MSc in Computing
Advanced Software Development│Data Science

Team Project

Final Report

Magpie

Services at a Glance

Group 3

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0.5 Prototyping

A prototype is a useful design tool for testing concepts, clarifying requirements, and starting user interaction and feedback. Prototyping methods can be categorized by fidelity—ranging from low-fidelity sketches to high-fidelity digital mockup.
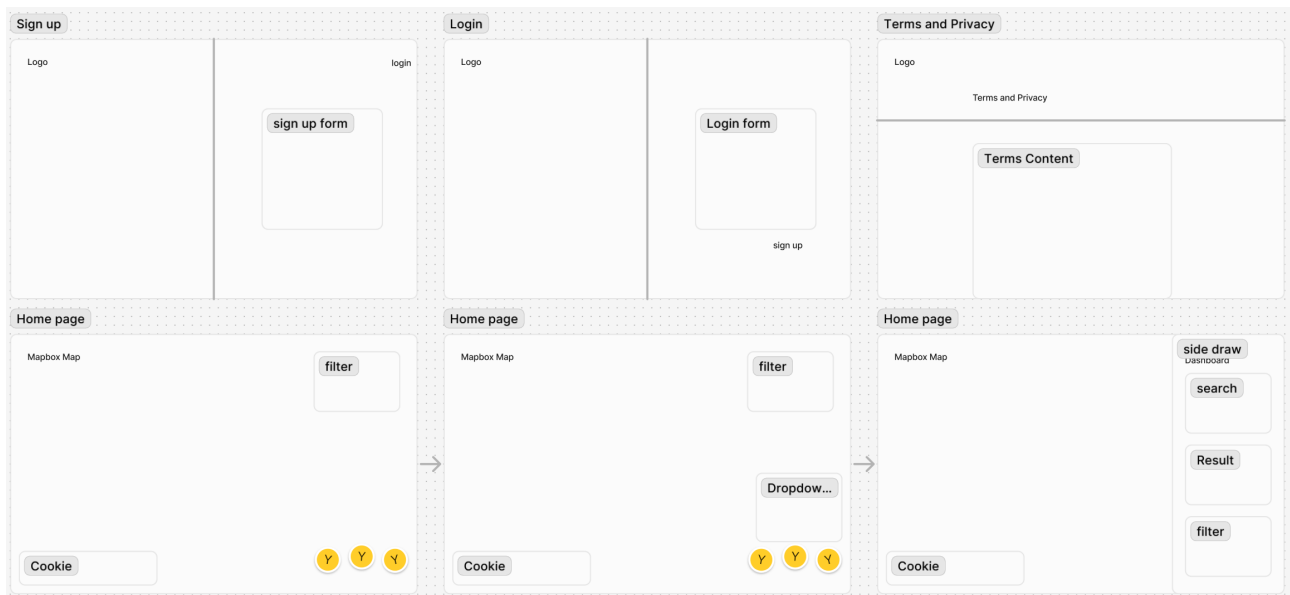
0.5.1 Low-fidelity prototypes

Figure 1: *This is a sample caption for the image.*

Low-fidelity prototypes, which often consist of simple sketches particularly valuable in the early stages of design

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