**Prototype**

1. **Prototype Objectives**
   1. Create an interactive prototype to allow the user to experience every UI element as if they are using our application and provide a way for their feedback to be measurable.
   2. Enable us to gain information of what our application interface may look like towards later stages of development by incrementally adding new UI interfaces.
   3. Create multiple prototype designs and allow our team to determine what best fits our design specification by allowing our team to vote on which design works best.
   4. Test the prototype with user behaviors and needs in mind.
2. **Design Specifications**
   1. **Throwaway Approach -** Develop a prototype to learn more about our proposed user interface that is never intended to be a part of the delivered software.
   2. Create a logical flow of events that is easy to understand.
   3. Simple user interface to avoid user confusion.
      1. Simple - Minimizing UI elements while maintaining a high level of usability.
   4. Allow users to see the application used in many ways. (From an already established account to a new user)