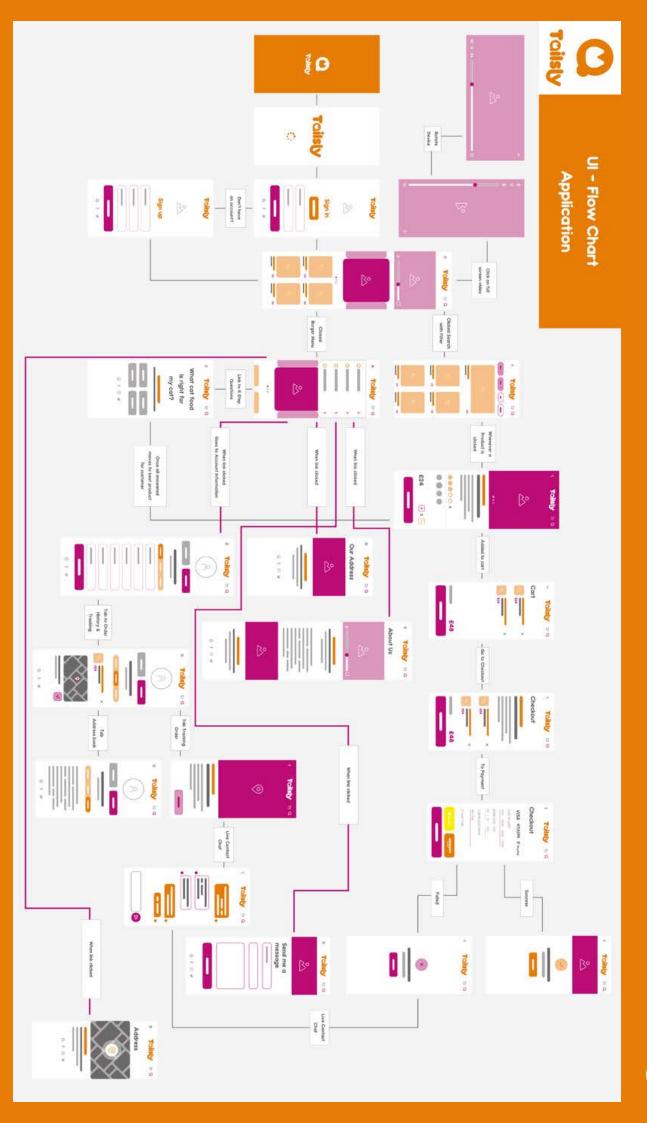
I believe this type of small controlled test is somewhat innovative.





### UX - User Flow Normal use of the application







This testing was done with a very small pool of people.











The reason I conducted this test is that I discovered that user testing and for the research is not really conducted on low-fidelity prototypes.

To me, this seems odd, and I wish to know why so I did this test. In the course of these tests, I found that low-fidelity prototypes require a high level of imagination on the part of the user as the main part of the prototype, such as the main guidance, is missing, which limits the results of user testing. It is impossible to convey complex design, animations or transitions when a prototype of this type is tested.





## Talsly UI High Fidelity Design

Logo & Packaging design



### Logo Design

I have outlined some of my first logo concepts here. Ultimately, I decided on a playful and active typography logo for Tailsly. In my opinion, it complemented the company's ideas, goals, and overall presence.

I enjoyed Logo 2 and Logo 3, but I don't think they fit correctly for the company since Logo 2 looked more like a hoodie tag and Logo 3 looked too elegant and was not in line with the company's ideas and goals.



### Packaging Design

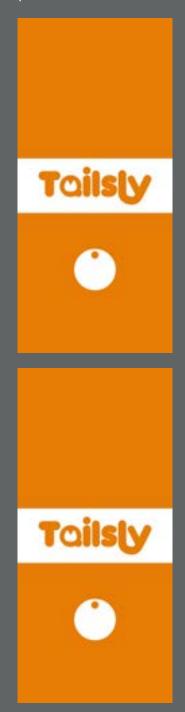
Tailsly sells a variety of products in its store, and here are just a few of the 3D model mockups.

For the packaging company's ideas, goals, and overall presence, these mockups are ready for the high-fidelity design in Adobe XD.

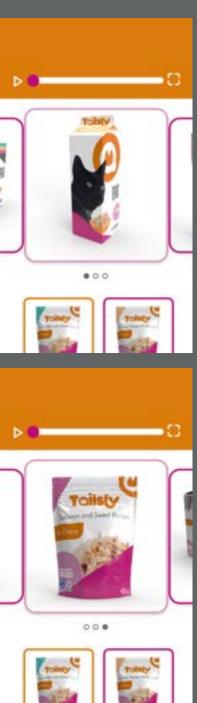


### High Fidelity Design

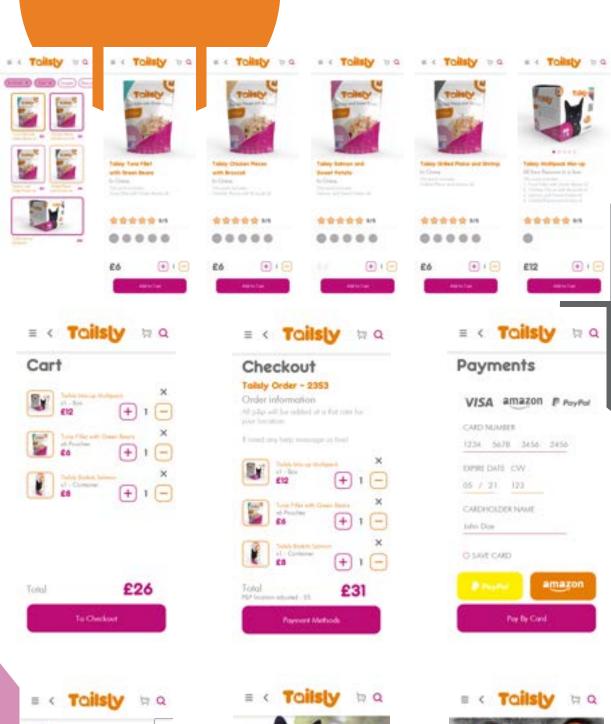
Here are my High Fidelity designs for Tailsly I've included an interactive prototype of the web app and a design system library with reusable components. I'm confident these designs will ensure a great user experience.

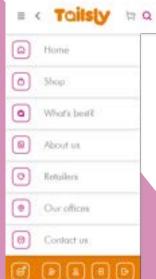


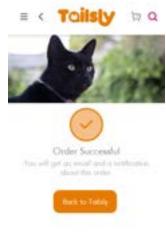


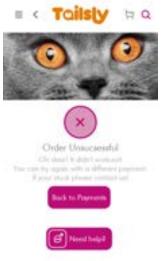




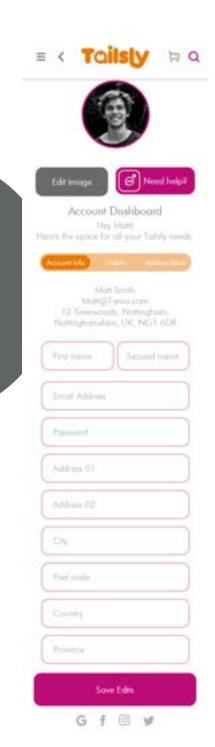










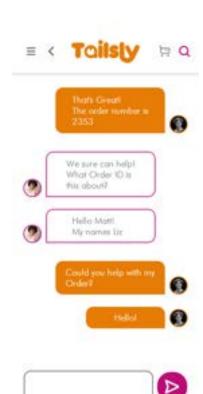




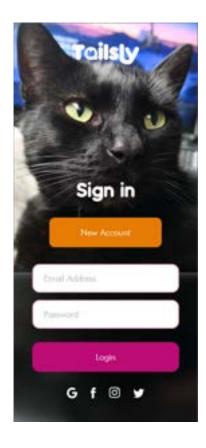


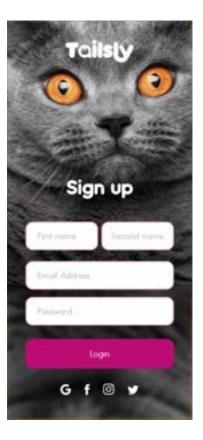


Time Slot 12pm - 2pm



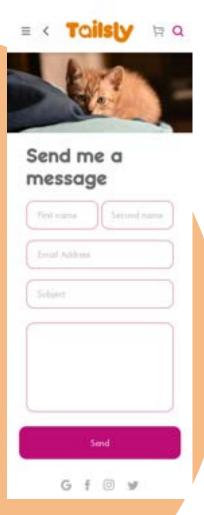


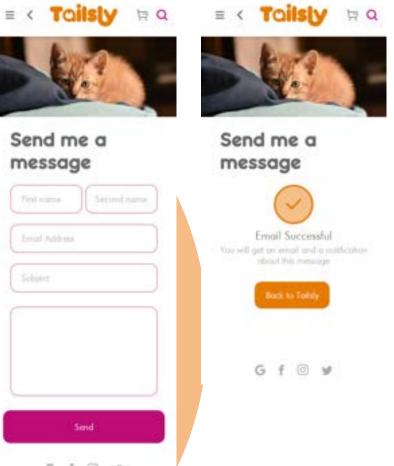




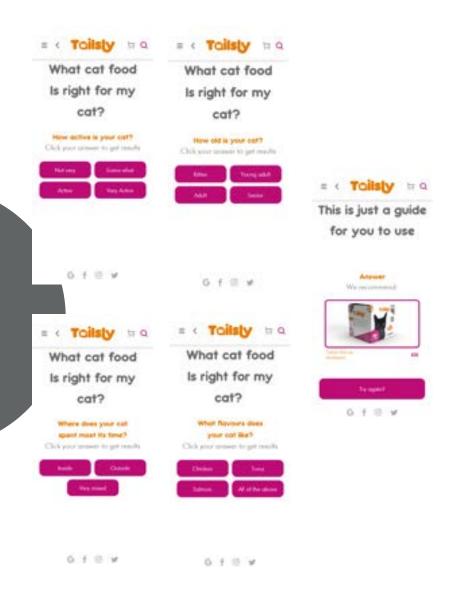








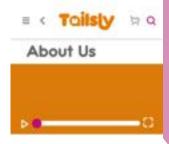




### Testing users

User Interface evolves when users give feedback.

User Testing helps to create tests, share and analyse this feedback. and the feedback I got was needed to progress the design to what it is now.



### Welcome to Tolisty

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## Taisly Prototypes AR Codes



### QR Codes for Prototypes





Light - Android

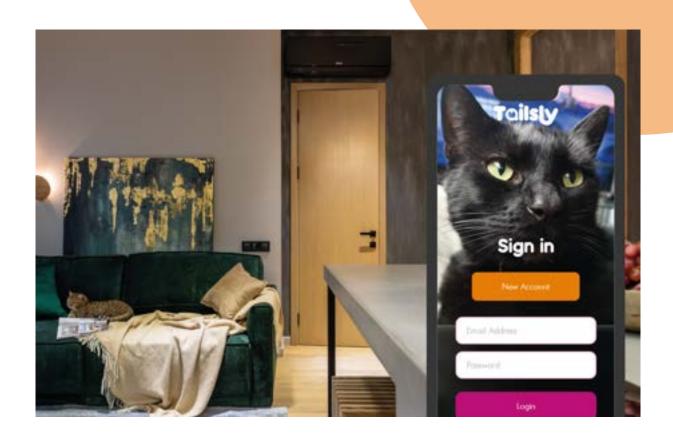


Dark - Android



**Android Tab** 

### **QR** Codes for Prototypes





Light - iPhone



Dark - iPhone



iPad



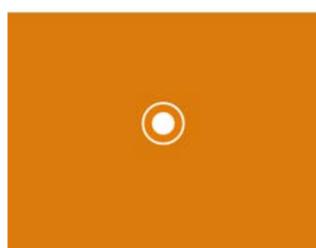
### Android Tab - Screens











### **Our Address**



### Tailsly Itd

Our offices

46b Friar Lane, Nottingham, NG1 6DQ UK











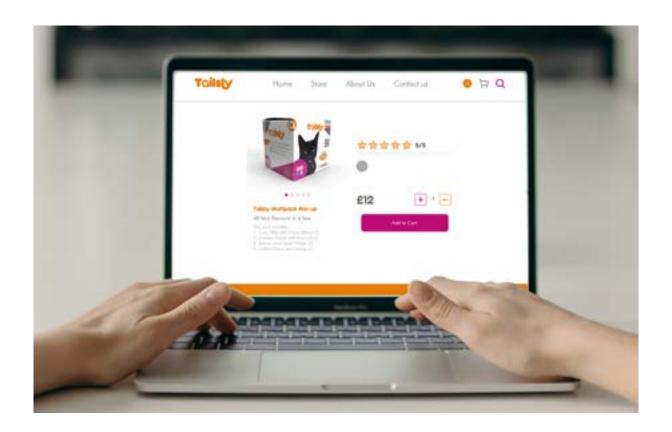
### iPad - Screens







### QR Codes for Prototypes





Website



### Overall feedback

I'm pleased with my project. Several constructive criticisms have been given to me. As I look forward, I feel proud of what I have achieved.

I gained invaluable skills on this project and am sure I will be able to use them in the future since everything from the logo to the packaging to the customer profiles and the UX and UI design was made entirely by me. It has been a lot of work, but it will pay off in the end.

Design-wise, this shows where I am at. I have spent countless hours developing a user-friendly experience & interface that is accessible to everyone, regardless of their technical skills. In my opinion, this shows the improvement I have made in my UX/UI Design.

I have also implemented feedback from user testing to ensure the interface is intuitive and straightforward. I am confident that I have the necessary skills to succeed in this field at a junior level.

I'm grateful for the support I received from my contacts, family and friends for feedback, user testing and even the constructive criticism.

It really hellped me progress.





### **Added Information**

Some stock images/ video where used from www.pexels.com on a Free For Commercial licence.

All image of a black cat are my own photography/ videogaraphy and for that reason have all rights to it.

I used Adobe Illustator, XD, inDesign, After effects for this projects.





Thank you for reading and viewing my project and I hope that some here inspires you to create meaningful designs. Remember, design is more than just aesthetics—it's about creating something memorable and meaningful.

**Jarrid Lawson** 

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