



# Seng 310

Lab 5  
Spring 2015

# Software Prototype

- What to keep in mind
- Some tools you could use
- Due March 1st (!)
- One submission per team



Today in the Lab

# Software Prototype

## Your Prototype should:

- **Support your three scenarios:**
  - Make sure your scenarios have been updated to reflect any problem found by your team, your TA and/or the markers.
  - You will need to submit them (again)!
- **Show all major screens:**
  - Should enable basic navigation between screens
- **Data should be hard coded to match scenarios:**
  - ex: Search Results screen display hard coded results of your persona's search

# Software Prototype

Your Prototype should:

- Simulate the touch by mouse click on PC:
  - If developed for a touch interface (smartphone, tablet)
- Incorporate changes to address the problems identified:
  - By the TAs and markers in your paper prototype
  - By yourself and your team members in assignment 4
  - Include a written summary of the changes in pdf
- Read and take heed of the marking scheme!!!

# Assignment 5 - What to hand in?

Via ConneX, a zip file containing:

- All files needed to run your Software Prototype
  - We will not compile any code
- a **README.txt** file with instructions on how to start or run the prototype
  - Description of any software or special platform requirements needed to run the prototype
  - e.g. “Flash required, runs in Firefox, Windows...”
  - Your three scenarios (revised or not)
- Summary of design changes based on feedback from TAs, markers and Walkthroughs, in a **pdf file**

# Prototyping tools - 1

## Fluid:

- Extremely simple & easy mockups
  - Libraries for iPhone, Android, Windows 8...
  - Mouse gesture & touch support for demos
  - Support QR code, to load demo onto device
- Libraries for iPhone, Android, Windows 8...
- Mouse gesture & touch support for demos
- Supports simple linking
- May not be precise/customizable enough for complex apps
  - <https://www.fluidui.com/demo/green-cars/>
  - <https://www.fluidui.com/demos>

# Prototyping tools - 2

## Axure:

- Complete Tool: Mockups, diagrams
  - Export to HTML and Javascript in a click
  - Allows advance prototyping
  - Lots of tutorials, large community
  - Lots of widget libraries, some free, some \$\$
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- [http://oqzvqz.axshare.com/#p=ipad\\_frame\\_for\\_desktop\\_view](http://oqzvqz.axshare.com/#p=ipad_frame_for_desktop_view)
  - <http://www.axure.com/features>
  - <http://www.axure.com/learn>

# Prototyping tools - 3

## Proto.io:

- Supports different kind of interaction (swipe, pinch...)
- Export to HTML and PDF
  - <https://proto.io/en/demos/>

## InVision:

- Great for all of Webpage, IOS and Android designs
  - <http://www.invisionapp.com/#tour>



# Prototyping tools - 4

## Apple Keynote:

- Great for iPod/iPad design
  - Premade customizable native menus and widgets
  - Runs easily on iPad after build
  - Slick menus / page transitions
- May not be as fast as simpler mockup apps but...
  - <http://blog.amirkhella.com/2010/06/16/how-to-prototype-interactive-ipad-applications-in-30-minutes-or-less-using-apple-keynote/>
- Probably best looking for iProducts
  - most control for iPhone/iPad apps
  - <http://keynotopia.com/guides/>

# Prototyping tools - 6

## Lucidchart:

- Great for flowchart/UML Diagrams
- Wireframes mockups
  - Links between objects through “Hotspot”
- Pre-made designs/Templates
  - iPhone/iPad widgets, webpage UI basics
- Fairly precise customization of widgets
- Not as polished looking as some other tools
  - [https://www.lucidchart.com/pages/examples/wireframe\\_software](https://www.lucidchart.com/pages/examples/wireframe_software)

# Prototyping tools - 7

## Pencil/Stencil:

- Open Source: Completely free
- Shape Collections for Android, IOS, and general webpage
  - <http://pencil.evolus.vn/>

## WebZap:

- Photoshop plugin for Web Design
  - <http://webzap.uiparade.com/>
  - <http://designshack.net/articles/software/webzap-beautiful-photoshop-web-mockups-at-light-speed/>

There are many other options and tools;  
feel free to use something different.

Could also use **Flash, HTML, JavaScript** for instance  
...but keep in mind:

- Prototypes and Mockups **are made to save time!**
  - Unless you are familiar with these tools/languages, it might be safer to use simpler ones.
- They **are a proposition** to users and stakeholders
  - Who might not (quite) like them...
  - Need to be somewhat flexible (so do you!)
- Don't pick a tool that takes too much time to learn
  - We are mostly **interested in Interface Design**...  
not that much in their implementation for this course



**Keep in mind...**

# Ressources - 1

Fluid:

<https://www.fluidui.com/demos>

Axure:

<http://www.axure.com/learn>

Apple's Keynote:

<http://blog.amirkhella.com/2010/06/16/how-to-prototype-interactive-ipad-applications-in-30-minutes-or-less-using-apple-keynote/>

<http://keynotopia.com/guides/>

Lucidchart:

[https://www.lucidchart.com/pages/examples/wireframe\\_software](https://www.lucidchart.com/pages/examples/wireframe_software)

Proto.io

<https://proto.io/en/demos/>

# Ressources - 2

## Pencil/Stencil:

<http://pencil.evolus.vn/>

## WebZap:

<http://webzap.uiparade.com/>

<http://designshack.net/articles/software/webzap-beautiful-photoshop-web-mockups-at-light-speed/>

## InVision:

<http://www.invisionapp.com/>

## Flash:

<http://www.johnniemanzari.com/flashlabs/>

## HTML:

<http://www.ics.uci.edu/~redmiles/publications/C030-VR99.pdf>

## Other links:

<http://iphonedesigntools.com/>

<http://iphoneized.com/2009/11/21-prototyping-mockup-wireframing-tools-iphone-app-development/>

<http://developer.apple.com/library/ios/#documentation/userexperience/conceptual/mobilehig/Introduction/Introduction.html>