

EX NO :7b

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Develop low-fidelity paper prototypes for a banking app and convert them into digital wireframes using Inkscape

AIM:

The aim is to construct low-fidelity paper prototypes for a banking app and digitize them into wireframes using Inkscape.

PROCEDURE:

Tool Link: <https://inkscape.org/>

Step 1: Create Low-Fidelity Paper Prototypes

1. Identify Core Features:
 - Determine the essential features of the banking app (e.g., login, dashboard, account management, transfers).
2. Sketch Basic Layouts:
 - Use plain paper and pencils to sketch the main screens.
 - Focus on the primary elements like buttons, navigation menus, and input fields.
3. Iterate and Refine:
 - Get feedback from users or stakeholders.
 - Make necessary adjustments to improve clarity and functionality.

Step 2: Convert Paper Prototypes to Digital Wireframes Using Inkscape

1. Install Inkscape:
 - Download and install Inkscape from the official website.
2. Create a New Document:

- Open Inkscape and create a new document by clicking on File > New.

3. Set Up the Document:

- Set the dimensions and grid for your design. Go to File > Document Properties to adjust the size.
- Enable the grid by going to View > Page Grid.

4. Draw Basic Shapes:

- Use the rectangle and ellipse tools to draw the basic shapes for your UI elements (e.g., buttons, input fields, icons).

5. Add Text:

- Use the text tool to add labels and placeholder text to your elements.

6. Organize and Align:

- Arrange and align the elements to match your paper prototype.
- Use the alignment and distribution tools to keep everything organized.

7. Group Elements:

- Select related elements and group them together using Object > Group.
- This helps keep your design organized and easy to edit.

8. Create Multiple Screens:

- Duplicate your base layout to create different screens (e.g., login, dashboard, transfer).
- Use Edit > Duplicate to create copies of your elements and arrange them for each screen.

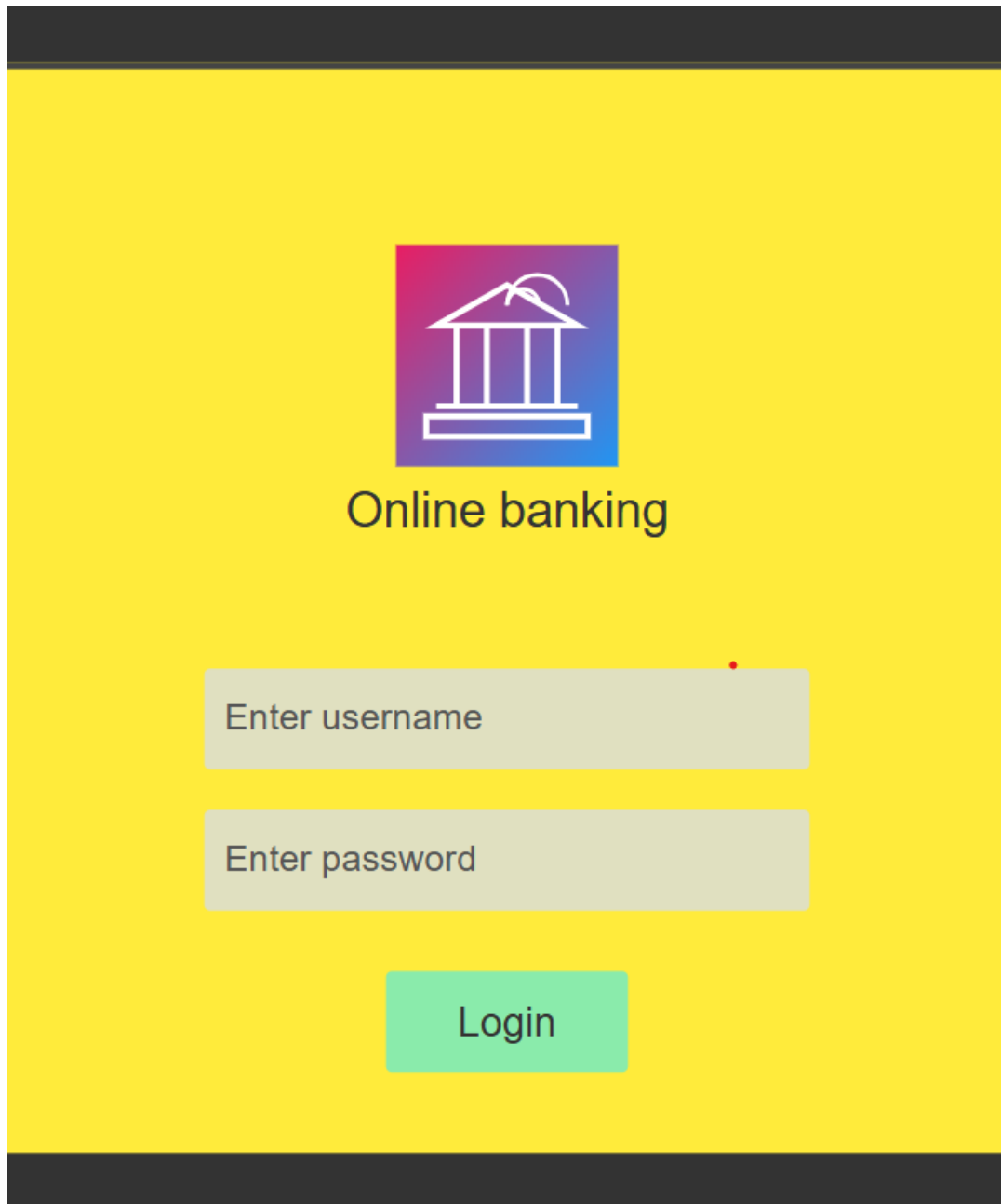
9. Link Screens (Optional):

- If you want to show navigation flows, you can add arrows or other indicators to demonstrate how users will move between screens.

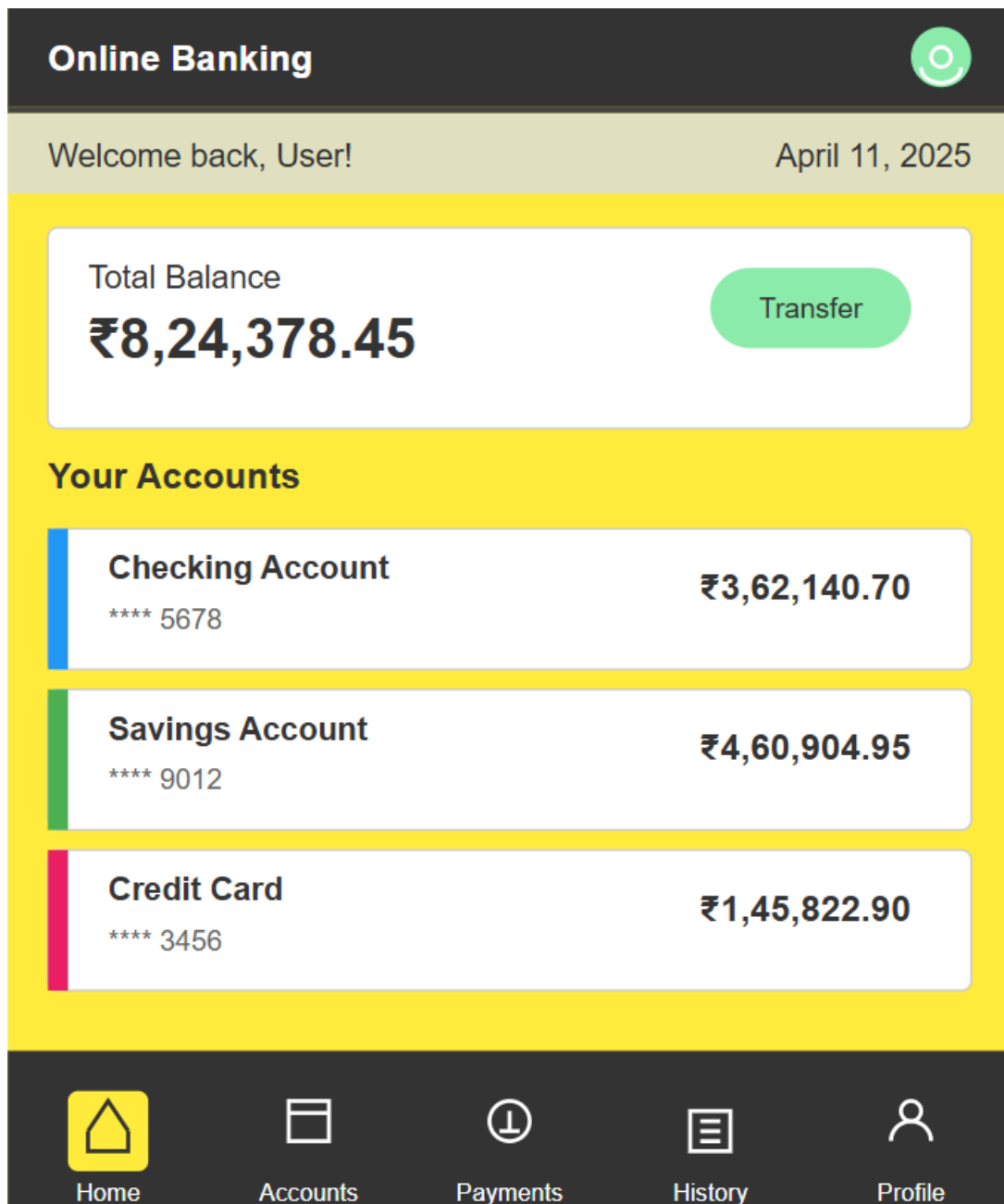
10. Export Your Wireframes:

- Once you're satisfied with your digital wireframes, export them by going to File > Export PNG Image.
- Choose the appropriate settings and export each screen as needed.

OUTPUT:



A digital wireframe of an online banking login screen. The screen has a yellow background with dark grey horizontal bars at the top and bottom. In the center, there is a square icon with a white outline of a classical building with columns and a pediment, set against a purple-to-blue gradient. Below the icon, the text "Online banking" is displayed in a dark grey sans-serif font. Further down, there are two light grey rectangular input fields. The first field contains the placeholder text "Enter username" and has a small red dot at its top right corner. The second field contains the placeholder text "Enter password". Below these fields is a light green rectangular button with the text "Login" in a dark grey sans-serif font.



RESULT:

Developing low-fidelity paper prototypes for a banking app and converting them into digital wireframes using Inkscape has been executed successfully