Exercise 6

This exercise is structured into four distinct phases, with Phase 2 utilizing the tool [Axure RP](#).
The main goal is to create a functional prototype following the Rapid Application Development (RAD) model and to produce accompanying documentation to assist users in case of issues.

What is the RAD Model?

RAD (Rapid Application Development) is a software development methodology that emphasizes quick prototyping and iterative delivery.
It is ideal when requirements are clear, as it enables fast turnaround and efficient results.

Phase 1: Requirements Planning

In this initial phase, all user and system requirements are gathered to ensure the prototype is aligned with user expectations.

Navigation Structure:

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

This navigation flow allows users to locate products and complete purchases seamlessly.

User Actions:

- Browsing products

- Searching for items

- Adding items to the cart

- Completing checkout

- Tracking orders

These are the key interactions the user is expected to perform within the application.

User Stories:

- One user desires an intuitive and easily navigable interface to enhance usability.

- Another user expects a bug-free, smooth experience throughout the application.

Each user may have unique expectations, so it is crucial for the developer to consider these while gathering requirements.

Phase 2: User Design

During this phase, the designer begins crafting the prototype with a focus on creating an engaging and user-friendly interface.
The design should not only meet the functional requirements but also provide a visually pleasant and seamless user experience.

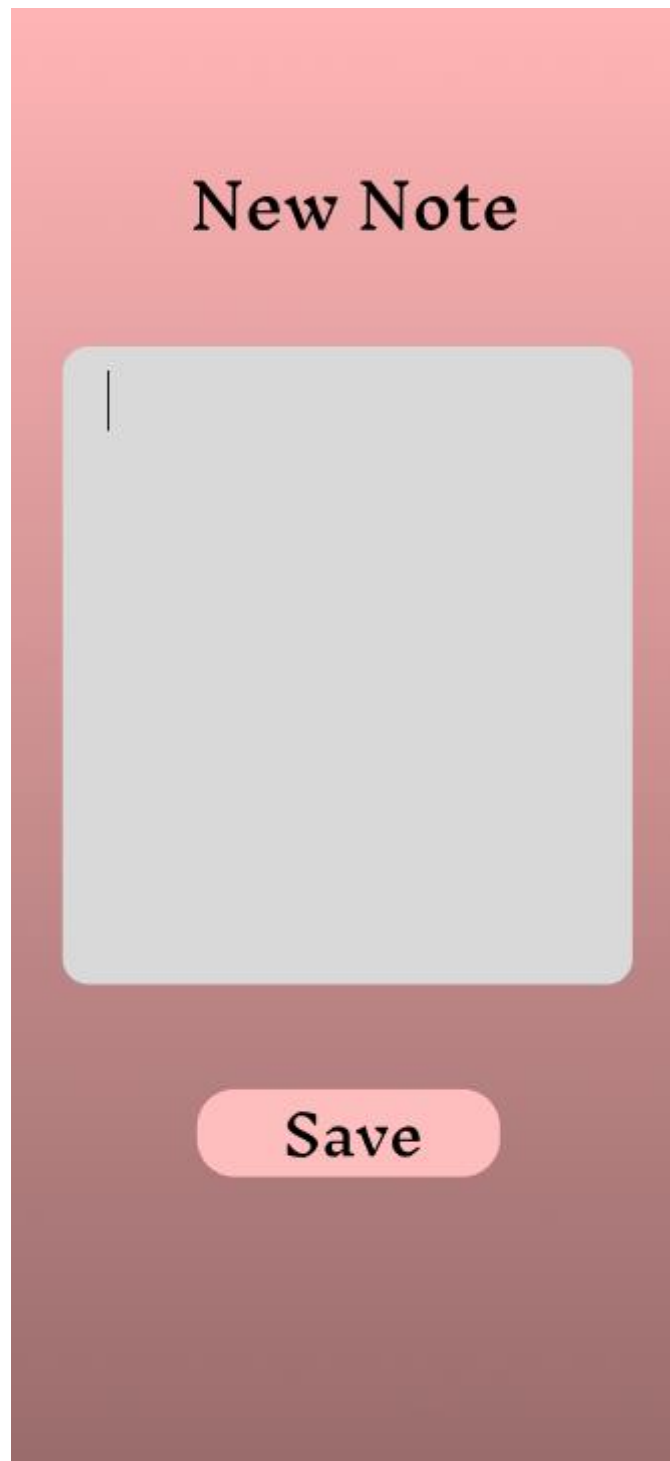Sample design of a simple quick notes app:

Fig 1: home page

Fig 2: notes page

Here in fig 1 we can see that it is fairly easy for the user to navigate and it is very unlikely to experience any human errors as there is only one "+" button an

user can click and we made the "+" button very big so it will be more visible for the user and has a very low chance of the user not noticing it , as mostly only old people use the quick notes app , we need to make sure that it is visible foe them. And after the user clicks the "+" button , it will land on a page where the user can write whatever he wants.

Phase 3: Construction

This stage involves building the interactive prototype and testing it with a sample of real users.
The prototype is iteratively refined based on user feedback to enhance usability and resolve issues.

Steps in this phase include:

- Previewing the prototype using the "Preview" button in Axure RP

- Collecting feedback from users and stakeholders

- Making improvements based on the feedback received

This process repeats as necessary until the prototype meets expectations and functions smoothly.

Phase 4: Cutover

In the final phase, the prototype is finalized with all interactions polished.
The application is then exported either as HTML files or to **Axure Cloud** for deployment.

Post-launch steps include:

- Conducting training sessions to help users familiarize themselves with the new interface

- Building user trust and promoting application adoption

- Providing comprehensive documentation (user manual) to guide users through common issues