

Exercise 8:

Simulate the lifecycle stages for UI design using the RAD model and develop a small interactive interface using Axure RP

AIM:

The aim is to demonstrate the lifecycle stages of UI design via the RAD model and develop a small interactive interface employing Axure RP.

PROCEDURE:

Tool Link: <https://www.axure.com/>

Simulating the Lifecycle Stages for UI Design Using the RAD Model

RAD Model (Rapid Application Development): The RAD model emphasizes quick development and iteration. It consists of the following phases:

1. Requirements Planning:

- ☐ Gather initial requirements and identify key features of the UI.
- ☐ Engage stakeholders to understand their needs and expectations.

2. User Design:

- ☐ Create initial prototypes and wireframes.
- ☐ Conduct user feedback sessions to refine the designs.
- ☐ Use tools like Axure RP to develop interactive prototypes.

3. Construction:

- ☐ Develop the actual UI based on the refined designs.
- ☐ Perform iterative testing and feedback cycles.

4. Cutover:

- ☐ Deploy the final UI.
- ☐ Conduct user training and support.

Axure RP Interactive Interface Development

Phase 1: Requirements Planning

1. Identify Key Features:

- ☐ Navigation (Home, Product Categories, Product Details, Cart, Checkout, Order Confirmation, Order History)
- ☐ User actions (Browsing, Searching, Adding to Cart, Checkout, Tracking Orders)

2. Create a Requirements Document:

- ☐ List all features and functionalities.
- ☐ Document user stories and use cases.

Phase 2: User Design

1. Install and Launch Axure RP:

- ☐ Download and install Axure RP from Axure's official website.
- ☐ Launch the application.

2. Create a New Project:

- ☐ Go to File -> New to create a new project.
- ☐ Name the project (e.g., "Shopping App Interface").

3. Create Wireframes:

- ☐ Use the widget library to drag and drop elements onto the canvas. ☐

Design wireframes for each screen:

- Home Page
- Product Categories
- Product Listings

- Product Details
- Cart
- Checkout
- Order Confirmation
- Order History

4. Add Interactions:

- Select an element (e.g., button) and go to the Properties panel.
- Click on Interactions and choose an interaction (e.g., OnClick).
- Define the action (e.g., navigate to another screen).

5. Create Masters:

- Create reusable components (e.g., headers, footers) using Masters. ○
- Drag and drop masters onto the wireframes.

6. Add Annotations:

- Add notes to describe each element's purpose and functionality.
- Use the Notes panel to add detailed annotations.

Phase 3: Construction

1. Develop Interactive Prototypes:

- Convert wireframes into interactive prototypes by adding interactions and transitions.
- Use dynamic panels to create interactive elements (e.g., carousels, pop-ups).

Test and Iterate:

- Preview the prototype using the Preview button.
- Gather feedback from users and stakeholders.
- Make necessary adjustments based on feedback.

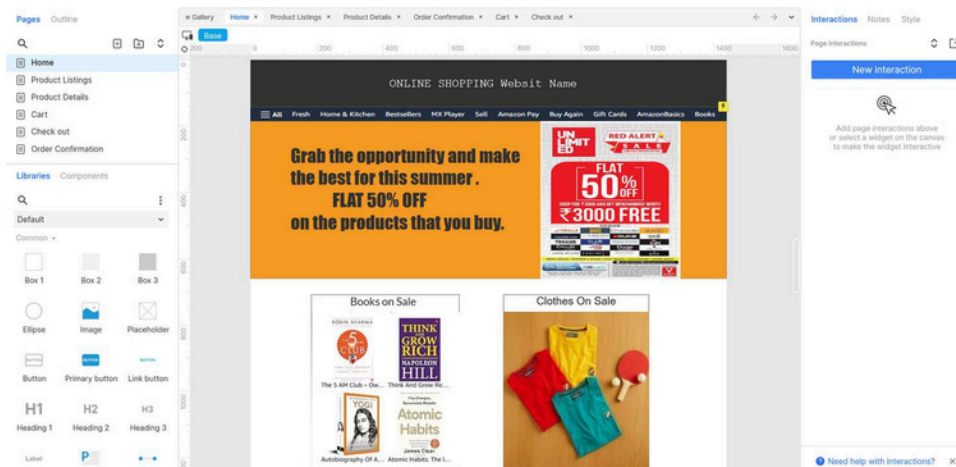
Phase 4: Cutover

1. Finalize and Export:

- Finalize the design and interactions.

- Export the prototype as an HTML file or share it via Axure Cloud.
2. User Training and Support:
- Conduct training sessions to familiarize users with the new interface.
 - Provide documentation and support for any issues.

OUTPUT:



RESULT:

The output was verified successfully.