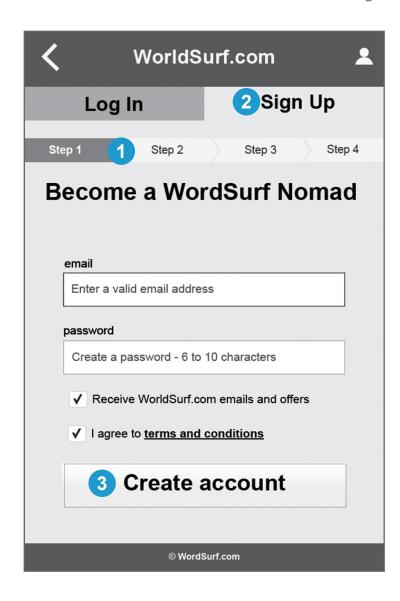


Web Interface & Usability

Annotated Wire Example



How to Annotate: Write and define each Design Pattern on the first artboard of your wireframe template. Copy and place the blue Number Symbol on your wire where the Design Pattern is depicted. You only need to annotate a pattern once, and **every Build Assignment has specific Design Patterns listed on the Grading Rubric.**

1. Sequence Map [Artboard 1]
 Design Pattern Definition
 Functionality/Interactivity: Details
 Result of Interactivity: Details

 2. Titled Sections [Artboard 1]
 Design Pattern Definition
 Functionality/Interactivity: Details
 Result of Interactivity: Details

 3. Prominent Done Buttons
 [Artboard 1]
 Design Pattern Definition
 Functionality/Interactivity: Details
 Result of Interactivity: Details