

ISM3232C

Lab 11: Wireframing

Instructions

After reading 'Chapter 4: Wireframing a Mobile-First Experience Using Vector Shapes' in the "Designing and Prototyping Interfaces with Figma" book, start with the section titled 'Developing the app structure' and the 3rd paragraph ("Let's start with a new blank file . . ."). .

Complete all the steps in Ch. 4 to create a wireframe. Save your work and continue in Chapter 5 beginning with the section titled 'Introducing styles'. Resume your design, completing all the steps in each section.

There is no Canvas submission for this project, you will submit your work to a GitHub repository as described below.

Submitting your work

Once your project is complete, commit your code to the provided classroom repository. Your instructor will clone and grade your repo after the due date for this assignment.

There is no Canvas submission for this project.