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**Course:** UID

**Course code:** CSC 3119

**Coursework Report: Low-Fidelity vs. High-Fidelity in User Interface Design**

**Objective:** This coursework aimed to explore the concepts of low-fidelity and high-fidelity prototypes in user interface (UI) design, focusing on how each approach affects the development process, usability testing, and overall user experience.

**Tasks:**

1. **Low-Fidelity Prototype Creation:**  
   A low-fidelity prototype was created for a basic login page. This initial design was a rough, non-detailed sketch or wireframe of the interface, focusing primarily on the layout, structure, and key functionalities (username and password fields, login button). The purpose was to illustrate the flow and functionality without any aesthetic considerations.
2. **High-Fidelity Prototype Development:**  
   The next phase involved converting the low-fidelity design into a high-fidelity prototype. This prototype featured detailed visuals, including color schemes, typography, and other UI elements that closely resemble the final product. Interactive components were also incorporated to simulate user interactions, allowing for a realistic login experience