CREATE AN INTERACTIVE PLAYER PROTOTYPE USING PROTOPIE

Aim: To create an interactive player prototype using protopie.

Procedure:

Step 1: Setting up the Project

- 1. Download and install ProtoPie (if you haven't already).
- 2. Launch ProtoPie and create a new project.
- 3. Set the canvas size to a mobile device resolution (e.g., 375x667 for iPhone 8).

Step 2: Designing the Player UI

- 1. Create a circle for the play/pause button.
- 2. Create another circle for the skip button.
- 3. Design a rectangle for the progress bar.

Step 3: Adding Interactions

- 1. Select the play/pause button and open the "Interaction" panel.
- 2. Click on "Add Interaction" and select "On Tap."
- 3. Choose "Toggle" as the interaction type.
- 4. Select the play/pause button again, and in the "Layers" panel, create two states: "Play" and "Pause." Design each state accordingly (e.g., play icon in the "Play" state and pause icon in the "Pause" state).

Step 4: Adding Progress Animation

- 1. Select the progress bar and open the "Interaction" panel.
- 2. Click on "Add Interaction" and select "On Tap."
- 3. Choose "Change Property" as the interaction type.
- 4. Select the progress bar, choose the "Transform" property, and set the "Scale" property to increase the width of the progress bar to simulate progress.

Step 5: Adding Skip Interaction

- 1. Select the skip button and open the "Interaction" panel.
- 2. Click on "Add Interaction" and select "On Tap."
- 3. Choose "Change Screen" as the interaction type.
- 4. Create a new screen that represents the next song or a skip action.

Step 6: Testing the Prototype

- 1. Connect a mobile device to the ProtoPie Player app.
- 2. Click the "Play" button to simulate the play/pause action.
- 3. Tap the progress bar to simulate song progress.
- 4. Tap the skip button to navigate to the next song screen.

Step 7: Refining the Prototype

- 1. Adjust animations, transitions, and timings to make the interactions feel natural.
- 2. Test the prototype with potential users and gather feedback for improvements.

Output:

Result: Thus interactive player prototype using protopie has been created.